Subject: Re: SMILES Code
Posted by thomas on Fri, 22 Sep 2023 09:43:19 GMT
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Many thanks for the examples. I could finally reproduce the problem. It wasn't related to character sets. The culprit was the 3D-view, which, when showing molecular structures on an axis, forgot to increase the molecule buffer space, when new molecules are added through pasting them directly into the table.

I have fixed this and deployed the update as dw_wl...zip archives with replacement files, which can be downloaded as decribed above. Please let me know, if something is not working as expected...