

There are two sets of status codes for SRec that are passed through to the UAPI.

The first set is the srec function code status. The UAPI should prevent most of the status codes from affecting the user. Following are the codes that the user may be exposed to:

**ESR\_SUCCESS;** This status indicates that the function executed successfully; and is the normal return from a function.

**ESR\_OUT\_OF\_MEMORY;** This status indicates that the software ran out of system memory.

**ESR\_INVALID\_ARGUMENT;** This status indicates that a bad parameter was passed to a function. The most common occurrences are Null pointers, empty strings or strings that do not match the strings appropriate for that function.

**ESR\_INVALID\_STATE;** This status indicates that an operation was attempted at a time when that operation was not allowed. This status should be prevented by the UAPI, but there may be unexpected cases. If this status occurs, Nuance should be contacted so that the problem may be alleviated.

The second set is the srec engine code status. These give progress reports for the recognizer as well as let the user know about a recognition result:

**SR\_RECOGNIZER\_EVENT\_NO\_MATCH;** The recognizer could not match the utterance to a recognition result. This could be because the person spoke only 3 digits for a phone dialing grammar.

**SR\_RECOGNIZER\_EVENT\_STARTED;** This indicates that the recognizer has received it's first samples of audio.

**SR\_RECOGNIZER\_EVENT\_START\_OF\_VOICING;** This indicates that the recognizer has detected begin of speech.

**SR\_RECOGNIZER\_EVENT\_END\_OF\_VOICING;** This indicates that the recognizer has detected end of speech.

**SR\_RECOGNIZER\_EVENT\_RECOGNITION\_RESULT;** This indicates that a successful recognition result has been created.

**SR\_RECOGNIZER\_EVENT\_START\_OF\_UTTERANCE\_TIMEOUT;** This indicates that the recognizer did not receive any audio. This may also indicate that the recognizer received some amount of audio; but after that, the recognizer did not receive any audio.