

# EASIDictionary

DictControl.ocx and all dictionaries (ead extension) must be placed in the system32 directory

## EASIDictionary Commands

**AddToDictionary(DictionaryName as String, Words as String)** -- This function adds a collection of words to an existing dictionary. DictionaryName must match (including case) an available dictionary. The names of the currently available dictionaries can be obtained by using the AvailableDictionaries function. Words is a list of comma separated words to be added to the dictionary. If a word in the list is in all lower case, then any case will be considered to match the spelling. If the word contains at least one character that is upper case, then only exact matches will match the spelling. The function returns True if the words were added and false if some of them were not (they may have contained illegal characters or already been in the dictionary.)

**AvailableDictionaries([IncludeDescriptions as Boolean])** – This function returns a string array containing the names of all of the dictionary files stored in the user's system32 directory. If IncludeDescriptions is set to True, the description field for the dictionary is also included.

**MakeDictionary(fileName as String, Name as String, Description as String)** – This function creates a new blank dictionary. The new dictionary will be placed by default in your system32 directory. Filename is the name of the file and must have an ead extension (or no extension in which case .ead will be added). Name is the name that will be seen in the AvailableDictionaries function, and Description is the description that is optionally shown in the same function. The function returns True if it executed successfully. Once a new dictionary is created, use the AddToDictionary function to add words to the new dictionary.

**SuggestedWords(wd as String, [MaxWords as Integer])** -- This function returns a string array containing the suggested spellings for the given word. If MaxWords is left empty, then the program decides how many suggestions to return. If MaxWords is a positive integer, then the program returns at most that many words.

**WordSpelledOK(wd as String)** – This function returns True if the word is in the dictionary and False if it is not.