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Subject: Spelling Dictionary?

Posted by [jeremy\\_c](#) on Mon, 08 Jun 2009 08:33:40 GMT

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Spelling works fine in UWord, but not in my app that uses RichEdit. The toolbar appears just fine however the Language Selection combo box is empty. On UWord it contains EN-GB and EN-US.

Thanks,

Jeremy

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Subject: Re: Spelling Dictionary?

Posted by [mirek](#) on Mon, 08 Jun 2009 09:09:44 GMT

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jeremy\_c wrote on Mon, 08 June 2009 04:33Spelling works fine in UWord, but not in my app that uses RichEdit. The toolbar appears just fine however the Language Selection combo box is empty. On UWord it contains EN-GB and EN-US.

Thanks,

Jeremy

You have to copy .scd files from theide directory to your app dir.

Mirek

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Subject: Re: Spelling Dictionary?

Posted by [jeremy\\_c](#) on Mon, 08 Jun 2009 09:40:34 GMT

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luzr wrote on Mon, 08 June 2009 05:09

You have to copy .scd files from theide directory to your app dir.

Hm, that makes no difference. My .exe is in the same dir as the UWord.exe. (Just hitting CTRL+F5 right now to run them).

Jeremy

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Subject: Re: Spelling Dictionary?

Posted by [mirek](#) on Mon, 08 Jun 2009 16:45:55 GMT

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jeremy\_c wrote on Mon, 08 June 2009 05:40luzr wrote on Mon, 08 June 2009 05:09

You have to copy .scd files from theide directory to your app dir.

Hm, that makes no difference. My .exe is in the same dir as the UWord.exe. (Just hitting CTRL+F5 right now to run them).

Ah, I see.

Language is a text attribute (like font), with default value "None".

You have to set it to en-us.

Mirek

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Subject: Re: Spelling Dictionary?

Posted by [jeremy\\_c](#) on Mon, 08 Jun 2009 17:41:09 GMT

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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

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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?

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

Subject: Re: Spelling Dictionary?  
Posted by [jeremy\\_c](#) on Mon, 08 Jun 2009 17:50:09 GMT  
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I'm not sure what you mean by calling `SetQtf("[%EN-US");` in the default constructor. The default of what? And isn't that a incomplete Qtf call? Also, what about the data that already exists in the editor or a language setting that may be present in the doc?

Sorry for so many questions, I'm just trying to get my hands around this fantastic control!

Jeremy

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Subject: Re: Spelling Dictionary?  
Posted by [mirek](#) on Mon, 08 Jun 2009 21:04:36 GMT  
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jeremy\_c wrote on Mon, 08 June 2009 13:50I'm not sure what you mean by calling `SetQtf("`

OK. Typical situation, you have DB app that processes some texts. In the process, there has to be some phase that some text is NEW. Perhaps you will have some dialog/window that will implement inserting new text. This way, you can tell that the language of first empty paragraph of text is en-us. Anything else you will write there will be en-us, until you will change it using language control in the toolbar.

That way, unless you change the language deliberately, all your text will inherit en-us.

Quote:

And isn't that a incomplete Qtf call?

QTF officially tolerates missing ']'

Quote:

Also, what about the data that already exists in the editor or a language setting that may be present in the doc?

Well, that might be a sort of trouble. I would recommend "repair procedure" to the database if it is already in use and important. OTOH, if you are fixed in en-us, maybe ugly patch adding "[%en-us" before any stored text would do too...

Mirek

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