SP VOICES ARRAY (arrayname)

arrayname   string (255) the name of the text array you want to hold
                               the voicenames. See the example below for
                               proper use.

Returns the names of all installed voices in a text array.

The array is unsorted, it is only filled for you in the sequence the voices were found in the different files stored in the System Folder.

Example:
  `make sure the array is empty:
  ARRAY TEXT (SpeechArray;0)
  SP VOICES ARRAY ("SpeechArray")
  `it's a string, not the array itself!

  `and to use it as a pop-up menu for the user to select from:
  SORT ARRAY (SpeechArray)