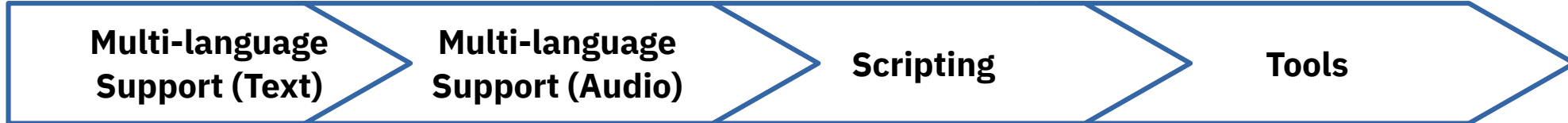


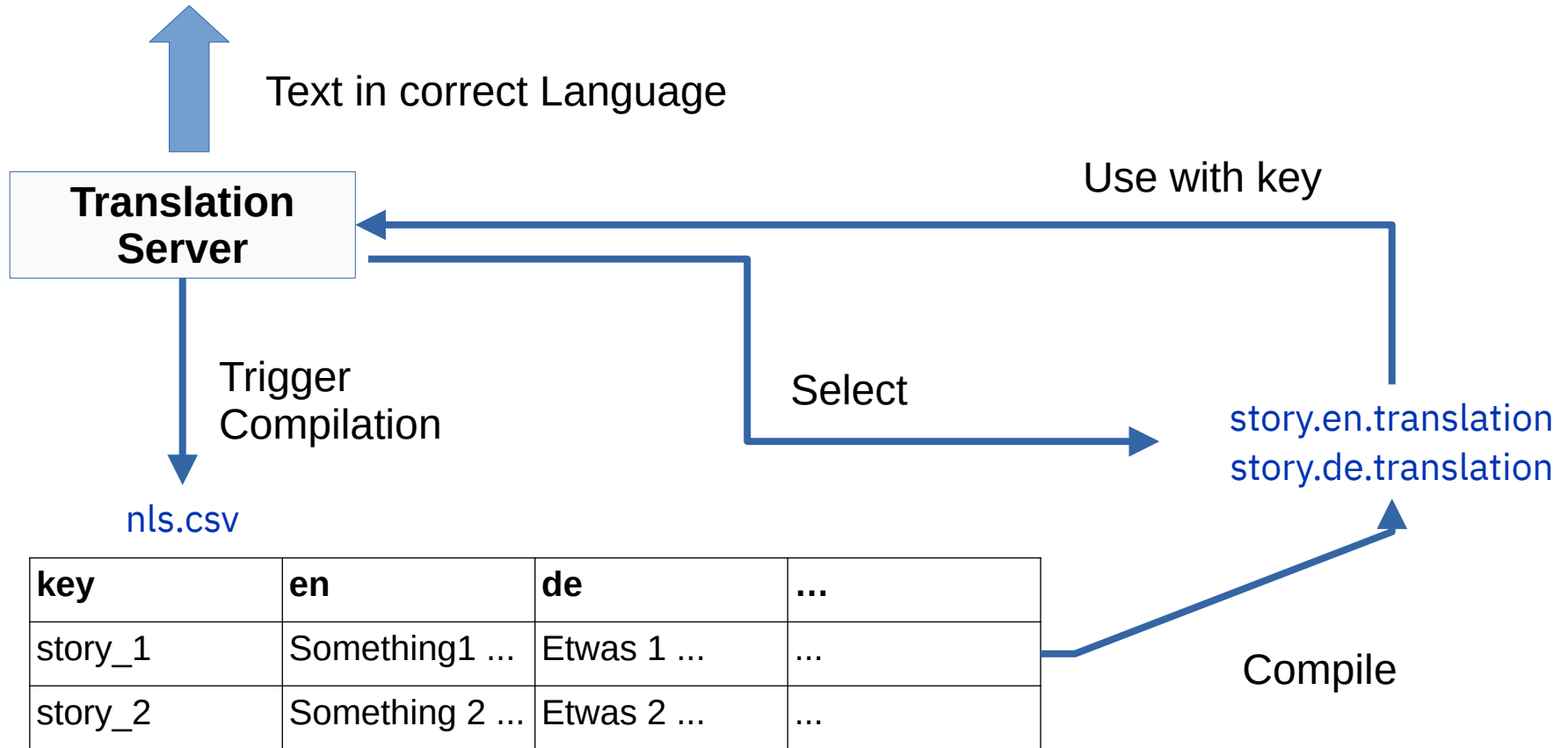
Creating Games with REXX



Multi-language Support (Text)



Godot Engine



key	en	de	...
story_1	Something1 ...	Etwas 1
story_2	Something 2 ...	Etwas 2

Translating using DeepL API (1 of 4)

- 1. Get DeepL Key
 - <<https://developers.deepl.com/docs/getting-started/managing-api-keys>>
- 2. Get APIs.cls
 - <<https://gitlab.com/dylwi/oorexx-helpers>>
- 3. Create and specify key file
- DeepL API Documentation (2026-04-27)
 - <<https://developers.deepl.com/api-reference/translate/request-translation>>
 - **Implemented:** Basic text translation, Retrieve usage, Retrieve Languages
 - **Missing:** Translation option (formality, sentence splitting, ...), Document translation, Rephrasing, Glossaries, Detect languages

Translating using DeepL API (2 of 4)



apis.cls

```
::Class DeepL Public
::Constant About (.array~of( -
  "DeepL Class, (C) dylwi 2026, https://gitlab.com/dylwi/oorexx-helpers", -
  " ", -
  "A class for facilitating the use of DeepL Web API.", -
  " ", -
  "Usage:", -
  " <a deepl>          = <a deepl>~new(<deeplkey-string>)", -
  " <a string>        = <a deepl>~UNKNOWN (e.g. 2nl, 2de)",-
... cut ...
::Method Unknown Public
Expose command
Use Arg Method, Text
Lang = Method~substr(2,)
OriginalText = self~CleanText(Text)
-- create Json
Data = .Directory~new
Data['text'] = .array~of(OriginalText)
Data['target_lang'] = Lang
Data['source_lang'] = Text[2]
FinalCommand = command "--header 'Content-Type: application/json' --data '" || .JSON~toJson(data) || ""
ReturnDir = self~request(FinalCommand)
return ReturnDir["text"]
... cut ...
::Method Request
Use Strict Arg Command
--say "#" command
DeepLArr = .array~new
ADDRESS System "curl -s -X POST" command with output using (DeepLArr)
if DeepLArr[1] <> .Nil then do
  json = .json~new
  JsonDir = json~fromJson(DeepLArr[1])
  if DeepLArr[1]~substr(3,12) = "translations" then JsonDir = JsonDir["translations"][1]
  return JsonDir
end
else return .directory~new

::requires "json.cls"
```

About constant

Unknown method for translation

toJson

FromJson

Json Class



Translating using DeepL API (3 of 4)



Usage.rexx

```
#!/usr/bin/rexx

-- Get key
ConfStream = .Stream~new("~/config/api/deepl-free.conf")
DeepLKey = ConfStream~LineIn(1)
ConfStream~close

-- Init deepl
DeepL = .deepl~new(DeepLKey)

-- Deepl usage
say DeepL~usage

::requires "apis.cls"
```

Output:

```
160 / 500000 [0.0320%]
```

lang.rexx

```
#!/usr/bin/rexx

-- Get key
ConfStream = .Stream~new("~/config/api/deepl-free.conf")
DeepLKey = ConfStream~LineIn(1)
ConfStream~close

-- Init deepl
DeepL = .deepl~new(DeepLKey)

-- Available languages
Lang = deepl~SupportedDir
say Lang~allitems
say Lang~allindexes

::requires "apis.cls"
```

Output:

```
Galician
Icelandic
Norwegian
Italian
... cut...
GL
IS
NB
IT
```

Translating using DeepL API (4 of 4)

Translate.rexx

```
#!/usr/bin/rexx

-- Get key
ConfStream = .Stream~new("~/config/api/deepl-free.conf")
DeepLKey = ConfStream~LineIn(1)
ConfStream~close

-- Init deepl
DeepL = .deepl~new(DeepLKey)

-- Deepl usage
say DeepL~usage

-- Deepl translate
say "---"
say DeepL~2es("Hello, Barcelona! How are you all doing?")
say DeepL~2fr("Hello, Barcelona! How are you all doing?")
say DeepL~2nl("Hello, Barcelona! How are you all doing?")
say DeepL~2de("Hello, Barcelona! How are you all doing?")
say "---"

-- Deepl usage
say DeepL~usage

::requires "apis.cls"
```

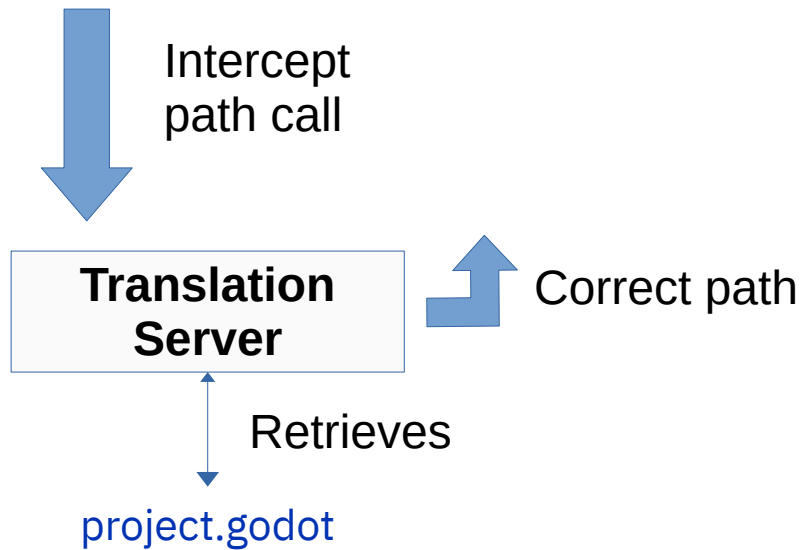
Output:

```
760 / 500000 [0.1520% used]
---
¡Hola, Barcelona! ¿Cómo estáis?
Bonjour, Barcelone ! Comment allez-vous tous ?
Hallo, Barcelona! Hoe gaat het met jullie?
Hallo, Barcelona! Wie geht es euch allen?
---
920 / 500000 [0.1840% used]
```

Multi-language Support (Audio)



Godot Engine



```
...
locale/translation_remaps={
  "res://.../settings_voice_example.mp3": PackedStringArray(
    "res://.../settings_voice_example.mp3:en",
    "res://.../settings_voice_example_ar.mp3:ar",
    ...
  )
}
```



Audio using ElevenLabs API (1 of 3)

- 1. Get ElevenLabs Key
 - <<https://elevenlabs.io/app/developers/api-keys>>
- 2. Get APIs.cls
 - <<https://gitlab.com/dylwi/oorex-helpers>>
- 3. Create and specify key file
- ElevenLabs API Documentation (2026-04-27)
 - <<https://elevenlabs.io/docs/api-reference/introduction>>
 - **Implemented:** Text2Speech, Voices, Text2Dialogue
 - **Missing:** Speech2Text, Music, Voice changer & design, Sound Effects, Audio Isolation, Dubbing, ...

Audio using ElevenLabs API (2 of 3)



elevenlabs.rexx

```
#!/usr/bin/rexx

ConfStream = .Stream~new("~/config/api/elevenlabs.conf")
ElevenLabsKey = ConfStream~LineIn(1)
ConfStream~close

-- Init elevenlabs
ElevenLabs = .ElevenLabs~new(ElevenLabsKey)

-- Available voices
Voices = ElevenLabs~GetVoices
say Voices~allindexes
say "--"
say Voices~allitems

::requires "apis.cls"
```

Output:

```
CALLUM
GIDEON
THEO
LAURA
GEORGE
SARAH
ROGER
BELLA
TESSA
CHARLIE
--
N2lVS1w4EtoT3dr4e0W0
Xq2dbIWNpChFB77imiDe
UmQN7jS1Ee8B1czsUtQh
FGY2WhTYpPnrIDTdsKH5
JBFqnCBsd6RMkjVDRZzb
EXAVITQu4vr4xnSDxMaL
CwhRBWxzGAHq8TQ4Fs17
hpp4J3VqNfWAU000d1Us
USEQXnsXRJlW2k9LUzG4
IKne3meq5aSn9XLyUdCD
```

Audio using ElevenLabs API (3 of 3)

elevenlabs.rexx

```
#!/usr/bin/rexx

ConfStream = .Stream~new("~/config/api/elevenlabs.conf")
ElevenLabsKey = ConfStream~LineIn(1)
ConfStream~close

-- Init elevenlabs
ElevenLabs = .ElevenLabs~new(ElevenLabsKey)

-- Generate files
ElevenLabs~Text2Speech("Programming with Rexx is fun!","RexxIsFun.mp3", "Laura", "en")
ElevenLabs~Text2Speech("Programming with Rexx is fun!","", "Roger", "en")

::requires "apis.cls"
```

Output: RexxIsFun.mp3



Output: elevenlabs-2026-05-04T12:22:14.mp3

