

translator

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

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	translator	1
1.1	translator.doc	1
1.2	translator.library/Translate	1

Chapter 1

translator

1.1 translator.doc

Translate()

1.2 translator.library/Translate

NAME

Translate -- Convert an English string into narrator device phonemes.

SYNOPSIS

```
rtnCode = Translate(inString, inLength, outBuffer, outLength)
D0                      A0          D0          A1          D1
```

```
LONG Translate( STRPTR inString, LONG inLength, STRPTR outBuffer,
                LONG outlen );
```

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
inLength - length of English string
outBuffer - a char array which will hold the phonetic codes
outLength - the length of the output array

RESULTS

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

SEE ALSO

narrator.device/CMD_WRITE