

## \*NEW\* with Version 9.1 - Voice-Enabled TE Host APIs



*Voice-enable terminal emulation applications – quickly, easily and reliably.*

**Stay-Linked Version 9.1** features the addition of two new powerful Host APIs that allow you to voice-enable 5250/3270, VT100/220 and SSHv2 Terminal Emulation screen applications. Adding voice-driven input/output capabilities to enhance user productivity for data collection processing no longer needs to be a complicated, difficult and time-consuming undertaking.

### Key benefits include:

- **Rules-based Speech Recognition** = user-independent device usage
- **Intuitive Host APIs** = ease and simplicity of application integration/development
- **Multi-Modal Input/Output** = voice plus scanning, keyboard entry and screen display
- **Voice-Enhanced TE** = alternative to rigid, stand-alone “Voice-Picking” systems

### The Stay-Linked VoiceWedge™ solution gives you COMPLETE CONTROL.

In addition to the scanner, keyboard and screen display, Stay-Linked’s new Voice-Enhanced TE Host APIs allow you to selectively add voice as an alternate form of data input/output for specific terminal emulation screens, or even specific fields, when using a voice-capable terminal for data collection.

**On the device** – Stay-Linked thin-client software seamlessly interfaces with CTGTALK™, a best-of-breed software solution for “Speech to Text”, “Text to Speech” input/output data collection and conversion. CTGTALK is a Stay-Linked Validated™ solution.

**On the host** – in addition to the robust set of existing Host APIs supplied with Stay-Linked Terminal Emulation, two new ones have been added to provide dynamic voice-enhancing integration directly within any TE screen application code...

**API 18** – Programmatically sends literal text strings and dynamically acquired field data variable values to the Stay-Linked thin client software on the device to be “spoken” to the user by the CTGTALK application.

**API 19** – Programmatically establishes and enforces specific speech recognition rules for the currently active screen/field/prompt that the user is entering data into.

*See next page for an example of using these new APIs to voice-enable a terminal emulation data collection screen application...*

## Example of using Stay-Linked Voice-Enabled TE Host APIs in a C++ Screen:

```
cls();
gotoXY(1,0);
// Speech Recognition Rules for Order Number Entry
printf("~API19~<start_rule><all_rules><multi_digit><digit><enter><BACKS><SIP><QUIT><louder><softer><faster>
<slower><voice_off><repeat>~");
getch();
cls();
gotoXY(1,0);
// Text-to-Speech Announce Screen Title to User
printf("~API18~voice picking~");
getch();
cls();
gotoXY(1,0);
// Text-to-Speech Requesting Order Number
printf("~API18~say order number~");
getch();

// Data entry screen for Order Number Screen
cls();
SetConsoleTextAttribute(hConsole, 0 | BACKGROUND_RED | BACKGROUND_GREEN | BACKGROUND_BLUE |
BACKGROUND_INTENSITY);
gotoXY(0,0);
printf(" Voice Picking ");
SetConsoleTextAttribute(hConsole, FOREGROUND_RED | FOREGROUND_GREEN | FOREGROUND_BLUE |
FOREGROUND_INTENSITY);
gotoXY(0,2);
printf("Order Number: ____");
// Get Order Number Input
TCHAR order[5];
getInput(order, 14, 2, 4, true);
// Exit if no Order Number
if(strcmp(order,"") == 0) return;
cls();
gotoXY(1,0);

// Speech Recognition Rules-Limits Accepted Values and Commands
printf("~API19~<start_rule><all_rules><enter><wrong><SIP><QUIT><louder><softer><faster><slower><voice_off>
<repeat>~");
getch();
cls();
gotoXY(1,0);
// Text-to-Speech Repeat Order Number to User
printf("~API18~you said %c %c %c %c~", order[0], order[1], order[2], order [3]);
getch();
```

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