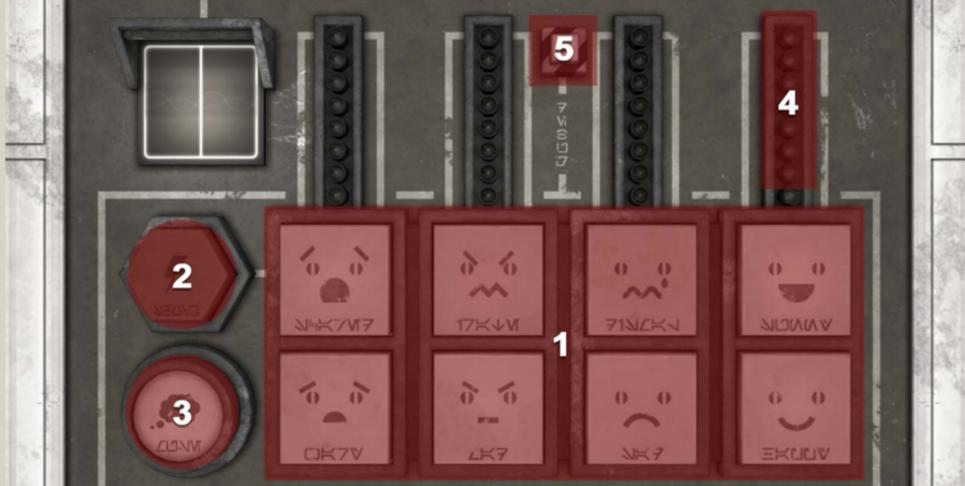


ASTROMECH VOCALIZER MANUAL

The Astromech Vocalizer by Human-Cyborg Relations provides tools to design a custom astromech voice. The software generates living, breathing binary astromech speech one "syllable" at a time. The generated speech is emotionally-specific and highly varied.

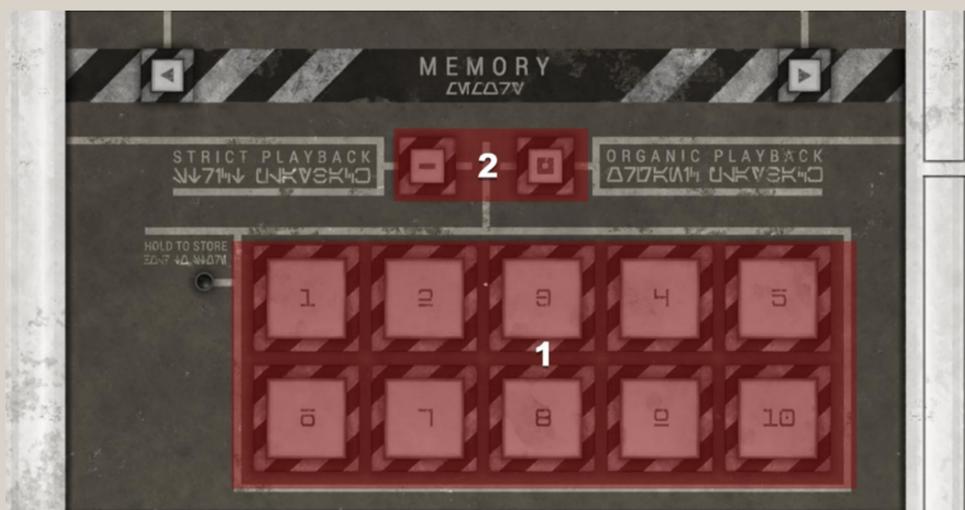
For more background on the Astromech Vocalizer and other Human-Cyborg Relations vocalizers, please visit humancyborgrelations.com

Main Panel



- 1. Emotional stimuli.** The emotional stimuli buttons tell the astromech that something has happened. It can then process the stimulus, adjust its emotional state, and vocalize a response. Each column represents a core emotion. From right to left: happiness, sadness, anger, fear. Press the lower button to trigger a mild stimulus. Press the upper button to trigger an extreme stimulus. The stimuli from these eight buttons can coherently trigger every possible astromech sound, with one exception: electrocution.
- 2. Electrocution.** Trigger an electrocution vocalization. Press a second time during the vocalization to cue a gasp effect at the end.
- 3. Muse.** Toggle musings on and off. These musings have distinctly different vocal patterns than the responses to stimuli. Therefore, muse mode is not to be confused with a randomizer, and it is not a substitute for operator-triggered stimuli.
- 4. Emotion Lamps.** Four columns of incandescent lamps reveal the astromech's emotional state. As the astromech becomes happier, the happiness lamps light sequentially. While an experienced operator will recognize the astromech's feelings purely from the color of its speech, these lamps offer a quick reference point.
- 5. Debug Panel.** View the debug panels for customization options.

Memory Panel



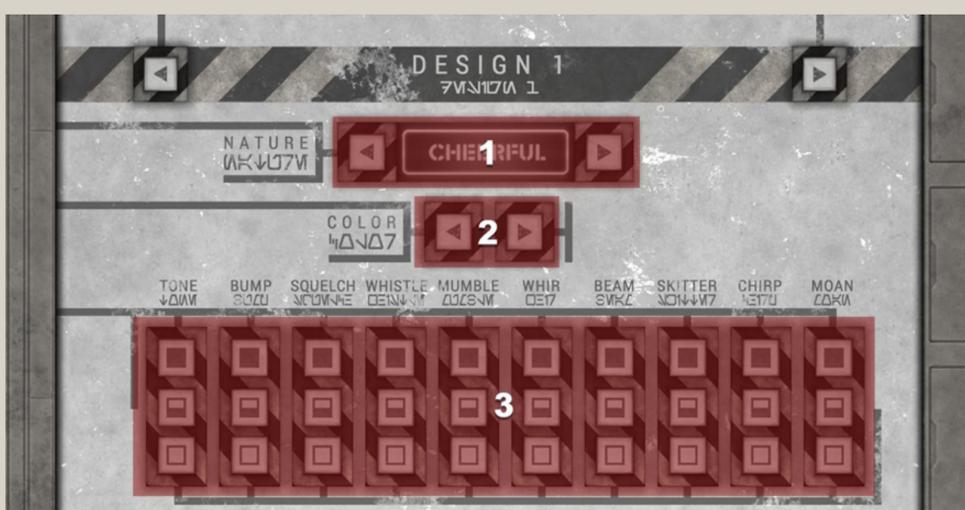
- 1. Memory Bank.** Press and hold one of the memory buttons to store the astromech's most recent vocalization. Press and release normally to replay the vocalization.
- 2. Memory Playback Mode.** In Strict Playback mode, the stored vocalization will be recalled identically every single time. In Organic Playback mode, the stored vocalization will be recalled with slight variety. The cadence of the original will be preserved, but the sequence will be vocalized with a subtle, organic twist.

Script Panel



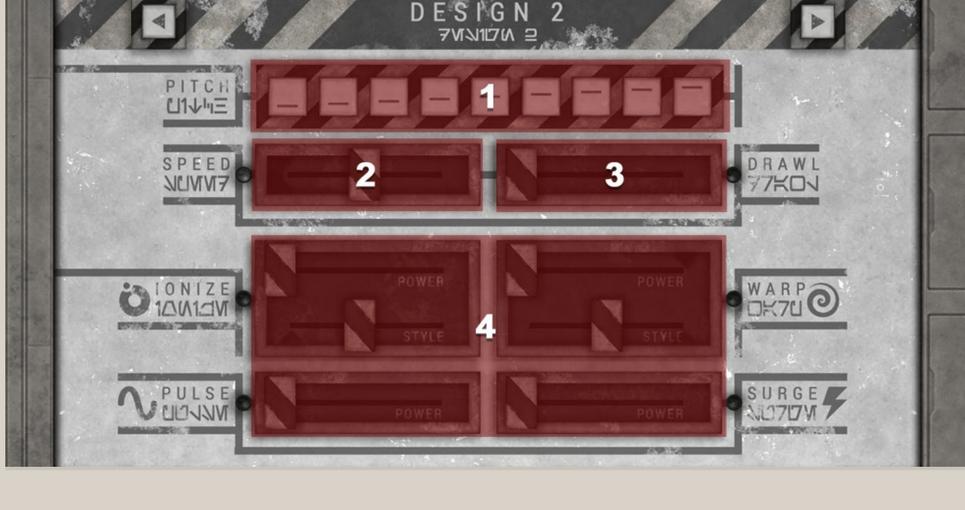
- 1. Vocalization Display.** Visual representation of the location and timing of scripted words. The active word will flash.
- 2. Play.** Play the scripted vocalization.
- 3. Word Picker.** Select a category, then choose a word within that category. All words that are eligible to follow the previously scripted word (according to the grammatical AI) are highlighted in green.
- 4. Delete.** Delete the active word.
- 5. Gap.** Adjust the delay between the previous word and the active word. When the active word is grammatically recommended, the Typical lamp will illuminate when the gap is within the recommended range.
- 6. Word Selector.** Select a new active word by moving backwards or forwards through the script.

Design 1 Panel



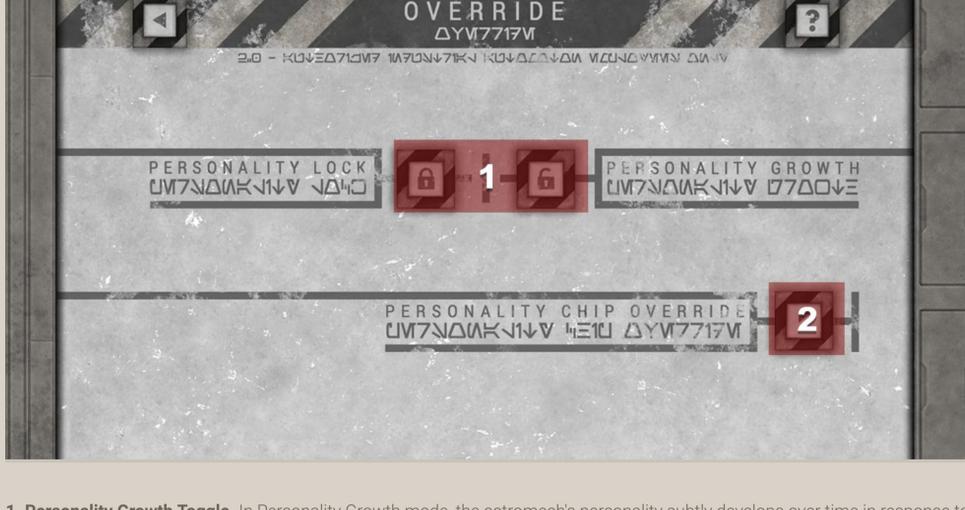
- 1. Nature.** The astromech's nature affects how the emotional AI responds to stimuli from the main panel. For example, a droid who is cheerful will be more prone to heightened happiness levels, and will tend to convey higher levels of happiness in its vocalizations.
- 2. Color.** Adjust the color of the panels and lighting. This setting is purely aesthetic.
- 3. Category Prioritization.** Create a unique voice by prioritizing or deprioritizing the frequency of certain word categories. This selection only affects vocalizations in response to emotional stimuli on the main panel. Scripted vocalizations are unaffected.

Design 2 Panel



- 1. Pitch.** Shift the astromech's voice higher or lower. The Astromech Vocalizer uses an advanced pitch shifting algorithm to preserve the formant, so the character of the sounds is retained.
- 2. Speed.** Adjust the rate at which new syllables are delivered.
- 3. Drawl.** Adjust the time spent voicing individual syllables.
- 4. Filter Bank.** Customize a series of effects and parameters to create a uniquely treated astromech voice.

Override Panel



- 1. Personality Growth Toggle.** In Personality Growth mode, the astromech's personality subtly develops over time in response to the emotional stimuli it experiences. This living memory is applied as an additional coloration on top of the selected Nature on the Design 1 panel.
- 2. Personality Chip Override.** When the personality chip override is enabled, the astromech's emotional state is locked in place and will not shift in response to stimuli. The operator can force the astromech into any state by touching anywhere along the emotion lamps on the main panel. The lamps will illuminate and the astromech will immediately jump to the respective emotional state.