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API Collection

# ApplicationServices Functions

## Topics

## Functions

```
func CGDisplayCreateUUIDFromDisplayID(UInt32) -> Unmanaged<CFUUID>!
```

```
func CGDisplayGetDisplayIDFromUUID(CFUUID!) -> UInt32
```

```
func ColorSyncCMMCopyCMMIdentifier(ColorSyncCMM!) ->  
Unmanaged<CFString>?
```

```
func ColorSyncCMMCopyLocalizedString(ColorSyncCMM!) ->  
Unmanaged<CFString>?
```

```
func ColorSyncCMMCreate(CFBundle!) -> Unmanaged<ColorSyncCMM>?
```

```
func ColorSyncCMMGetBundle(ColorSyncCMM!) -> Unmanaged<CFBundle>?
```

```
func ColorSyncCMMGetTypeID() -> CTypeID
```

```
func ColorSyncDeviceCopyDeviceInfo(CFString!, CFUUID!) ->  
Unmanaged<CFDictionary>?
```

```
func ColorSyncDeviceSetCustomProfiles(CFString!, CFUUID!,  
CFDictionary!) -> Bool
```

```
func ColorSyncIterateDeviceProfiles(ColorSyncDeviceProfileIterate  
Callback!, UnsafeMutableRawPointer?)
```

```
func ColorSyncIterateInstalledCMMs(ColorSyncCMMIterateCallback!, Unsafe  
MutableRawPointer?)
```

```
func ColorSyncIterateInstalledProfiles(ColorSyncProfileIterate
Callback?, UnsafeMutablePointer<UInt32>?, UnsafeMutableRawPointer?,
UnsafeMutablePointer<Unmanaged<CFError>?>?)

func ColorSyncProfileContainsTag(ColorSyncProfile!, CFString!) -> Bool

func ColorSyncProfileCopyData(ColorSyncProfile!, UnsafeMutable
Pointer<Unmanaged<CFError>?>?) -> Unmanaged<CFData>!

func ColorSyncProfileCopyDescriptionString(ColorSyncProfile!) ->
Unmanaged<CFString>?

func ColorSyncProfileCopyHeader(ColorSyncProfile!) ->
Unmanaged<CFData>!

func ColorSyncProfileCopyTag(ColorSyncProfile!, CFString!) ->
Unmanaged<CFData>?

func ColorSyncProfileCopyTagSignatures(ColorSyncProfile!) ->
Unmanaged<CFArray>?

func ColorSyncProfileCreate(CFData!, UnsafeMutable
Pointer<Unmanaged<CFError>?>?) -> Unmanaged<ColorSyncProfile>?

func ColorSyncProfileCreateDeviceProfile(CFString!, CFUUID!, CFTYPE
Ref!) -> Unmanaged<ColorSyncProfile>?

func ColorSyncProfileCreateDisplayTransferTablesFromVCGT(ColorSync
Profile!, UnsafeMutablePointer<Int>!) -> Unmanaged<CFData>?

func ColorSyncProfileCreateLink(CFArray!, CFDictionary?) ->
Unmanaged<ColorSyncProfile>?

func ColorSyncProfileCreateMutable() -> Unmanaged<ColorSyncMutable
Profile>?

func ColorSyncProfileCreateMutableCopy(ColorSyncProfile!) ->
Unmanaged<ColorSyncMutableProfile>?

func ColorSyncProfileCreateWithDisplayID(UInt32) -> Unmanaged<ColorSync
Profile>?

func ColorSyncProfileCreateWithName(CFString!) -> Unmanaged<ColorSync
Profile>?

func ColorSyncProfileCreateWithURL(CFURL!, UnsafeMutable
Pointer<Unmanaged<CFError>?>?) -> Unmanaged<ColorSyncProfile>?
```

```
func ColorSyncProfileEstimateGamma(ColorSyncProfile!, UnsafeMutable
Pointer<Unmanaged<CFError>?>?) -> Float

func ColorSyncProfileEstimateGammaWithDisplayID(Int32, UnsafeMutable
Pointer<Unmanaged<CFError>?>?) -> Float

func ColorSyncProfileGetDisplayTransferFormulaFromVCGT(ColorSync
Profile!, UnsafeMutablePointer<Float>!, UnsafeMutablePointer<Float>!,
UnsafeMutablePointer<Float>!, UnsafeMutablePointer<Float>!, Unsafe
MutablePointer<Float>!, UnsafeMutablePointer<Float>!, UnsafeMutable
Pointer<Float>!, UnsafeMutablePointer<Float>!, UnsafeMutable
Pointer<Float>!) -> Bool

func ColorSyncProfileGetMD5(ColorSyncProfile!) -> ColorSyncMD5

func ColorSyncProfileGetTypeID() -> CTypeID

func ColorSyncProfileGetURL(ColorSyncProfile!, UnsafeMutable
Pointer<Unmanaged<CFError>?>?) -> Unmanaged<CFURL>!

func ColorSyncProfileInstall(ColorSyncProfile!, CFString!, CFString!,
UnsafeMutablePointer<Unmanaged<CFError>?>?) -> Bool

func ColorSyncProfileRemoveTag(ColorSyncMutableProfile!, CFString!)

func ColorSyncProfileSetHeader(ColorSyncMutableProfile!, CFData!)

func ColorSyncProfileSetTag(ColorSyncMutableProfile!, CFString!,
CFData!)

func ColorSyncProfileUninstall(ColorSyncProfile!, UnsafeMutable
Pointer<Unmanaged<CFError>?>?) -> Bool

func ColorSyncProfileVerify(ColorSyncProfile!, UnsafeMutable
Pointer<Unmanaged<CFError>?>?, UnsafeMutablePointer<Unmanaged<CFError>?
>?) -> Bool

func ColorSyncRegisterDevice(CFString!, CFUUID!, CFDictionary!) -> Bool

func ColorSyncTransformConvert(ColorSyncTransform!, Int, Int, Unsafe
MutableRawPointer!, ColorSyncDataDepth, ColorSyncDataLayout, Int,
UnsafeRawPointer!, ColorSyncDataDepth, ColorSyncDataLayout, Int,
CFDictionary?) -> Bool

func ColorSyncTransformCopyProperty(ColorSyncTransform!, CTypeRef!,
CFDictionary?) -> Unmanaged<CTypeRef>?

func ColorSyncTransformCreate(CFArray?, CFDictionary?) ->
Unmanaged<ColorSyncTransform>?
```

```
func ColorSyncTransformGetTypeID() -> CTypeID

func ColorSyncTransformSetProperty(ColorSyncTransform!, CTypeRef!,
CTypeRef?)

func ColorSyncUnregisterDevice(CFString!, CFUUID!) -> Bool

func DisposeIconActionUPP(IconActionUPP!)

func DisposeIconGetterUPP(IconGetterUPP!)

func GetIconFamilyData(IconFamilyHandle!, OSType, Handle!) -> OSErr

func GetIconRefVariant(IconRef!, OSType, UnsafeMutablePointer<Icon
TransformType>!) -> IconRef!

func HShapeContainsPoint(HShape!, UnsafePointer<CGPoint>!) -> Bool

func HShapeCreateCopy(HShape!) -> Unmanaged<HShape>!

func HShapeCreateDifference(HShape!, HShape!) -> Unmanaged<HShape>!

func HShapeCreateEmpty() -> Unmanaged<HShape>!

func HShapeCreateIntersection(HShape!, HShape!) ->
Unmanaged<HShape>!

func HShapeCreateMutable() -> Unmanaged<HMutableShape>!

func HShapeCreateMutableCopy(HShape!) -> Unmanaged<HMutableShape>!

func HShapeCreateMutableWithRect(UnsafePointer<CGRect>!) ->
Unmanaged<HMutableShape>!

func HShapeCreateUnion(HShape!, HShape!) -> Unmanaged<HShape>!

func HShapeCreateWithQDRgn(RgnHandle!) -> Unmanaged<HShape>!

func HShapeCreateWithRect(UnsafePointer<CGRect>!) ->
Unmanaged<HShape>!

func HShapeCreateXor(HShape!, HShape!) -> Unmanaged<HShape>!

func HShapeDifference(HShape!, HShape!, HMutableShape!) -> OSStatus

func HShapeEnumerate(HShape!, OptionBits, HShapeEnumerateProcPtr!,
UnsafeMutableRawPointer!) -> OSStatus

func HShapeGetAsQDRgn(HShape!, RgnHandle!) -> OSStatus

func HShapeGetBounds(HShape!, UnsafeMutablePointer<CGRect>!) ->
UnsafeMutablePointer<CGRect>!
```

```
func HShapeGetTypeID() -> CTypeID

func HShapeInset(HIMutableShape!, CGFloat, CGFloat) -> OSStatus

func HShapeIntersect(HShape!, HShape!, HIMutableShape!) -> OSStatus

func HShapeIntersectsRect(HShape!, UnsafePointer<CGRect>!) -> Bool

func HShapeIsEmpty(HShape!) -> Bool

func HShapeIsRectangular(HShape!) -> Bool

func HShapeOffset(HIMutableShape!, CGFloat, CGFloat) -> OSStatus

func HShapeReplacePathInCGContext(HShape!, CGContext!) -> OSStatus

func HShapeSetEmpty(HIMutableShape!) -> OSStatus

func HShapeSetWithShape(HIMutableShape!, HShape!) -> OSStatus

func HShapeUnion(HShape!, HShape!, HIMutableShape!) -> OSStatus

func HShapeUnionWithRect(HIMutableShape!, UnsafePointer<CGRect>!) -> OSStatus

func HShapeXor(HShape!, HShape!, HIMutableShape!) -> OSStatus

func IconRefContainsCGPoint(UnsafePointer<CGPoint>!, UnsafePointer<CGRect>!, IconAlignmentType, IconServicesUsageFlags, IconRef!) -> Bool

func IconRefIntersectsCGRect(UnsafePointer<CGRect>!, UnsafePointer<CGRect>!, IconAlignmentType, IconServicesUsageFlags, IconRef!) -> Bool

func IconRefToHShape(UnsafePointer<CGRect>!, IconAlignmentType, IconServicesUsageFlags, IconRef!) -> Unmanaged<HShape>!

func IconRefToIconFamily(IconRef!, IconSelectorValue, UnsafeMutablePointer<IconFamilyHandle?>!) -> OSErr

func InvokeIconActionUPP(ResType, UnsafeMutablePointer<Handle?>!, UnsafeMutableRawPointer!, IconActionUPP!) -> OSErr

func InvokeIconGetterUPP(ResType, UnsafeMutableRawPointer!, IconGetterUPP!) -> Handle!

func IsIconRefMaskEmpty(IconRef!) -> Bool

func NewIconActionUPP(IconActionProcPtr!) -> IconActionUPP!
```

```
func NewIconGetterUPP(IconGetterProcPtr!) -> IconGetterUPP!

func PMPrinterCopyState(PMPrinter, UnsafeMutable
Pointer<Unmanaged<CFDictionary>?>) -> OSStatus

func PMPrinterSendCommand(PMPrinter, CFString, CFString?,
CFDictionary?) -> OSStatus

func PasteboardClear(Pasteboard) -> OSStatus

func PasteboardCopyItemFlavorData(Pasteboard, PasteboardItemID,
CFString, UnsafeMutablePointer<CFData?>) -> OSStatus

func PasteboardCopyItemFlavors(Pasteboard, PasteboardItemID, Unsafe
MutablePointer<CFArray?>) -> OSStatus

func PasteboardCopyName(Pasteboard, UnsafeMutablePointer<CFString?>) ->
OSStatus

func PasteboardCopyPasteLocation(Pasteboard, UnsafeMutable
Pointer<CFURL?>) -> OSStatus

func PasteboardCreate(CFString?, UnsafeMutablePointer<Pasteboard?>) ->
OSStatus

func PasteboardGetItemCount(Pasteboard, UnsafeMutablePointer<Int>) ->
OSStatus

func PasteboardGetItemFlavorFlags(Pasteboard, PasteboardItemID,
CFString, UnsafeMutablePointer<PasteboardFlavorFlags>) -> OSStatus

func PasteboardGetItemIdentifier(Pasteboard, CFIndex, UnsafeMutable
Pointer<PasteboardItemID?>) -> OSStatus

func PasteboardGetTypeID() -> CTypeID

func PasteboardPutItemFlavor(Pasteboard, PasteboardItemID, CFString,
CFData?, PasteboardFlavorFlags) -> OSStatus

func PasteboardResolvePromises(Pasteboard) -> OSStatus

func PasteboardSetPasteLocation(Pasteboard, CFURL) -> OSStatus

func PasteboardSetPromiseKeeper(Pasteboard, PasteboardPromiseKeeperProc
Ptr, UnsafeMutableRawPointer?) -> OSStatus

func PasteboardSynchronize(Pasteboard) -> PasteboardSyncFlags

func PlotIconRefInContext(CGContext!, UnsafePointer<CGRect>!, Icon
AlignmentType, IconTransformType, UnsafePointer<RGBColor>!, PlotIconRef
```

Flags, IconRef!) -> OSStatus

func SetIconFamilyData(IconFamilyHandle!, OSType, Handle!) -> OSErr

func TransformProcessType(UnsafePointer<ProcessSerialNumber>!, ProcessApplicationTransformState) -> OSStatus

func TranslationCopyDestinationType(Translation!, UnsafeMutablePointer<Unmanaged<CFString>?>!) -> OSStatus

func TranslationCopySourceType(Translation!, UnsafeMutablePointer<Unmanaged<CFString>?>!) -> OSStatus

func TranslationCreate(CFString!, CFString!, TranslationFlags, UnsafeMutablePointer<Unmanaged<Translation>?>!) -> OSStatus

func TranslationCreateWithSourceArray(CFArray!, TranslationFlags, UnsafeMutablePointer<Unmanaged<CFArray>?>!, UnsafeMutablePointer<Unmanaged<CFDictionary>?>!) -> OSStatus

func TranslationGetTranslationFlags(Translation!, UnsafeMutablePointer<TranslationFlags>!) -> OSStatus

func TranslationGetTypeID() -> CTypeID

func TranslationPerformForData(Translation!, CFData!, UnsafeMutablePointer<Unmanaged<CFData>?>!) -> OSStatus

func TranslationPerformForFile(Translation!, UnsafePointer<FSRef>!, UnsafePointer<FSRef>!, CFString!, UnsafeMutablePointer<FSRef>!) -> OSStatus

func TranslationPerformForURL(Translation!, CFURL!, CFURL!, UnsafeMutablePointer<Unmanaged<CFURL>?>!) -> OSStatus

~~func ATSCreateFontQueryRunLoopSource(CFIndex, CFIndex, ATSCFontQueryCallback!, UnsafePointer<ATSCFontQuerySourceContext>!) -> Unmanaged<CFRunLoopSource>!~~

Deprecated

~~func ATSCFontActivateFromFileReference(UnsafePointer<FSRef>!, ATSCFontContext, ATSCFontFormat, UnsafeMutableRawPointer!, ATSCOptionFlags, UnsafeMutablePointer<ATSCFontContainerRef>!) -> OSStatus~~

Deprecated

~~func ATSCFontActivateFromMemory(LogicalAddress!, Int, ATSCFontContext, ATSCFontFormat, UnsafeMutableRawPointer!, ATSCOptionFlags, UnsafeMutablePointer<ATSCFontContainerRef>!) -> OSStatus~~

Deprecated



~~func ATSTFontApplyFunction(ATSTFontApplierFunction!, UnsafeMutableRawPointer!) -> OSStatus~~

Deprecated

~~func ATSTFontDeactivate(ATSTFontContainerRef, UnsafeMutableRawPointer!, ATSTOptionFlags) -> OSStatus~~

Deprecated

~~func ATSTFontFamilyApplyFunction(ATSTFontFamilyApplierFunction!, UnsafeMutableRawPointer!) -> OSStatus~~

Deprecated

~~func ATSTFontFamilyFindFromName(CFString!, ATSTOptionFlags) -> ATSTFontFamilyRef~~

Deprecated

~~func ATSTFontFamilyFindFromQuickDrawName(ConstStr255Param!) -> ATSTFontFamilyRef~~

Deprecated

~~func ATSTFontFamilyGetEncoding(ATSTFontFamilyRef) -> TextEncoding~~ Deprecated

~~func ATSTFontFamilyGetGeneration(ATSTFontFamilyRef) -> ATSTGeneration~~

Deprecated

~~func ATSTFontFamilyGetName(ATSTFontFamilyRef, ATSTOptionFlags, UnsafeMutablePointer<Unmanaged<CFString>?>!) -> OSStatus~~

Deprecated

~~func ATSTFontFamilyGetQuickDrawName(ATSTFontFamilyRef, UnsafeMutablePointer<UInt8>!) -> OSStatus~~

Deprecated

~~func ATSTFontFamilyIteratorCreate(ATSTFontContext, UnsafePointer<ATSTFontFilter>!, UnsafeMutableRawPointer!, ATSTOptionFlags, UnsafeMutablePointer<ATSTFontFamilyIterator?>!) -> OSStatus~~

Deprecated

~~func ATSTFontFamilyIteratorNext(ATSTFontFamilyIterator!, UnsafeMutablePointer<ATSTFontFamilyRef>!) -> OSStatus~~

Deprecated

~~func ATSTFontFamilyIteratorRelease(UnsafeMutablePointer<ATSTFontFamilyIterator?>!) -> OSStatus~~

Deprecated

~~func ATSTFontFamilyIteratorReset(ATSTFontContext, UnsafePointer<ATSTFontFilter>!, UnsafeMutableRawPointer!, ATSTOptionFlags, UnsafeMutablePointer<ATSTFontFamilyIterator?>!) -> OSStatus~~

Deprecated



~~func ATSTFontFindFromContainer(ATSTFontContainerRef, ATSTOptionFlags, Int, UnsafeMutablePointer<ATSTFontRef>!, UnsafeMutablePointer<Int>!) -> OSStatus~~

Deprecated

~~func ATSTFontFindFromName(CFString!, ATSTOptionFlags) -> ATSTFontRef~~

Deprecated

~~func ATSTFontFindFromPostScriptName(CFString!, ATSTOptionFlags) -> ATSTFontRef~~

Deprecated

~~func ATSTFontGetAutoActivationSettingForApplication(CFURL!) -> ATSTFontAutoActivationSetting~~

Deprecated

~~func ATSTFontGetContainer(ATSTFontRef, ATSTOptionFlags, UnsafeMutablePointer<ATSTFontContainerRef>!) -> OSStatus~~

Deprecated

~~func ATSTFontGetContainerFromFileReference(UnsafePointer<FSRef>!, ATSTFontContext, ATSTOptionFlags, UnsafeMutablePointer<ATSTFontContainerRef>!) -> OSStatus~~

Deprecated

~~func ATSTFontGetFileReference(ATSTFontRef, UnsafeMutablePointer<FSRef>!) -> OSStatus~~

Deprecated

~~func ATSTFontGetFontFamilyResource(ATSTFontRef, Int, UnsafeMutableRawPointer!, UnsafeMutablePointer<Int>!) -> OSStatus~~

Deprecated

~~func ATSTFontGetGeneration(ATSTFontRef) -> ATSTGeneration~~

Deprecated

~~func ATSTFontGetGlobalAutoActivationSetting() -> ATSTFontAutoActivationSetting~~

Deprecated

~~func ATSTFontGetHorizontalMetrics(ATSTFontRef, ATSTOptionFlags, UnsafeMutablePointer<ATSTFontMetrics>!) -> OSStatus~~

Deprecated

~~func ATSTFontGetName(ATSTFontRef, ATSTOptionFlags, UnsafeMutablePointer<Unmanaged<CFString>?>!) -> OSStatus~~

Deprecated

~~func ATSTFontGetPostScriptName(ATSTFontRef, ATSTOptionFlags, UnsafeMutablePointer<Unmanaged<CFString>?>!) -> OSStatus~~

Deprecated

~~func ATSTFontGetTable(ATSTFontRef, FourCharCode, ByteOffset, Int, UnsafeMutableRawPointer!, UnsafeMutablePointer<Int>!) -> OSStatus~~

Deprecated

~~func ATSTFontGetTableDirectory(ATSTFontRef, Int, UnsafeMutableRawPointer!, UnsafeMutablePointer<Int>!) -> OSStatus~~

Deprecated

~~func ATSTFontGetVerticalMetrics(ATSTFontRef, ATSTOptionFlags, UnsafeMutablePointer<ATSTFontMetrics>!) -> OSStatus~~

Deprecated

~~func ATSTFontIsEnabled(ATSTFontRef) -> Bool~~

Deprecated

~~func ATSTFontIteratorCreate(ATSTFontContext, UnsafePointer<ATSTFontFilter>!, UnsafeMutableRawPointer!, ATSTOptionFlags, UnsafeMutablePointer<ATSTFontIterator?>!) -> OSStatus~~

Deprecated

~~func ATSTFontIteratorNext(ATSTFontIterator!, UnsafeMutablePointer<ATSTFontRef>!) -> OSStatus~~

Deprecated

~~func ATSTFontIteratorRelease(UnsafeMutablePointer<ATSTFontIterator?>!) -> OSStatus~~

Deprecated

~~func ATSTFontIteratorReset(ATSTFontContext, UnsafePointer<ATSTFontFilter>!, UnsafeMutableRawPointer!, ATSTOptionFlags, UnsafeMutablePointer<ATSTFontIterator?>!) -> OSStatus~~

Deprecated

~~func ATSTFontNotificationSubscribe(ATSTNotificationCallback!, ATSTFontNotifyOption, UnsafeMutableRawPointer!, UnsafeMutablePointer<ATSTFontNotificationRef?>!) -> OSStatus~~

Deprecated

~~func ATSTFontNotificationUnsubscribe(ATSTFontNotificationRef!) -> OSStatus~~

Deprecated

~~func ATSTFontNotify(ATSTFontNotifyAction, UnsafeMutableRawPointer!) -> OSStatus~~

Deprecated

~~func ATSTFontSetAutoActivationSettingForApplication(ATSTFontAutoActivationSetting, CFURL!) -> OSStatus~~

Deprecated

~~func ATSTFontSetEnabled(ATSTFontRef, ATSTOptionFlags, Bool) -> OSStatus~~

Deprecated

~~func ATSTFontSetGlobalAutoActivationSetting(ATSTFontAutoActivationSetting) -> OSStatus~~

Deprecated

~~func ATSGetGeneration() -> ATSGeneration~~ Deprecated

func AXTextMarkerCreate(CFAllocator?, UnsafePointer<UInt8>, CFIndex) -> AXTextMarker

func AXTextMarkerGetBytePtr(AXTextMarker) -> UnsafePointer<UInt8>

func AXTextMarkerGetLength(AXTextMarker) -> CFIndex

func AXTextMarkerGetTypeID() -> CTypeID

func AXTextMarkerRangeCopyEndMarker(AXTextMarkerRange) -> AXTextMarker

func AXTextMarkerRangeCopyStartMarker(AXTextMarkerRange) -> AXTextMarker

func AXTextMarkerRangeCreate(CFAllocator?, AXTextMarker, AXTextMarker) -> AXTextMarkerRange

func AXTextMarkerRangeCreateWithBytes(CFAllocator?, UnsafePointer<UInt8>, CFIndex, UnsafePointer<UInt8>, CFIndex) -> AXTextMarkerRange

func AXTextMarkerRangeGetTypeID() -> CTypeID

~~func DisposeSpeechDoneUPP(SpeechDoneUPP)~~ Deprecated

~~func DisposeSpeechErrorUPP(SpeechErrorUPP)~~ Deprecated

~~func DisposeSpeechPhonemeUPP(SpeechPhonemeUPP)~~ Deprecated

~~func DisposeSpeechSyncUPP(SpeechSyncUPP)~~ Deprecated

~~func DisposeSpeechTextDoneUPP(SpeechTextDoneUPP)~~ Deprecated

~~func DisposeSpeechWordUPP(SpeechWordUPP)~~ Deprecated

~~func GetSpeechInfo(SpeechChannel, OSType, UnsafeMutableRawPointer) -> OSErr~~

Deprecated

~~func InvokeSpeechDoneUPP(SpeechChannel, SRefCon, SpeechDoneUPP)~~ Deprecated

~~func InvokeSpeechErrorUPP(SpeechChannel, SRefCon, OSErr, Int, SpeechErrorUPP)~~

Deprecated

~~func InvokeSpeechPhonemeUPP(SpeechChannel, SRefCon, Int16, SpeechPhonemeUPP)~~

Deprecated

~~func InvokeSpeechSyncUPP(SpeechChannel, SRefCon, OSType, SpeechSyncUPP)~~

Deprecated

~~func InvokeSpeechTextDoneUPP(SpeechChannel, SRefCon, UnsafeMutablePointer<UnsafeRawPointer?>?, UnsafeMutablePointer<UInt>, UnsafeMutablePointer<Int32>, SpeechTextDoneUPP)~~

Deprecated

~~func InvokeSpeechWordUPP(SpeechChannel, SRefCon, UInt, UInt16, SpeechWordUPP)~~

Deprecated

~~func NewSpeechDoneUPP(SpeechDoneProcPtr) -> SpeechDoneUPP~~

Deprecated

~~func NewSpeechErrorUPP(SpeechErrorProcPtr) -> SpeechErrorUPP~~

Deprecated

~~func NewSpeechPhonemeUPP(SpeechPhonemeProcPtr) -> SpeechPhonemeUPP~~

Deprecated

~~func NewSpeechSyncUPP(SpeechSyncProcPtr) -> SpeechSyncUPP~~

Deprecated

~~func NewSpeechTextDoneUPP(SpeechTextDoneProcPtr) -> SpeechTextDoneUPP~~

Deprecated

~~func NewSpeechWordUPP(SpeechWordProcPtr) -> SpeechWordUPP~~

Deprecated

~~func SetSpeechInfo(SpeechChannel, OSType, UnsafeRawPointer?) -> OSErr~~

Deprecated

~~func SpeakBuffer(SpeechChannel, UnsafeRawPointer, UInt, Int32) -> OSErr~~

Deprecated

~~func SpeakString(ConstStr255Param) -> OSErr~~

Deprecated

~~func SpeakText(SpeechChannel, UnsafeRawPointer, UInt) -> OSErr~~

Deprecated

~~func TextToPhonemes(SpeechChannel, UnsafeRawPointer, UInt, Handle, UnsafeMutablePointer<Int>) -> OSErr~~

Deprecated

~~func UseDictionary(SpeechChannel, Handle) -> OSErr~~

Deprecated