
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();
}
```

Unfortunatly, 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

Subject: Re: How to set a TimeCallback
Posted by [dolik.rce](#) on Sun, 02 Dec 2018 08:42:22 GMT
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Hi Luigi,

It sounds like Speak() is blocking, effectively freezing your GUI until it finishes. I couldn't find relevant docs for C API (my google-fu is weak today :), but the Visual Basic reference mentions that you need to pass some flag to actually make the call asynchronous. With a little luck, the C API could be the same :)

Best regards,
Honza

Subject: Re: How to set a TimeCallback
Posted by [forlano](#) on Sun, 02 Dec 2018 13:01:43 GMT
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Hi Honza,

thanks for the reply. I found something about event here

[https://docs.microsoft.com/en-us/previous-versions/windows/desktop/ee125084\(v%3dvs.85\)](https://docs.microsoft.com/en-us/previous-versions/windows/desktop/ee125084(v%3dvs.85))

but it's a mess that comes with no full working example to make it worse.
I'll continue to look for some good example online.

Luigi

Subject: Re: How to set a TimeCallback

Posted by [dolik.rce](#) on Sun, 02 Dec 2018 13:29:48 GMT

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Well, from that example it looks, like you need the SPF_ASYNC flag, which I found described here.

No Set/KillTimeCallback should be necessary for this. Just launch the Speak with the async flag in Start button callback and stop it by Stop button callback, which calls something like Speak("", SPF_PURGEBEFORESPK, NULL).

Best regards,
Honza

PS: Just guessing based on the docs, I haven't tried any of this. I actually didn't even touch any windows API for years :)

Subject: Re: How to set a TimeCallback

Posted by [forlano](#) on Sun, 02 Dec 2018 16:27:37 GMT

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It seems do not work.
However I found
<https://github.com/roukaour/TTSApp>
that is a full SAPI application with speak and stop feature.

Now I am studying the code hoping to grab the right solution.

Thanks,
Luigi

File Attachments

1) [2018-12-02_172314.png](#), downloaded 860 times
