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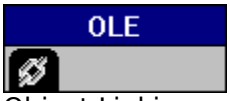
Object Linking and Embedding Module



Object Linking and Embedding (OLE) is a data exchange system that allows two applications to share the same information. A server application passes data to a client application. Changes made to the data in the server application are automatically updated in the client application through OLE linkage.

For example, using OLE makes it possible to include a business chart from Microsoft Graph in a Calamus document. If you want to edit the object, the server application (Microsoft Graph) is launched. When you have completed the changes, the updated object is returned to the Calamus document.

The OLE module should load when you launch Calamus. If it does not load, click Modules in the Options menu. When the Modules dialog box appears, load OLE.CXM. The OLE module is accessed by clicking its icon in the Module Row. The OLE module may be deleted when not in use. To automatically load the OLE module when you launch Calamus, click Save System Setup in the Options menu.

In OLE terms, Calamus is always the client application. Uniframes are used in Calamus documents to display and save object data from OLE server applications. The only exceptions are OLE objects used by the Windows clipboard. If you save a document containing OLE objects, links to the OLE servers are saved with the document. When the document is reloaded, the appropriate OLE links are reestablished. In this way, documents with OLE objects can be exchanged among different hardware platforms and computer configurations.

If a document with embedded OLE objects is loaded on a machine that does not have access to the required OLE server application, the links remain but the corresponding frame is empty. If this document is saved, the affected OLE links are lost.

OLE Command Group

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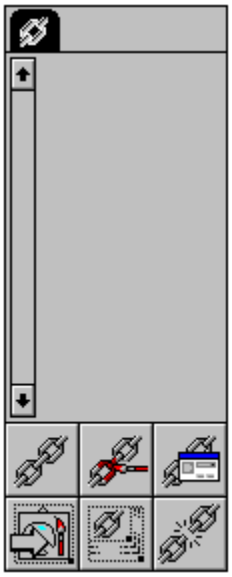
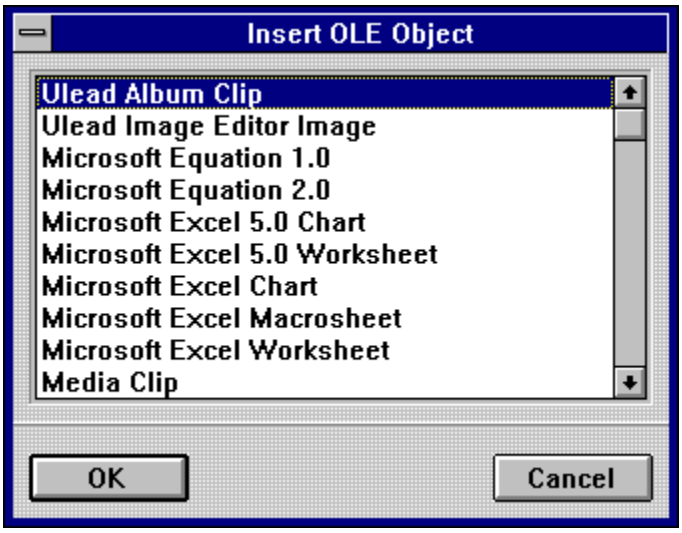


Functions:
Insert OLE Object
Edit OLE Object
OLE Object Information/Settings
Convert OLE Object to Bitmap Frame
Ideal Size for OLE Object
Delete OLE Object

Insert OLE Object

To embed an OLE object into a Calamus document, a uniframe must be created. If such a frame already exists, simply select it and click the Insert OLE Object icon.



The Insert OLE Object dialog box appears, allowing you to select the server application from which you want to import an object. Select the desired server application and confirm your selection by pressing OK. The server application is automatically started. You can proceed with the creation of an object. Depending on the application, this can be a drawing, a business chart, or text. When you are finished, select End and Return to exit the OLE server application.

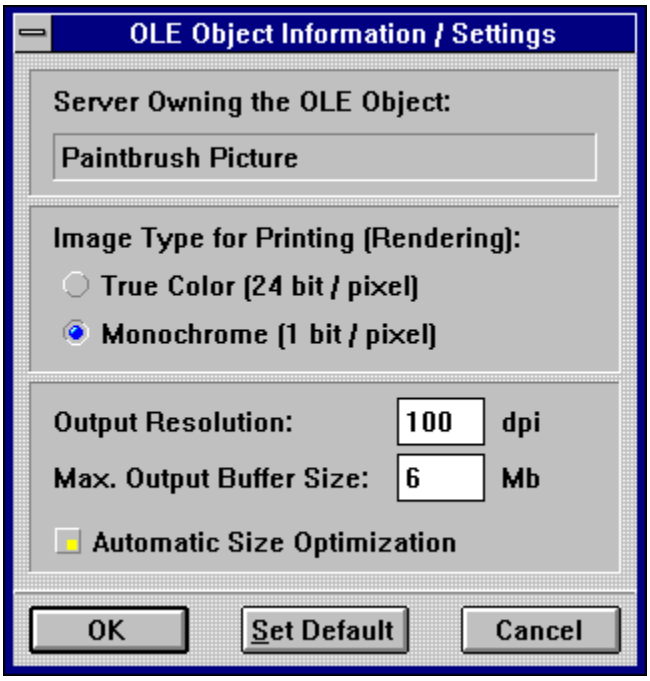
The OLE object will appear in the selected uniframe. The size and position of the object can now be altered just like any other frame type. If you select a uniframe which contains an OLE object, a warning message appears, asking if you want the erase the current object. If you click the Yes button, the link between the OLE object and the server application is cut and the old object is deleted.

Edit OLE Object

This function lets you edit an OLE object within your document. Select the uniframe containing the OLE object you wish to edit and click the Edit OLE Object icon. The OLE server application which is linked to the object is launched, allowing you to make the desired changes to the object.

OLE Object Information/Settings

Clicking the OLE Object Information icon displays the OLE Object Information/Settings dialog box.



The top section of the dialog box shows the name of the OLE server application to which the currently selected uniframe is linked. In the middle section you may select the bitmap format in which the OLE object will be rendered upon import; you may also select the resolution for the bitmap. Keep in mind that high resolutions in color formats require a lot of memory.

The Maximum Output Buffer Size limits the amount of memory allocated to the OLE object. If the memory required is larger than the specified value, a warning message is displayed. You will then have the option of reducing the output resolution or canceling the rendering of the OLE object.

Select Automatic Size Optimization to render the OLE object at its optimal size. Once rendered, the OLE frame may be resized as any other frame type. OLE objects can also be colorseparated and rastered on nonPostScript output devices.

Click the Set Default button to save the current OLE settings for later use.

Convert OLE Object to Bitmap Frame

To convert an OLE object to a bitmap frame, select the uniframe containing the OLE object and click the Convert OLE Object to Bitmap Frame icon. This dialog box will appear for you to specify X and Y resolutions. The original uniframe will be deleted and replaced by a bitmap frame. At the same time, the link between the OLE object and its server application is cut. The bitmap frame can be edited like any other frame.

Ideal Size For OLE Object

As with vector and bitmap graphics, you can resize an OLE object to its optimal dimensions. To do this, select the uniframe which contains the OLE object and click the Ideal Size for OLE Object icon. The uniframe will be enlarged or shrunk to its optimal dimensions.

Delete OLE Object

Clicking this icon will remove an OLE object from a uniframe and cut the link to the server application. The uniframe will not be deleted. It may be used to insert another OLE object.