Release Notes OSpell2 version 3.2.3

Bug Fixes

ID :	1328	**Fixed in version :**	3.2.3

Short Description: Rare intermittent exception

Full Description: While porting OSpell2 to 64 bit we found that in some rare circumstances, OSpell2 may cause an assertion failure during spell checking. The conditions are difficult to predict as they are dependent on current memory conditions.

Comments :

Release Notes OSpell2 version 3.2.2

Bug Fixes

ID :	1146	**Fixed in version :**	3.2.2

Short Description: Interactive spell check not working with OWrite

Full Description: using the right click option to change a word works fine but if i go from a menu (using the same system from your demos) it doesn't. It finds the words spelled wrong and suggests the right ones but changing a word does nothing except remove the red line under the word. I looked at the code and it looks fine. its got the reference to the correct field and window.

Comments :   In OWrite version 3 we were forced to change the structure alignment on the windows platform which effects the way data is aligned during compilation. For the interactive spell-check, a data structure used for communication between OSpell2 and OWrite was adversely effected and OSpell2 required a rebuild with the same structure alignment options.

Release Notes OSpell2 version 3.2.1

Bug Fixes

ID :	923	**Fixed in version :**	3.2.1
Short Description:	Intermittent crash when using $firstkey		

Full Description: We get an Intermittent crash when using the spell checker $firstkey feature.

Comments : The crash occurs just after the Omnis $firstkey method returns control to the spell checker kernel and the $firstkey control had been cleared.

Release Notes OSpell2 version 3.2.0

Enhancements

ID :	837	Implemented in version :	3.2.0
Short Description:	Studio V5 support		

Full Description: Version 3.2.0 now supports Unicode versions of Omnis Studio including version 5.

This initial unicode implementation does not support all unicode languages. We have merely concentrated on the current set of European languages supported by OSpell2.

We will look at implementing unicode support more fully later on in the year.

Comments :