SP Voice Text (reference; lines; first; last; flags) -> err

reference   integer   specifys the channel you want to close. Use the
                                        reference number obtained from the
                                        SP Open Voice function.
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!
flags   long int   allows you to control the behaviours of the
                                        voice. You can pass the (sum of the) numbers
                                        below:
                           0   Normal behaviour
                           1   No ending prodosy (cadance at end of statement is turned
                               off)
                           2   No speech interrupt (passing other text while speaking
                               returns an error)
                           4   Start and pause immediatly (speech starts after call to
                               SP Voice Cont)
                           (These are implemented with Speech Manager 1.1.1, see
                           the SpeakBuffer function in the Speech Manager
                           documentation.)
err   integer   returns the error which occured.
                                        A value of zero indicates no error occured. See
                                        below for a list of possible errors.

Speaks the text you pass using the voice of the open speech channel you specify. You can also specify at which
location to start and stop speaking.

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 return to 4D as soon as the voice synthesizer is
started speaking.
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 (1) and "last" is the length of the text plus one.

The lines you pass and which will be spoken are copied and this copy is used to speak. If you specify a valid "first"
and "last" parameter only the text in between these two positions will be copied, in order to save memory. You can
then do whatever you want, including unload/cancel any record or clearing the variable or field after calling this
function.
If the specified speech channel is already speaking text, this will be stopped immediatly, unless the "No speech
interrupt" flag was set when the previous text was passed. Then an error is returned (-242).

Examples:
    `these all have the same effect
    $err := SP Voice Text ($speechref;[File 1]Description;0;0;0)
    $err := SP Voice Text ($speechref;[File 1]Description;1;
                    Length([File 1]Description) + 1;0)

    `and this one will ignore the last character
    $err := SP Voice Text ($speechref;[File 1]Description;1;
                    Length([File 1]Description);0)

    `and this one will only say "Speech Manager"
    $lines := "Testing Speech Manager"
    $err := SP Voice Text ($speechref;$lines;9;Length($lines) + 1;0)

Possible errors:
        0   No Error
       -4   Speech Pack can not be used (Speech Mgr not available)

-108   Not enough memory to load voice into memory
-111   Tried to dispose an already disposed non-relocatable block
-205   Bad channel, speaker volume is too low or Speech Pack disabled
-231   Feature not implemented on synthesizer
-242   Voice synthesizer is not ready
-247   Input text bad
-3000   Invalid SpeechChannel parameter, probably invalid reference
          number