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. _____

      b. _____

      c. _____

      d. _____

      e. _____

2. To make any changes to Window-Eyes dictionaries, _____ must be enabled in the _____ menu of the Window-Eyes Control Panel.

3. Dictionary definitions can be applied as _____ (so they will apply across all of your programs) or instead can be made _____ (so they will only apply for one particular application). By default, all dictionary definitions are applied as _____.

4. In Window-Eyes, the Edit Dictionaries hotkey is _____.

5. If you find a word that your synthesizer is mispronouncing, press _____ and then press Down Arrow until the _____ option is selected. Next, Tab to the _____ edit box, and enter the word that your synthesizer is pronouncing incorrectly. Tab again to the_____ edit box, and type the word as you want your synthesizer to speak it. Finally, Tab to the _____ 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 _____ that are exact text matches. The original word can only contain _____ and the _____. No _____, _____, or other _____ 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 _____ hotkey. This process might require sighted assistance. Next press, _____ to cause Window-Eyes to open the graphic dictionary section of the Control Panel. Your focus will land in the _____ edit box. Type the text that you want Window-Eyes to speak when it encounters this graphical symbol. Tab to the _____ 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 _____ 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, _____

by default, will cause Window-Eyes to examine every graphic on the screen and store the tool tip's text as the graphics _____ 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_____ to activate the Save Settings button in the Window-Eyes Control Panel.