
Subject: How to set a TimeCallback

Posted by [forlano](#) on Sat, 01 Dec 2018 23:48:15 GMT

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Hello,

after reading many posts on the forum I am not able to realize what I want.

After pressing button btnStart the program begin to read a sequence of words. This is done via the SAPI library (text to speech). However I want permit the user to stop the reading at any time, button btnStop, even before the end of the sequence. To do it I used a SetTimeCallback linked to the callback Play. This is one of the version I used:

```
void VegaTab3::Start()
{
    btnStart.Disable();
    btnStop.Enable();
    int int_row = arrp.GetCursor();
    if (int_row < 0) return; //prevent the crash of the application when int_row = -1)
    for (int i = int_row; i<arrp.GetCount(); i++) {
        SetTimeCallback(500, THISBACK1(Play, i));
    }
    btnStart.Enable();
    btnStop.Disable();
}

void VegaTab3::Play(int i)
{
    ISpVoice * pVoice = NULL;
    if (FAILED(::CoInitialize(NULL))) return ;

    //std::wstring in = L"";
    WString in;

    HRESULT hr = CoCreateInstance(CLSID_SpVoice, NULL, CLSCTX_ALL, IID_ISpVoice, (void
**) &pVoice);
    if(SUCCEEDED(hr))
    {
        //...
        // select a word
        // ...

        hr = pVoice->Speak((LPCWSTR)in, NULL, NULL); //play it

        pVoice->Release();
        pVoice = NULL;
    }
    ::CoUninitialize();
}
```

```
}  
  
void VegaTab3::Stop()  
{  
    KillTimeCallback();  
    btnStart.Enable();  
    btnStop.Disable();  
}
```

Unfortunately, in all my temptive, the btnStop cannot be pressed and the reading proceede till the end before I get again the control of the program. It is like the btnStop is freezed.

So the problem is: how to use the timecallback, or any other mean, to start a loop and stop it at any time?

Thanks,
Luigi
