

MUISpell

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COLLABORATORS

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| | <i>TITLE :</i> MUISpell | | |
| <i>ACTION</i> | <i>NAME</i> | <i>DATE</i> | <i>SIGNATURE</i> |
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REVISION HISTORY

| NUMBER | DATE | DESCRIPTION | NAME |
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Chapter 1

MUISpell

1.1 main

MUI Spell 1.2

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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 6.0, 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 dictionary 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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Picture

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
