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

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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
```