

History

1.0b1 (12 August 1993) Beta version.

1.0b2 (13 August) Released Beta version

- Some voice names couldn't be found.
- SP Speak Text spoke two characters too much.

2.0b1 (15 August) Beta version

- Corrected improperly setting up when initializing package when data-base is started.
- Added the SP Open Voice, SP Close Voice, SP Voice String, SP Voice Text, SP Voice busy, SP Count voices, SP Voicename, SP Voice Info and SP Speaking functions.
- In the process a bug was corrected which could cause not speaking the lines you pass when using the asterik wildcard for the default voice (reported on 17 September).

2.0b2 (19 August)

- Added the SP Get Attr, SP Set Attr, SP Voice Stop, SP Voice Pause, SP Voice Cont and Say functions.
- Added support for the "@" wildcard character, including the SP Voicename function.
- Corrected problem of voicenames with a suffix (like ", Compressed").
- Optimized code, saving time each time a function/command is called.
- Changed the names of three functions. These were already available with the released 1.0b2 version, but you weren't using these except for testing, did you?
- Reached the 32K text limit of Style so the documentation was split into two parts.
- Changed the response of the SP Voice busy function and added a value for a paused voice.

2.0b3 (22 August)

- Added "resource not found" error with SP Voice String function.
- SP Voice Stop, SP Voice Pause and SP Voice Cont now check for voices which finished speaking and dispose the text from memory.
- Corrected problem of not finding a robot voice and not taking the default voice instead.

2.0b4 (23 August)

- Improved documentation based on questions and comments from beta-testers.
- Changed error parameters into integer.

2.0b5 (29 August)

- Changed "@" wildcard for robot voice into "#" because the "@" wildcard would give problems when comparing strings.
- Added the SP VERSION procedure.

2.0b6 (2 September)

- Added ability to close all speech channels by specifying a zero as the reference number with the SP Voice Close function.

2.0 (7 September) Final version

- No changes made.

2.1b1 (12 September) Beta version

- Added the SP Voice code function.
- Added the PARLE function to replace that function from an external package which uses the original MacinTalk extension.

- Increased maximum number of open voices/speech channels from five (uhhh, six) to ten.
- SP Voicename now accepts a reference number and returns the name of the specified voice.
- Improved code for slightly faster execution and higher security of stored data.

2.1b2 (28 September)

- SP Voice code accepts number and index of a "STR#" resource as input, and also accepts a flag to include embedded commands.
- Added dictionary ("dict" resource) which is passed to the speech channel when calling SP Open Voice.
- Added SP Language function to obtain information regarding the language, region and script code.
- SP Voice Open returns a zero reference value when an error occurred.
- SP Voicename returns the name of the default voice when the index is -2. Passing index value zero now returns an error.
- SP Voice Text accepts flag parameter to control speech behaviour.

2.1b3 (2 October)

- Negative numbers in the "first" and "last" parameters, with either the SP Voice Text or SP Speak Text functions, are now handled as if they were zero.
- If the speaker volume is set to zero an error will be returned (-205) when calling one of the functions to speak text.
- To close all channels using SP Close Voice you need to specify -1 now. This is done because zero is the defined reference value of a non-existing voice (see change with 2.1b2).

2.1b4 (21 October)

- Fixed bug which caused the mysterious -32767 error numbers (I won't tell what it exactly was because I'm too ashamed!). This error was returned by a few functions but code has been added to all functions to prevent it from happening there also.
- Added some abbreviations of world-wide organisations to the dictionary.
- Added the SP Voice sound function, but was not yet implemented.
- Design Reference has been checked for syntax errors.
- Hit the 32K TextEdit limit again, so the documentation is now split into three parts.
- Created a custom icon for the External Mover file which contains the external package. Based on an idea by Philippe Giraud.

2.1b5 (2 November)

- The SP Voice sound function now works and can save 8-bit and 16-bit sound data into a resource.
- SP Voice code now stops speaking if the channel is busy when trying to use it. And it correctly returns an error when the channel has been closed already.
- Added the SP Voice reset function.

2.1b6 (6 January 1994)

- Reviewed all code and corrected or rewrote parts of it.
- Most string constants have been moved into a "STR#" resource and the version number and copyright strings now come from the "vers" resource.
- Minimal speaker volume has been changed to 1. So, if the volume isn't two or higher (see dashes in Sound control panel) Speech Pack refuses to speak.
- In case you want to change the speaker volume a separate external is included to do just that.

- SP Voice sound is now able to compress and save the sound data into SoundEdit and Finder files.
- The SP Voice reset function now resets the rate and pitch also.
- When opening the data-base you will hear a shareware notice until you have received directions on how to turn this off.
- When a "STR " resource exists with the name "StartupSpeech" (and if you are a registered user) the contents of that resource is now spoken when the data-base starts up.
- Added the SP Voice Type function.
- When referencing to a "STR#" resource by using the "number,index" format no error was returned when it was not found and the format string was spoken. This is now fixed.
- The functions SP Voice Pause, SP Voice Cont and SP Voice Stop now all support the reference value -1 to control all currently open voices.
- When you specify a reference number with the SP Voicename function you will now get the full name of the voice being used for that speech channel. And not as you specified it (i.e. opened with "*" now possibly returns "Marvin").
- Changed code to get the "No Interrupt" flag of the SP Voice Text function working
- Added ability to speak at launch of 4D Server as well. This may seem un-useful right now but it is just a left-over from practicing working with code executed on the server machine and may be extended in the future.
- Hit the 32K limit of Style again with the Design Reference. Now switched to DocMaker to create one application which includes the Design Reference and the Language References.

2.1b7 (19 January)

- Added code to handle registration number and other security measures.
- Fixed the problem of hearing sometimes noise at the end of sound samples taken with SP Voice sound.
- Table included with the SP Voice sound function description in this manual was corrected.
- Feature was added to lock a particular Speech Pack copy to one data-base name to enable distribution with demo data-bases whilst not including the documentation.
- Removed ability to save sound data with SP Voice sound to SoundEdit file. The file format seems to be more complex than I realized, so without the file format specifications I can't do much.

2.1 (24 January) Final version

- Fixed problem with SP Voice Open which didn't set the reference number to zero when the Speech Manager isn't installed and the -4 error number is returned.

2.1.1d1 (20 February) Development version

- When using an invalid (out of range) reference number with SP Voice busy an incorrect value was returned.
- Under some circumstances SP Voice Cont could cause a crash when used on a speech channel of a MacinTalk II voice while the channel is not busy at all. This is probably a bug with Speech Manager 1.1.1 but is now fixed by checking the state of the channel first.
- Added the SP VOICES ARRAY function to fill an text array with the names of all installed voices.
- Added the SP SPEECH ON and SP SPEECH OFF commands to enable and disable Speech Pack.
- Added the SP Features and SP Count open functions.
- the SP Can speak function now returns -1 when Speech Pack has been disabled by the SP SPEECH OFF command.

- Added the SP Channel function for future use. For the moment it is undocumented.

2.2b1 (26 March) Beta version

- Fixed a problem with controlling (stop, pause, continue and close) all open voices.

2.2b2 (18 April)

- Finished the SP Pick Voice function.
- Fixed a serious problem of incorrect reference values returned by the SP Voice Open function.

2.2b3 (3 May) Emergency beta version

- Removed ability of Speech Pack to speak during startup on the server, because of problems with 4D Server 1.1.1.

2.2b4 (13 June)

- searching for a robot voice when the default robot voice is not available (Xero) now only looks at the gender, not at the age.
- SP Voice sound now accepts an empty path and will ask the user where to save the sound file.
- Say and PARLE didn't always beep when an error occurred.

2.2b5 (26 June)

- Corrected bug with SP Voice sound and added MacinTalk Pro 1.2 support.
- Internal data was not properly marked when a voice was closed (since 2.1.1d1). This limited Speech Pack to have a maximum of ten voices open in each session instead of concurrently! This has been fixed.
- Speech Manager 1.2.1 final says it is version 2.2.1 final. This is corrected by the Speech Pack command SP VERSION but this will work incorrect when Speech Manager 2.2.1 is released...
- Under some circumstances SP Voice Pause and family returned an incorrect error value. This has been fixed.

2.2 (12 July) Final version

- No major changes since version 2.2b5.

2.2.1 (11 August) Bug fix

- adds support for MacinTalk Pro 1.3 for the SP Voice Sound function.
- Speech Manager 1.3 final says it is version 2.3 final. This is corrected by the Speech Pack command SP VERSION but this will work incorrect when Speech Manager 2.3 is released...