Subject: Translate selected area of screen.
Posted by lovmy on Thu, 12 Nov 2020 15:15:45 GMT
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Hello,

I'm looking for a way to code a program capable, from a selection of an area on a screen (even if we select an area in a video game window), of translating the text in real time into another language. Like Google's Android translation app that translates what is being filmed by the phone live. Do you think this is possible? You would need a program that allows you to constantly select an area, and which does a character recognition, then calls a translation web-service, and writes the translated text in its window.

File Attachments
1) translate.png, downloaded 139 times

Subject: Re: Translate selected area of screen.
Posted by Xemuth on Thu, 12 Nov 2020 23:54:28 GMT
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Hello lovmy, since you can ask windows to retrieve your screen at any time as an image, I guess you just have to code some text recognition (not an easy think to do :p) then by calling a web service you can get the translation yes ! but you wont be able to print it in place of original text. I mean, it depend of the target you are getting the text, if it's a web browser then it should be possible to replace the HTML code if you navigator support a kind of OLE / COM but for a game... the game must provide you a way to hot change the text (I have never encouters this). maybe I'm wrong