

## How to set up Speech Recognition in Callarama

In your Callarama window select "LIST/Voice Cmd" so that you see the exact phrases you need to speak as a default. Then click "START VOICE". Ideally, if you speak a phrase as indicated in the call list, the recognized call should be displayed above the dance floor and dancers should move accordingly. After this works, you can move on to customizing your voice commands as described in chapter 6.2 of Callarama "HELP".

If you get an error message at this time, try to resolve the issue. You can send screenshots of error messages to [support@callarama.com](mailto:support@callarama.com) to get assistance. If there are still problems, check this:

- In audio/sound settings for your computer make sure that the microphone in use is the Default Recording or Listening Device, is enabled, is set to a suitable level (not muted) and does not receive feed back from the speakers.
- In "Control Panel/Ease of Access/Speech Recognition" on your computer make sure that a Speech Recognizer (English or German) is installed. The same language must be selected as the display language in "Control Panel/Region and Language". Callarama will use an instance of the recognizer with its own vocabulary. To avoid interference, no other program (e.g. Cortana) should use speech recognition at the same time. You must shut down any such program, and you should deactivate the user settings in the speech recognition panel.

In the same panel, you can adjust the microphone and train the speech recognition to your voice. This training is unique to your user login on your computer.

- If you get input from the microphone, but are not satisfied with the results, selecting "VOICE/Open Voice Editor" will bring up a separate Callarama Window where you can analyze recognition problems (if your main window fills the whole screen, this new window may be hidden behind it). Voice Editor, if "To Editor" is checked, displays the recognized phrase, whereas the main Callarama window displays the recognized call name. A call has a default phrase and can have up to 6 alternate phrases (aliases) attached. Consult chapter 6.2 on how to use the Voice Editor to test recognition and configure aliases.