

(BOOL)registerLanguage:(NSString *)language
byVendor:(NSString *)vendor

Registers a spelling server for language by vendor.

`(BOOL)isWordInUserDictionaries:(NSString *)word
caseSensitive:(BOOL)flag`

Returns whether word is in any open user dictionary the `caseSensitive` flag is YES.

`(NSRange)spellServer:(NSSpellServer *)sender
findMisspelledWordInString:
(NSString *)stringToCheck
language:(NSString *)language
wordCount:(int *)wordCount
countOnly:(BOOL)countOnly`

Search for a misspelled word in `stringToCheck`, using `language`, and marking the first misspelled word found by returning its range within the string object. In `wordCount` return by reference the number of words from the beginning of the string object until the misspelled word (or the end-of-string). If `countOnly` is YES, words in the string object do not spell-check. Send `isWordInUserDictionaries:caseSensitive:` to the spelling server to determine if words are in language dictionaries.

`(NSArray *)spellServer:(NSSpellServer *)sender
suggestGuessesForWord:(NSString *)word
inLanguage:(NSString *)language`

Search for alternatives to the misspelled word in `language`. Return guesses as an array of string objects.

`(void)spellServer:(NSSpellServer *)sender
didLearnWord:(NSString *)word
inLanguage:(NSString *)language`

Notifies the delegate of a word added to the user's hidden word list.

`(void)spellServer:(NSSpellServer *)sender
didForgetWord:(NSString *)word
inLanguage:(NSString *)language`

Notifies the delegate of a word removed from the user's hidden word list.