

CyberSports for Basketball Version 5.0

Voice Commands

For player numbers just say the number like "twenty one" for all numbers up to 99. Some special cases are also handled like "zero" and "double zero".

The (team) can either be Home, Visitor or the city or team name as entered in the team file. Some names will be easier to pronounce and be recognized by the software, but home and visitor can be use in any situation.

PROMPTS

Player for Shot?

1. **SHOT MISSED BY**(Player Number) or
MISSED SHOT BY(Player Number)
2. **SHOT MADE BY**(Player Number) or
MADE SHOT BY(Player Number)

Player for Assist?

ASSIST BY (Player Number) or
FROM (Player Number)

Player for Rebound?

1. **OFFENSIVE REBOUND BY** (Player Number)
2. **DEFENSIVE REBOUND BY** (Player Number)
3. **TEAM OFFENSIVE REBOUND**
4. **TEAM DEFENSIVE REBOUND**
5. **PUTBACK MADE BY** (Player Number)
6. **PUTBACK MISSED BY** (Player Number)
7. **BLOCK BY** (Player Number) or
BLOCKED BY (Player Number)

Player for Foul?

1. **PERSONAL FOUL BY** (Team Name) (Player Number)
2. **OFFENSIVE FOUL BY** (Team Name) (Player Number)

Player taking Charge?

CHARGE TAKEN BY (Team Name) (Player Number)

Player for Steal?

STEAL BY (Team Name) (Player Number)

Player for Turnover?

1. **TURNOVER BY** (Team Name) (Player Number)
2. **TEAM TURNOVER BY** (Team Name)
3. **FORCED BY** (Team Name) (Player Number)

Player for Defensive Assist?

DEFENSIVE ASSIST BY (Team Name) (Player Number)
or **FORCED BY** (Team Name) (Player Number)

SUBSTITUTIONS

PLAYERS FOR (Team Name) **ARE** (Number) **AND** (Number) **AND** (Number) **AND** (Number) **AND** (Number)

Note: Numbers for players leaving game do not need to be spoken. Substitutions can be made while clock is running.

MISCELLANEOUS:

- **START THE CLOCK**
- **STOP THE CLOCK**
- **FULL TIMEOUT FOR** (Team Name)
- **PARTIAL TIMEOUT FOR** (Team Name)

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Speech Recognition

The speech recognition is not perfect, but is now good enough to be a real complement to entering game data. All that is needed is the Windows Vista operating system or Windows XP with Office 2003 and a microphone. The microphone should be of high quality and have background noise cancellation capabilities. For our testing, we successfully used an Andrea Anti-Noise PC Stereo Headset ANC-750 (you can search www.cdw.com for this product).

Windows XP Speech Recognition Setup:

1. Make sure your microphone is properly connected
2. Click **Start** → **Control Panel** → **Sounds, Speech and Audio Devices** → **Speech**
3. Click the **Speech Recognition** tab, and then click **English** speech recognition engine in the Language box.
4. Click the profile that you want to use in the **Recognition Profile** group. Training is specific to an engine and profile so that training one engine or profile set has no effect on any other engine or profile set. Create a profile for each person who will be using voice input.
5. Complete the 10 minute training session. **Note:** additional training will improve speech recognition.
6. After setting up a game file in the Game Module, just click **Edit** and select the **Voice Command** option.
7. Use the CyberSports for Basketball voice commands during the game to enter game data.

More information:

<http://office.microsoft.com/en-us/help/HA010348841033.aspx>

Windows Vista Speech Recognition Setup:

1. Make sure your microphone is properly connected
2. Click **Start** → **Control Panel** → **Speech Recognition Options**.
Wizards to run include:
 - a. Start Speech Recognition
 - b. Set up microphone
 - c. Take Speech Tutorial
 - d. Train computer to understand you
3. Training is specific to an engine and profile so that training one engine or profile set has no effect on any other engine or profile set. You will want to set up a profile for each person who will be using Cybersports voice input.
4. After setting up a Came File in the Game Module, just click **Edit** and select the **Voice Command** option.
5. Use the CyberSports for Basketball voice commands during the game to voice enter game data.

More information:

<http://www.microsoft.com/enable/products/windowsvista/speech.aspx>

Text-To-Speech

WINDOWS VISTA: Narrator is a **Text-To-Speech** program that is built into **Windows Vista** that provides audio of CyberSports prompts. With Narrator you will find a more pleasant, natural sounding voice in Vista than with XP.

WINDOWS XP: Cybersports also uses **Text-To-Speech** capabilities in **Windows XP** Just click the **Text To Speech** tab under **Speech Properties** and select a voice for output.