

[Application Services](#) / ApplicationServices Functions

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() -> CFTTypeID

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

```
func ColorSyncTransformGetTypeID() -> CFTypeID
func ColorSyncTransformSetProperty(ColorSyncTransform!, CFTypeRef!, CFTypeRef?)
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 HIShapeContainsPoint(HIShape!, UnsafePointer<CGPoint>! ) -> Bool
func HIShapeCreateCopy(HIShape!) -> Unmanaged<HIShape>!
func HIShapeCreateDifference(HIShape!, HIShape!) -> Unmanaged<HIShape>!
func HIShapeCreateEmpty() -> Unmanaged<HIShape>!
func HIShapeCreateIntersection(HIShape!, HIShape!) -> Unmanaged<HIShape>!
func HIShapeCreateMutable() -> Unmanaged<HIMutableShape>!
func HIShapeCreateMutableCopy(HIShape!) -> Unmanaged<HIMutableShape>!
func HIShapeCreateMutableWithRect(UnsafePointer<CGRect>! ) -> Unmanaged<HIMutableShape>!
func HIShapeCreateUnion(HIShape!, HIShape!) -> Unmanaged<HIShape>!
func HIShapeCreateWithQDRgn(RgnHandle!) -> Unmanaged<HIShape>!
func HIShapeCreateWithRect(UnsafePointer<CGRect>! ) -> Unmanaged<HIShape>!
func HIShapeCreateXor(HIShape!, HIShape!) -> Unmanaged<HIShape>!
func HIShapeDifference(HIShape!, HIShape!, HIMutableShape!) -> OSStatus
func HIShapeEnumerate(HIShape!, OptionBits, HIShapeEnumerateProcPtr!, UnsafeMutableRawPointer!) -> OSStatus
func HIShapeGetAsQDRgn(HIShape!, RgnHandle!) -> OSStatus
func HIShapeGetBounds(HIShape!, UnsafeMutablePointer<CGRect>! ) -> UnsafeMutablePointer<CGRect>!
```

```
func HIShapeGetTypeID() -> CFTypeID

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

func HIShapeIntersect(HIShape!, HIShape!, HIMutableShape!) -> OSStatus

func HIShapeIntersectsRect(HIShape!, UnsafePointer<CGRect>! ) -> Bool

func HIShapeIsEmpty(HIShape!) -> Bool

func HIShapeIsRectangular(HIShape!) -> Bool

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

func HIShapeReplacePathInCGContext(HIShape!, CGContext!) -> OSStatus

func HIShapeSetEmpty(HIMutableShape!) -> OSStatus

func HIShapeSetWithShape(HIMutableShape!, HIShape!) -> OSStatus

func HIShapeUnion(HIShape!, HIShape!, HIMutableShape!) -> OSStatus

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

func HIShapeXor(HIShape!, HIShape!, HIMutableShape!) -> OSStatus

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

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

func IconRefToHIShape(UnsafePointer<CGRect>! , IconAlignmentType, Icon
ServicesUsageFlags, IconRef!) -> Unmanaged<HIShape>!

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

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

func InvokeIconGetterUPP(ResType, UnsafeMutableRawPointer!, IconGetter
UPP!) -> 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() -> CFTTypeID

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() -> CFTTypeID

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, ATSFontQueryCallback!, UnsafePointer<ATSFontQuerySourceContext>!) -> Unmanaged<CFRunLoopSource>!
Deprecated

func ATSFActivateFromFileReference(UnsafePointer<FSRef>!, ATSFontContext, ATSFonFormat, UnsafeMutableRawPointer!, ATSOptionFlags, UnsafeMutablePointer<ATSFontContainerRef>!) -> OSStatus
Deprecated

func ATSFActivateFromMemory(LogicalAddress!, Int, ATSFontContext, ATSFonFormat, UnsafeMutableRawPointer!, ATSOptionFlags, UnsafeMutablePointer<ATSFontContainerRef>!) -> OSStatus
Deprecated
```

~~func ATSFontApplyFunction(ATSFontApplierFunction!, UnsafeMutableRawPointer!) -> OSStatus~~

Deprecated

~~func ATSFontDeactivate(ATSFontContainerRef, UnsafeMutableRawPointer!, ATSOPTIONFlags) -> OSStatus~~

Deprecated

~~func ATSFontFamilyApplyFunction(ATSFontFamilyApplierFunction!, UnsafeMutableRawPointer!) -> OSStatus~~

Deprecated

~~func ATSFontFamilyFindFromName(CFString!, ATSOPTIONFlags) -> ATSFontFamilyRef~~

Deprecated

~~func ATSFontFamilyFindFromQuickDrawName(ConstStr255Param!) -> ATSFontFamilyRef~~

Deprecated

~~func ATSFontFamilyGetEncoding(ATSFontFamilyRef) -> TextEncoding~~ Deprecated

~~func ATSFontFamilyGetGeneration(ATSFontFamilyRef) -> ATSGeneration~~

Deprecated

~~func ATSFontFamilyGetName(ATSFontFamilyRef, ATSOPTIONFlags, UnsafeMutablePointer<Unmanaged<CFString>?>!) -> OSStatus~~

Deprecated

~~func ATSFontFamilyGetQuickDrawName(ATSFontFamilyRef, UnsafeMutablePointer<UInt8>!) -> OSStatus~~

Deprecated

~~func ATSFontFamilyIteratorCreate(ATSFontContext, UnsafePointer<ATSFontFilter>!, UnsafeMutableRawPointer!, ATSOPTIONFlags, UnsafeMutablePointer<ATSFontFamilyIterator?>!) -> OSStatus~~

Deprecated

~~func ATSFontFamilyIteratorNext(ATSFontFamilyIterator!, UnsafeMutablePointer<ATSFontFamilyRef>!) -> OSStatus~~

Deprecated

~~func ATSFontFamilyIteratorRelease(UnsafeMutablePointer<ATSFontFamilyIterator?>!) -> OSStatus~~

Deprecated

~~func ATSFontFamilyIteratorReset(ATSFontContext, UnsafePointer<ATSFontFilter>!, UnsafeMutableRawPointer!, ATSOPTIONFlags, UnsafeMutablePointer<ATSFontFamilyIterator?>!) -> OSStatus~~

Deprecated

~~func ATSFFontFindFromContainer(ATSFontContainerRef, ATSOPTIONFlags, Int, UnsafeMutablePointer<ATSFontRef>! , UnsafeMutablePointer<Int>!) → OSStatus~~

Deprecated

~~func ATSFFontFindFromName(CFString!, ATSOPTIONFlags) → ATSFontRef~~

Deprecated

~~func ATSFFontFindFromPostScriptName(CFString!, ATSOPTIONFlags) → ATSFontRef~~

Deprecated

~~func ATSFFontGetAutoActivationSettingForApplication(CFURL!) → ATSFontAutoActivationSetting~~

Deprecated

~~func ATSFFontGetContainer(ATSFontRef, ATSOPTIONFlags, UnsafeMutablePointer<ATSFontContainerRef>!) → OSStatus~~

Deprecated

~~func ATSFFontGetContainerFromFileReference(UnsafePointer<FSRef>! , ATSFontContext, ATSOPTIONFlags, UnsafeMutablePointer<ATSFontContainerRef>!) → OSStatus~~

Deprecated

~~func ATSFFontGetFileReference(ATSFontRef, UnsafeMutablePointer<FSRef>!) → OSStatus~~

Deprecated

~~func ATSFFontGetFontFamilyResource(ATSFontRef, Int, UnsafeMutableRawPointer!, UnsafeMutablePointer<Int>!) → OSStatus~~

Deprecated

~~func ATSFFontGetGeneration(ATSFontRef) → ATSGeneration~~ **Deprecated**

~~func ATSFFontGetGlobalAutoActivationSetting() → ATSFontAutoActivationSetting~~

Deprecated

~~func ATSFFontGetHorizontalMetrics(ATSFontRef, ATSOPTIONFlags, UnsafeMutablePointer<ATSFontMetrics>!) → OSStatus~~

Deprecated

~~func ATSFFontGetName(ATSFontRef, ATSOPTIONFlags, UnsafeMutablePointer<Unmanaged<CFString>?>!) → OSStatus~~

Deprecated

~~func ATSFFontGetPostScriptName(ATSFontRef, ATSOPTIONFlags, UnsafeMutablePointer<Unmanaged<CFString>?>!) → OSStatus~~

Deprecated

~~func ATSFontGetTable(ATSFontRef, FourCharCode, ByteOffset, Int, UnsafeMutableRawPointer!, UnsafeMutablePointer<Int>!)~~ → OSStatus

Deprecated

~~func ATSFontGetTableDirectory(ATSFontRef, Int, UnsafeMutableRawPointer!, UnsafeMutablePointer<Int>!)~~ → OSStatus

Deprecated

~~func ATSFontGetVerticalMetrics(ATSFontRef, ATSOPTIONFLAGS, UnsafeMutablePointer<ATSFONTMETRICS>!)~~ → OSStatus

Deprecated

~~func ATSFontIsEnabled(ATSFontRef)~~ → Bool

Deprecated

~~func ATSFontIteratorCreate(ATSFONTCONTEXT, UnsafePointer<ATSFONTFILTER>!, UnsafeMutableRawPointer!, ATSOPTIONFLAGS, UnsafeMutablePointer<ATSFONITERATOR?>!)~~ → OSStatus

Deprecated

~~func ATSFontIteratorNext(ATSFONITERATOR!, UnsafeMutablePointer<ATSFONTREF>!)~~ → OSStatus

Deprecated

~~func ATSFontIteratorRelease(UnsafeMutablePointer<ATSFONITERATOR?>!)~~ → OSStatus

Deprecated

~~func ATSFontIteratorReset(ATSFONTCONTEXT, UnsafePointer<ATSFONTFILTER>!, UnsafeMutableRawPointer!, ATSOPTIONFLAGS, UnsafeMutablePointer<ATSFONITERATOR?>!)~~ → OSStatus

Deprecated

~~func ATSFONTNOTIFICATIONSUBSCRIBE(ATSNOTIFICATIONCALLBACK!, ATSFONTNOTIFYOPTION, UnsafeMutableRawPointer!, UnsafeMutablePointer<ATSFONTNOTIFICATIONREF?>!)~~ → OSStatus

Deprecated

~~func ATSFONTNOTIFICATIONUNSUBSCRIBE(ATSFONTNOTIFICATIONREF!)~~ → OSStatus

Deprecated

~~func ATSFONTNOTIFY(ATSFONTNOTIFYACTION, UnsafeMutableRawPointer!)~~ → OSStatus

Deprecated

~~func ATSFONTSETAUTOACTIVATIONSETTINGFORAPPLICATION(ATSFONTAUTOACTIVATIONSETTING, CFURL!)~~ → OSStatus

Deprecated

~~func ATSFONTSETENABLED(ATSFONTREF, ATSOPTIONFLAGS, Bool)~~ → OSStatus

Deprecated

func ~~ATSFontSetGlobalAutoActivationSetting(ATSFontAutoActivationSetting)~~ → OSStatus

Deprecated

func ~~ATSGetGeneration()~~ → ATSGeneration

Deprecated

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

func ~~AXTextMarkerGetBytePtr(AXTextMarker)~~ → UnsafePointer<UInt8>

func ~~AXTextMarkerGetLength(AXTextMarker)~~ → CFIndex

func ~~AXTextMarkerGetTypeID()~~ → CFTTypeID

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()~~ → CFTTypeID

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