MUISpell

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COLLABORATORS

	TITLE : MUISpell		
ACTION	*NAME*	*DATE*	*SIGNATURE*
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

MUISpell

1.1 main

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MUI Spell 1.1
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MUISpell is a GUI for the great AlphaSpell package that was written by
Fergus Duniho in 1995. AlphaSpell is SHAREWARE. Please register it.

If you came across this and don't have AlphaSpell, you can find it on
the Aminet as text/edit/ASpell.lha. Make sure that you are using
AlphaSpell 5.8, since that is the latest version. If you don't have
Internet access, try a local Amiga BBS, or ask your Sysop to make it
available for you.

   How to use

   License
   Author
   Future

Thanks to Fergus Duniho, who wrote this documentation.

1.2 use

  LOAD

Loads a file into MUISpell and checks its spelling with AlphaSpell. Once
AlphaSpell is finished spell checking, MUISpell is ready to help you
correct your misspellings, and the text will appear in the VIEW window.

  GUESS

Uses AlphaSpell to guess what words the string in the string gadget
might be. A list of words will appear in the listview, and you can
select one or write your correction into the string gadget.

The words it guesses are determined by the value of the Edit Distance
slider gadget in the preferences window. When this value is zero,
AlphaSpell guesses words by rough phonetic matching. When this value is
greater than zero, AlphaSpell lists each word whose edit distance from
the word in the string gadget is no greater than the value set in the
slider gadget. The edit distance is the least amount of insertions,
deletions, and transpositions required to change one word into another.
Consult AlphaSpell.guide for further details.

ACCEPT

To replace the word highlighted in the text with the string in the
string gadget, use the ACCEPT button, or click on the word twice in the
listview. MUISpell will then move on to the next suspect spelling it
found.

SKIP

If you think the highlighted word is spelled correctly, you can SKIP it
without changing it.

IGNORE

If you're sure that the highlighted word is a correct spelling
throughout your document, you can IGNORE that word for the rest of the
document. MUISpell will move on to the next suspect spelling, and it
will not highlight this word again.

LEARN

If a word is spelled correctly, you can add it to your user dictionary
by clicking on the LEARN button. It will add whatever word is in the
string gadget.

You may change the name of the user dictionary in the preferences
window. The default is User. You should specify the name without the
".low" and ".mix" extensions.

SAVE

Once you have finished correcting your document, you can SAVE it with
the corrections you've made to it. You can use the old name or a new
one. You can also choose to SAVE it anytime before you're finished.
This is recommended for caution's sake.

PREFERENCES

The preferences window lets you control settings that affect the
behavior of MUISpell. If MUISpell is not working, make sure your
settings are what they should be. The Preferences window is divided
into four sections.

    At the top, you can choose whether you want to put anything in
    RAM:. You can put the dictionaries, AlphaSpell, or both there.

The second section from the top lets you control how the View
window displays text.

The third section down lets you set parameters used by AlphaSpell.
Going from top to bottom, You can set (1) the default path for
AlphaSpell's dictionaries, (2) the dictionaries AlphaSpell will
use, (3) the stem name for the user dictionary, (4) the name of
AlphaSpell's keyfile, and (5) the edit distance value AlphaSpell
should use when guessing a word. When you specify dictionaries in
(2) without a path, AlphaSpell expects to find them in the default
path set in (1). You may name the dictionaries in (2) by name or
with SH shell style wildcards. (Consult AlphaSpell.guide for
details). The value given in (3) is used only for adding words to
the user dictinary with the LEARN button. If you want AlphaSpell
to use the user dictionary for spell checking, include it in (2).
If the edit distance set in (5) is 0, AlphaSpell guesses words by
phonetic similarity rather than by measuring the edit distance
between words. When it is positive, AlphaSpell lists each word
whose edit distance from the target word is no more than the value
set in (5).

In the bottom section, you can SAVE the changes you made to the
settings, USE them without saving them, or CANCEL them.

PROBLEMS
Any problems? Please contact me:

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1.3   legal

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1.4   future

FUTURE

There will be no future unless you start to go on with programming
new feature for MUISpell, because I do not have the time to do so.

But you may add a textfield.gadget and use the clipboard.

Dirk