
Subject: Re: Spelling Dictionary?

Posted by [mirek](#) on Mon, 08 Jun 2009 17:46:03 GMT

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jeremy_c wrote on Mon, 08 June 2009 13:41Ok, 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

Well, obviously, the problem is the default language. I usually solve it by SetQTF("[%EN-US ") (actually, CS-CZ in default constructor. In that case, if text is being created, it will get "EN-US" language.

Mirek
