

Pronunciation Dictionaries

In Window-Eyes, you can refine the speech you hear through the use of five kinds of pronunciation dictionaries which tell Window-Eyes, "When you see something, call it something else." You can change the pronunciation of whole words, single characters, keys, colors and graphics according to how you want them pronounced.

Learning Objectives

- Identify the five pronunciation dictionaries
- Learn how to edit pronunciation dictionaries
- Understand the difference between global and program specific dictionary entry
- Discover how to label graphics

Review Questions

1. Name the five different pronunciation dictionaries in Window-Eyes:
 - a. Exception Dictionary
 - b. Key Label Dictionary
 - c. Character Dictionary
 - d. Color Dictionary
 - e. Graphic Dictionary
2. To make any changes to Window-Eyes dictionaries, Advanced Options must be enabled in the Help menu of the Window-Eyes Control Panel.
3. Dictionary definitions can be applied as Global (so they will apply across all of your programs) or instead can be made Program Specific (so they will only apply for one particular application). By default, all dictionary definitions are applied as Global.
4. In Window-Eyes, the Edit Dictionaries hotkey is Control-Shift-E.

5. If you find a word that your synthesizer is mispronouncing, press Control-Shift-E and then press Down Arrow until the Exception option is selected. Next, Tab to the Original edit box, and enter the word that your synthesizer is pronouncing incorrectly. Tab again to the Replacement edit box, and type the word as you want your synthesizer to speak it. Finally, Tab to the Update Entry button and press Spacebar to add the word to the global exceptions dictionary.
6. The exception dictionary gives you the power to change the pronunciation of whole words that are exact text matches. The original word can only contain alphabet characters and the apostrophe. No spaces, numbers, or other punctuation or enhanced Unicode characters are allowed in the word to be changed.
7. To add an entry to the graphic dictionary, start by placing your mouse over the graphic you want to label. This can be easily accomplished by using the Prior/Next Clip hotkey. This process might require sighted assistance. Next press, Control-Shift-E to cause Window-Eyes to open the graphic dictionary section of the Control Panel. Your focus will land in the Speech Label edit box. Type the text that you want Window-Eyes to speak when it encounters this graphical symbol. Tab to the Update Entry button and press Spacebar to add the graphic definition to the Dictionary.
8. You can also define a unique braille label for a graphic symbol. If you have a braille display connected, repeat the steps listed in number 7 and then Tab to the Braille Label edit box and enter the text that Window-Eyes should send to your display when the graphic is encountered.
9. Windows programs commonly have a feature known as tool tips. A tool tip is a textual label that appears below an icon in the tool bar when the mouse pointer lands on it. The Auto Label Graphics hotkey, Insert-G by

default, will cause Window-Eyes to examine every graphic on the screen and store the tool tip's text as the graphics speech label.

10. Changes made to the exception dictionaries are temporary unless you save the dictionary. Once the dictionary is saved, the changes become permanent. To save the changes to the exception dictionary, press Control-S to activate the Save Settings button in the Window-Eyes Control Panel.