translator

COLLABORATORS

	TITLE : translator		
ACTION	*NAME*	*DATE*	*SIGNATURE*
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

translator

1.1 translator.doc

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Translate()
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1.2 translator.library/Translate

```
  NAME
Translate -- Convert an English string into narrator device phonemes.

  SYNOPSIS
rtnCode = Translate(inString, inLength, outBuffer, outLength)
D0                  A0        D0        A1         D1

LONG Translate( STRPTR inString, LONG inLength, STRPTR outBuffer,
    LONG outlen );

  FUNCTION
The translate function converts an English string into
a string of phonetic codes suitable as input to the
narrator device.

  INPUTS
inString - pointer to English string
inLength - length of English string
outBuffer - a char array which will hold the phonetic codes
outLength - the length of the output array

  RESULTS
rtnCode - zero if no error has occured.
    The only error that can occur is overflowing the outBuffer.
    If Translate() determines that an overflow will occur, it
    will stop the translation at a word boundary before the
    overflow happens.  If this occurs, rtnCode will be a
    negative number whose absolute value indicates where in
    inString Translate() stopped.  The user can then use the
    offset -rtnCode from the beginning of inString in a
    subsequent Translate() call to continue the translation.
```

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   SEE ALSO
narrator.device/CMD_WRITE
```