U++ - Bug #390
Speller *sGetSpeller() returns false in RichEdit/Speller.cpp

12/26/2012 01:06 PM - Iñaki Zabala

Status:	Approved	**Start date:**	12/26/2012
Priority:	Normal	**Due date:**	
Assignee:	Iñaki Zabala	**% Done:**	90%
Category:	CtrlCore	**Estimated time:**	1.00 hour
Target version:		**Spent time:**	0.00 hour

Description

In lines 154 and 157 it returns false when it should return a pointer.

History

#1 - 01/01/2013 02:44 PM - Miroslav Fidler

- Status changed from New to Ready for QA

- Assignee changed from Miroslav Fidler to Iñaki Zabala

#2 - 01/14/2013 08:27 AM - Iñaki Zabala

- Status changed from Ready for QA to Approved

- % Done changed from 0 to 90