

SH3Speech Frequently Asked Questions

What is SH3Speech?

SH3Speech is a conversion of Erik Knepfler's SHSpeech voice recognition program for use with Silent Hunter III (SH3) by Ubi Soft. Erik wrote SHSpeech originally for use with Silent Hunter IV (SH4). Tom Stevenson converted the SHSpeech data files for use with SH3. The program allows the user to speak orders into a microphone connected to the computer via the sound card, which are interpreted by Microsoft's free Speech Recognition Application 5.1 (SAPI 5.1) and transformed into keypresses or mouse movements/mouse button inputs that are understood as orders by the SH3 program and acted upon. Unlike other voice recognition programs (such as Game Commander or SHOOT), SHSpeech allows for input of both keypresses and mouse inputs. It is a free realism enhancement tool for SH3, to provide players with greater immersion.

Where can I get Microsoft Speech Recognition Application (SAPI 5.1)?

<http://www.microsoft.com/downloads/details.aspx?FamilyID=5e86ec97-40a7-453f-b0ee-6583171b4530&DisplayLang=en>

How do I set up Microsoft Speech Recognition Application (SAPI 5.1)?

Read the instructions that come with the download. Also see the SH4 Readme.html file that came in the \docs folder of your SH3Speech download for tips on training the speech recognizer and "tuning" your microphone for optimum operation.

How do I install SH3Speech?

If you already have SH3Speech V1.00 installed: Open JSGME and uninstall SH3Speech_GWX or SH3Speech_OLC (whichever version you use). If you made any changes to any of your V1.00 .csv files or .bat files, you may want to save those elsewhere for later use. Then follow the normal installation instructions for installing V1.01. The installer will overwrite your old SH3Speech files if you point it at the same main SH3 directory where you installed V1.00.

If you are a new SH3Speech user, simply double click on the SH3Speech_V101.exe installer and follow the prompts. Point the installer at your main SH3 Folder when asked. The installer will install one folder called SH3Speech in your SH3 main folder, and two other folders in your SH3\MODS folder for installing new commands_en.cfg and commands_de.cfg files via Jonessoft Generic Mod Enabler (JSGME). It'll also put a pair of shortcuts on your desktop to allow you to easily start the correct version of SH3Speech for you.

If you use SH3Commander, don't forget to roll back SH3Commander before installing/uninstalling anything using JSGME. You'll need to install the commands_en.cfg and commands_de.cfg files for the version of SH3 you run (Stock with patch 1.4b or GWX 2 use the SH3Speech_GWX version and GWX+OLC GUI use the SH3Speech_OLC version). GWX users should uninstall "GWX Integrated Orders Mod" using JSGME BEFORE installing SH3Speech_GWX. OLC GUI users should install SH3Speech_OLC AFTER installing OLC

GUI version 1.2.3 or later using JSGME. See the SH3Speech Installation Readme.txt file in the SH3Speech\docs folder for more details.

Also, if you are using a resolution other than 1024x768 for SH3, you'll need to also change this resolution in the version of the SH3Speech batch file you use (SH3Speech_GWX2.bat or SH3Speech_OLC). Open the .bat file with a text editor and change 1024x768 to your game resolution, for example, change 1024x768 to 1280x960. Note there are no spaces in there!

How do I run SH3Speech?

After installing SH3Speech, just double-click on the appropriate desktop shortcut for the version of SH3 you are running (SH3Speech_GWX for Stock or GWX2, SH3Speech_OLC for GWX2+OLC GUI). Then start SH3 normally. This mod is compatible with SH3Commander. If you are using stock SH3 or GWX, once you get into your scenario, give the following orders immediately: "Reset dials." This ensures SH3Speech knows which dials are on top.

How do I know what to say to get SH3 to do what I want it to do?

The Innenkommunikationen Handbüch.pdf (IKH) file tells you every command SH3 will understand, in both English and German. We recommend printing yourself a copy for reference during the game. Additionally, you can easily "personalize" SH3Speech to put in your own commands or delete any you don't like. See the CSV_File_Structure.htm file in the SH3Speech\docs folder for more details on how to personalize SH3Speech to your tastes.

I don't want to have to push a button to talk. Can I just have it listen all the time?

Yep. To change to "open mike" format, browse to the file named press_to_talk.csv You'll find it in the SH3Speech\csv files\SH3_GWX or SH3_OLC folders. Open the file for the version you use (GWX or OLC) using Excel, Notepad or some other text editor. Delete the ` in the very first line, and save the file. The next time you start SH3Speech, you'll be in "open mike" mode, and anything you say or any sound you make will be interpreted by the program. Make sure your microphone is properly tuned to reduce unwanted commands due to background noise. See the Readme.htm file for more details on how to tune your microphone.

Can I have some other key than ` for my press to talk key?

Yep. To change to another press-to-talk key, browse to the file named press_to_talk.csv You'll find it in the SH3Speech\csv files\SH3_GWX or SH3_OLC folders. Open the file for the version you use (GWX or OLC) using Excel, Notepad or some other text editor. Replace the ` in the very first line with the key you want to use, and save the file. Be careful to choose a key that won't send unwanted commands to SH3 every time it's pressed. If you're a leftie, for instance, maybe you want to use the Numpad * key. You can use any key that is defined in the key_codes.csv file. The next time you start SH3Speech, your new press-to-talk key will be activated. See the SH4Readme.htm and Key Codes (advanced) files in the SH3Speech\docs folder for more details.

Why isn't SH3Speech obeying my orders??!

If you are using press-to-talk, make sure you are holding the press to talk key down long enough for the program to figure out what it is you are trying to tell it. Some commands, for instance, have other very similar commands with extra words tacked on. The speech engine must have enough time to understand that you meant "Starboard forty" and not "Starboard forty five", for example. With a little practice, you'll soon know about how long to hold the press-to-talk key. If it really bugs you, switch to "open mike" mode (see above).

Another reason this could happen is if you are using OLC GUI and don't have the dials showing and you give a command requiring one of the dials to be manipulated by the mouse. Always call up the dials by ordering "Dials" or Helm" or "Helmsman" before giving an order requiring mouse movement on the dials. This is not a problem if you are using GWX or stock SH3.

Another reason is that you may have the wrong resolution set in your SH3Speech .bat file. See below for correcting this problem.

Be very careful with your pronunciation. The speech engine is very good at recognizing things, but it's still a robotic computer, and sometimes it misinterprets your commands. Speak distinctly.

Sometimes when I give an order, the view jumps and my order isn't carried out. Why is that?

Orders which require mouse movement or pushing a mouse button require that the mouse be "free", i.e. visible on the screen. If you were in a view mode where you were looking around (i.e., the mouse was not free), and give an order requiring mouse movement, the view will move instead. Always free the mouse (by left clicking it) if you are in view mode, before giving an order requiring mouse movement.

Sometimes I order my tube doors to open and then when I pick another tube, the first tube door shuts! Why is that? Can I get all of my tube doors open at one time?

This is a behavior that is hard coded into SH3 – if you use keypresses for tube selection commands or are in any screen other than the TDC screen, and you cycle or select another tube and the tube door you are currently on is open, SH3 will SHUT the open tube door for the tube you are leaving. I dunno why it does this, but it does. There are a couple of workarounds so that you can get all your tube doors open at once: Go to the TDC (Attack Map) screen and give your tube orders from there using your mouse or using SH3Speech (using SH3Speech, you'd say, "TDC Open Tube 1, TDC Open Tube 2, TDC Open Tube 3...etc). Your tube doors will stay open as long as you don't select another tube from your periscope or UZO screen. Remember when in the TDC screen to say "TDC" as a precursor to any order given here. Another workaround is to select the first tube you want to shoot, and just before shooting, go to the Conning Tower scope (Turm Sehrohr). Look down and you'll see some toggle switches. These are for your tube doors. Flip them down to open the tube doors, then go back to periscope or UZO and start shooting. After the first shot, you'll select or order another tube and the just-shot tube door will be closed for you. Keep shooting till you're all done. You can ensure the doors are all shut when you make your getaway by ordering "Close all tubes"

Sometimes my dials get “out of sync” or my ship control orders aren’t carried out properly. How do I fix that?

This can happen if you manually mix mouse orders of your own and voice orders – you fake out SH3Speech by doing this. To fix and get SH3Speech knowing where things are again, just manually put all dials in their normal sequence (EOT, Compass and Shallow Depth Gauge on top), and say “Reset Dials” This only happens in GWX or stock SH3 (not in OLC GUI).

Can I still use keypresses from my keyboard and use my mouse for giving orders in game?

Sure! SH3Speech is an add-on. It does not interfere with your normal methods of communicating with the game (i.e., mouse and keyboard). It provides an alternate means of passing orders to your game for greater realism and immersion. In real life, the Captain gives verbal orders to the crew and the crew carries them out – he isn’t running around pushing buttons and tweaking dials and knobs (other than the periscope)! SH3Speech let’s you do it for real with the same sorts of communications delays and “interference” as you might experience in real life submarining.

What screen resolution does SH3Speech work in? How do I change screen resolution?

Default screen resolution for SH3Speech is 1024x768. SH3Speech will work in ANY screen resolution that SH3 will run in. However, you must make a change in the batch files for SH3Speech to make it give proper mouse orders. After changing the resolution setting in your d3d9.cfg file, browse to the SH3Speech folder (it will be in your main SH3 folder). Find the batch file for the version you use (SH3Speech_GWX2.bat or SH3Speech_OLC.bat) and open this file using a text editor (Notepad). Change the resolution to match the resolution you are running your game in (for example, change 1024x768 in the file to 1280x960, note there are no blanks in there). Save the file. The next time you run SH3Speech using this .bat file, your SH3Speech resolution will match your game resolution and mouse orders will react correctly.

What are the \stock and \Trigger Maru folders in the csv files folder? Do I need all those stock and Trigger Maru batch files in the main SH3Speech Folder?

This download includes the latest version 2.54 of SHSpeech (as of 2 March 08) for SH4 as well as SH3. If you aren’t running SH4, you don’t need these files/folders and can delete them.

How do I add an order to the voice_commands.csv file?

See the CSV_File_Structure.htm file in the SH3Speech\docs folder for more details on how to personalize SH3Speech to your tastes. Open the voice_commands.csv file for the version of SH3Speech you are using (GWX or OLC). You’ll find these files in the SH3Speech\csv files\SH3_GWX or SH3_OLC folders. Use Excel or Notepad or a similar text editor to edit these files. Find the command you want to add, insert a blank line, copy a similar line and paste it in, then change the command wording to what you want the new command to be. Be careful – you will want to put the command in “phonetically” so that the speech recognizer will understand what you want to be able to say and how you intend to say it. Save the file. Your commands will be active the next time you start SH3Speech.

I'm a natural German speaker. Your German commands don't respond properly!
I'm not a natural German speaker. Your German commands don't respond properly!

Realize that the speech recognition SAPI 5.1 is made to understand English pronunciation and phonetics. Moreover, pronunciation is very important in getting the SAPI to understand your order. In order to put German commands into the voice_commands_.csv, I had to add them phonetically. In some cases, there are not good phonetic equivalents to sounds in the German language. For instance, SAPI doesn't do well with "rolled" or "trilled" r pronunciations. Try to avoid those (though if it's a natural part of your speech pattern that may be easier said than done). For instance, when saying "dreizig", it's looking for "dryzig", not "drrrysick" (which is really the more correct way to say it as I understand it). Feel free to try changing the German phonetic orders in your voice_commands.csv file to suit the way you naturally speak.

To get the most out of SH3Speech, take the time to train the SAPI to understand your voice intonations and inflections. Invest in a decent microphone. Do the SAPI training program, and very importantly, get your mic sound volume in the green zone via that control panel applet. The documentation that comes with your SAPI 5.1 SDK explains how to do this.

How do I uninstall SH3Speech?

Well, if you REALLY must, follow these steps:

- a) Using JSGME, uninstall SH3Speech_GWX or SH3Speech_OLC
- b) In your \SH3\MODS folder, delete the SH3Speech_GWX and SH3Speech_OLC folders.
- c) In your \SH3 folder, delete the SH3Speech folder.

That's it! SH3 does nothing to your registry or your SH3 game or saved game files when it is installed. The only modification you make to your SH3 game to use SH3Speech is through JSGME.

This document was created with Win2PDF available at <http://www.win2pdf.com>.
The unregistered version of Win2PDF is for evaluation or non-commercial use only.
This page will not be added after purchasing Win2PDF.