
Subject: Re: Spell checking on linux

Posted by [mirek](#) on Sun, 16 May 2010 06:55:21 GMT

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dolik.rce wrote on Sat, 15 May 2010 18:17Hi,

Here are the dictionaries, together with the original sources. Can someone put them to sf.net? Or I can do it myself, if someone grants me the rights (my sf.net account is dolik_rce).

Rights granted.

Quote:

Also, I propose to make a little change to the function finding the files: Speller *sGetSpeller(int lang)

```
{
static ArrayMap<int, Speller> speller;
int q = speller.Find(lang);
if(q < 0) {
String pp;
String dir = ConfigFile("scd");
for(;;) {
pp << dir << ' ';
String d = GetFileFolder(dir);
if(d == dir) break;
dir = d;
}
pp << spell_path << ' ' << getenv("LIB") << ' ' << getenv("PATH") << ' ';
String path = GetFileOnPath(ToLower(LNGAsText(lang)) + ".udc", pp);
if(IsNull(path))
path = GetFileOnPath(ToLower(LNGAsText(lang)) + ".scd", pp);
if(IsNull(path)) // This is
path = GetFileOnPath(ToLower(LNGAsText(lang).Left(2)) + ".udc", pp); // added
if(IsNull(path))
return false;
FileIn in(path);
if(!in)
return false;
```

... It will allow the dictionaries to have just the language part of name (i.e. no country code). This way, even if the user selects country which does not have specific dictionary yet (e.g. EN-NZ) he still gets a spell checker for given language (that is en.udc for the New Zealand exmple). IMHO it is better to serve a more general dictionary than nothing.

OK, byt do we really have those "more general" dictionaries?

Maybe we should scan for something like "en*.udc" instead?

