



MagicSpeller for REALbasic

MagicSpeller for REALbasic is a collection of a REALbasic objects for use within the REALbasic development environment. Using MagicSpeller, a developer can easily add a full-featured spell checker into their project in just a few minutes. The system is customizable and cross-platform; running on Macintosh, Windows, and LINUX builds of REALbasic projects.*

MagicSpeller for REALbasic consists of three separate components:

- *MagicSpeller.rbo*: A REALbasic module that contains the essential methods and properties of the spell check system.
- *MagicSpellerInterfaceWnd.rbw*: A pre-constructed REALbasic window object that provides a default interface for the spell check system.
- *MagicSpellerTA.rbo*: An optional REALbasic class that extends the basic TextArea class to allow for inline (as you type) spell checking.

System Requirements:

- Macintosh OS 10.x; Windows 2000, XP, or Vista; x86-based Linux distributions with GTK+ 2.8
- REALbasic version 2008r2 or higher

* Technical support for LINUX builds is not available at this time, but many users have reported successful use of MagicSpeller in their LINUX projects.

Using MagicSpeller – Basic Steps

1. Drag the *MagicSpeller* module into the REALbasic project you are developing.
2. Drag the *MagicSpellerInterfaceWnd* object into the REALbasic project you are developing.
3. Install one of the *MagicSpeller* dictionaries onto the computer you are using and create a folderitem property that will point to the installed dictionary.
4. Before using the spell checker, two methods must be called. (See the method section later in this manual for complete description of the method and parameters)
 - First, if you are a registered user, register the application by calling the *MagicSpeller_register()* method. If this method is not called with the correct parameters, the MagicSpeller system will run in demo mode.
 - Second, prepare the spell check system by calling the *MagicSpeller_initialize()* method.
5. Add any TextArea that you want to spell check into the array by calling *MagicSpeller_fieldsToCheck.append(TextArea)*.

6. Call the method *MagicSpeller_checkSpelling()*. This will open the spell check interface and start the spell check for the TextAreas added to the *MagicSpeller_fieldsToCheck* array.

Adding Basic Inline Spell Checking (spell check as you type)

1. Follow steps 1, 3, and 4 as above.
2. Drag the *MagicSpellerTA* object into the REALbasic project you are developing.
3. Select the TextArea that you would like to have inline spell checking and set its *super* property to *MagicSpellerTA* in the REALbasic properties window.
4. Make sure the *styled* property of the TextArea is *true* in the REALbasic properties window.
5. Get outside and treat yourself, you're done!

MagicSpeller Methods

Global Methods:

These methods form the basis of the MagicSpeller system. They may be called by any class or object within the REALbasic document.

MagicSpeller_checkSpelling()

Called when you want to invoke the MagicSpeller default spell check dialog window and start the spell checker. This method will spell check any TextArea control that has been added to the *MagicSpeller_fieldsToCheck()* array as well as any strings that have been added to the *MagicSpeller_stringsToCheck()* array. TextArea controls will automatically be updated while strings will be placed into the *MagicSpeller_checkedStrings()* array in the same order as they were in the *MagicSpeller_stringsToCheck()* array.

MagicSpeller_hiliteErrors()

Hilites any misspelled words found in the TextArea controls it searches; which may be useful should a user paste some text into an TextArea. *MagicSpeller_hiliteErrors* searches each TextArea control in the *MagicSpeller_fieldsToCheck()* array and sets the color of any misspelled word that it finds to the hilite color. TextArea controls must have their *styled* property set to true to make use of this method.

This method searches through the entire text of each TextArea control without breaking so a large amount of text may take some time. As such, it should be used at one's discretion and thread as needed.

MagicSpeller_initialize(dataBaseLocation as folderItem)

Should be called before using MagicSpeller for the first time in an application.

dataBaseLocation is a folderitem whose path points to the *MagicSpeller* dictionary that you want to use on the system. If the property *MagicSpellerDB* is equal to *nil*, then this method has failed and the spell check system is not available for use.

MagicSpeller_register(userName As string, userSerial As string)

Allows MagicSpeller to run in registered mode, thereby eliminating the restrictions of the demo mode. *userName* is the full name used when purchasing MagicSpeller and *userSerial* is the serial number that was provided.

Public Methods:

These methods are optional routines that may be of use to developers who want to provide their own interface for the spell check system. The methods may be called by any class or object within the REALbasic document by referencing them in the *object.method* manner (e.g., *MagicSpeller.getThisWord*)

getThisWord()

Selects the word that the insertion point of the TextArea control is currently in.

wordSpelledWrong(wordToCheck as string, provideSuggestions as boolean) as boolean

Checks to see if a single word is misspelled. It will return *true* if the supplied word is not found in the current dictionary. *wordToCheck* is the word to be searched for in the current dictionary. If *provideSuggestions* is set to true then MagicSpeller will populate the *MagicSpeller_wordSuggestions()* array with suggestions for the misspelled word.

MagicSpeller Properties

Global Properties:

These properties may be called by any class or object within the REALbasic document.

MagicSpeller_checkedStrings() as string

A string array that is populated by the *MagicSpeller_checkSpelling()* method. Strings from this array can be selected by the developer and used to replace the original strings after they have been spell checked.

MagicSpeller_fieldsToCheck() as TextArea

A string array that should be populated with any TextArea controls you want spell checked before calling the *MagicSpeller_checkSpelling()* method. If this array is empty, MagicSpeller will only check strings provided by *MagicSpeller_stringsToCheck()*.

MagicSpeller_hiliteColor as color

The color that MagicSpeller uses to display misspelled words in a styled TextArea control. This property is optional and defaults to red (RGB(255,0,0)).

MagicSpeller_maxSuggestions as integer

The maximum number of suggestions that MagicSpeller will return for a misspelled word. This property is optional and defaults to 5.

MagicSpeller_stringsToCheck() as string

A string array that should be populated with any strings you want spell checked before calling the *MagicSpeller_checkSpelling()* method. If this array is empty, MagicSpeller will only check TextArea controls provided by *MagicSpeller_fieldsToCheck()*.

MagicSpeller_textColor as color

The default text color in a styled TextArea control. Used to disable visual hilighting after a word has been corrected. This property is optional and defaults to black (RGB(0,0,0)).

MagicSpeller_wordSuggestions() as string

A string array that contains the words that MagicSpeller suggests as replacements for a misspelled word. This array is constrained by the *MagicSpeller_maxSuggestions* property and is populated by the *wordSpelledWrong()* method.

MagicSpellerDB

Can be checked to see if MagicSpeller has been successfully initialized. Should *MagicSpellerDB = nil* then MagicSpeller is not ready for use.

MagicSpellerUserDictLoc As folderItem

The location of the MagicSpeller user dictionary. This file is used to store the learned words of the user. This property is optional and defaults to the folder that contains the MagicSpeller dictionary currently in use.

Public Properties:

These properties may be called by any class or object within the REALbasic document by referencing them in the *object.method* manner.

gAudibleFeedback As boolean

Plays the current system sound when a misspelled word is typed in a *MagicSpellerTA*. This property defaults to false.

gDisableInlineChecking as boolean

Disables the display of misspelled words in a *MagicSpellerTA*. Typed words will still be checked and contextual menu clicks will still provide suggestions. This can be combined with the *gAudibleFeedback* property should you want to have only the system sound as an indicator of a misspelled word. This property defaults to false.

windowX as integer

An integer variable that contains the horizontal, left-side position of the default spell check window. This property can be set before the spell check window is opened to allow for consistent positioning. The default spell check window automatically sets this property in its *close* event.

windowY as integer

An integer variable that contains the vertical, top position of the default spell check window. This property can be set before the spell check window is opened to allow for consistent positioning. The default spell check window automatically sets this property in its *close* event.

MagicSpeller Dictionaries

All dictionaries for MagicSpeller are based on word list projects and are freely distributable. The

two dictionaries based on the SCOWL project are copyright 2000-2004 by Kevin Atkinson and are based on the version 6 release. The *MagicSpeller SCOWL-6 base dict* is intended to be the default dictionary and consists of 103,421 words. The *MagicSpeller SCOWL-6 lite dict* is intended for faster searches and consists of 77,676 words. The largest dictionary, *MagicSpeller YAWL-3 dict*, is based on the YAWL project and is in the public domain. This dictionary is based on the 0.3 release and contains 264,058 words.

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