Ok, this is working now, thanks. Is this the right way to handle this problem?

```
String content = GetFromDb(); // dummy function for example sake

if (content.Find("[%EN-US") == -1)
{
    content = "[%EN-US " + content " +]");
    UpdateDb(content); // dummy function again
}

editor.SetData(content);
```

That seems a bit unintuitive. It is nice, however, that each document can contain it's own language attributes, however, I would think maybe RichEdit should contain a default language setting that if the doc does not specify, use it? i.e.

```
editor.SetDefaultLanguage("EN-US");
```

?

Jeremy