

translator

COLLABORATORS

	<i>TITLE :</i> translator	
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>
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REVISION HISTORY

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Chapter 1

translator

1.1 translator.doc

Translate()

1.2 translator.library/Translate

NAME

Translate - Converts an English string into phonemes

SYNOPSIS

```
rtnCode = Translate(instring, inlen, outbuf, outlen)
D0                A0                D0      A1      D1
```

```
LONG Translate(APTR, LONG, APTR, LONG);
```

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
inlen - length of English string
outbuf - a char array which will hold the phonetic codes
outlen - the length of the output array

RESULTS

rtnCode -
Translate will return a zero if no error has occurred. The only error that can occur is overflowing the output buffer. If Translate determines that an overflow will occur, it will stop the translation at a word boundary before the overflow happens. If this occurs, Translate will return a negative number whose absolute value indicates where in the INPUT string Translate stopped. The user can then use the offset -rtnCode from the beginning of the buffer in a subsequent Translate call

to continue the translation where s/he left off.

BUGS

SEE ALSO
