

SP Speak Text (voice; lines; first; last) -> err

voice	string (63)	specifys the voice you want to use.
lines	text	is a text variable or field which contains the text you want to be spoken.
first	integer	specifys on which location to start reading.
last	integer	specifying on which location to stop reading. This is the position of the last character selected plus one!
err	integer	returns the error which occured. A value of zero indicates no error occured. See below for a list of possible errors.

Reads out the text you pass using the specified voice and starting and stopping on the specified locations, without returning to 4D until the lines have been spoken.

The "first" and "last" parameters work like the parameters used with the standard GET HIGHLIGHT and HIGHLIGHT TEXT 4D commands.

The specified selection of the text will be spoken and control will not return to 4D until speaking is finished. It is not possible to cancel. This function can still be used when the limit of speech channels opened by the SP Open Voice function has been reached.

If one of the "first" and "last" parameters is negative, zero or if they are equal the full text will be read to you. And, ofcourse, also when "first" is one and "last" is the length of the text plus one.

Examples:

`these all have the same effect

```
$err := SP Speak Text ("Marvin";[File 1]Description;0;0)
$err := SP Speak Text ("Marvin";[File 1]Description;1;1)
$err := SP Speak Text ("Marvin";[File 1]Description;1;33000)
$err := SP Speak Text ("Marvin";[File 1]Description;1;
    Length([File 1]Description) + 1)
```

`and this one will ignore the last character

```
$err := SP Speak Text ("Marvin";[File 1]Description;1;
    Length([File 1]Description))
```

`and this one will only say "Speech Manager"

```
$lines := "Testing Speech Manager"
$err := SP Speak Text ("Marvin";$lines;9;Length ($lines) + 1)
```

Possible errors:

- 0 No Error
- 4 Speech Pack can not be used (Speech Mgr not available)
- 50 Parameter error (inside external, not necessarily the parameters you pass)
- 108 Not enough memory to load voice into memory
- 205 Bad channel, speaker volume is too low or Speech Pack disabled
- 241 Could not open another speech synthesizer channel
- 242 Voice synthesizer is not ready
- 244 Voice resource not found
- 247 Input text bad
- 3000 Invalid SpeechChannel parameter, probably invalid reference number