

OOT Version 1.3

Whats new

Create file



This new button was added for the following functionality: copying an embedded object to a file of its own. Supported formats are: old DOS files, modern OLE2 compound files. Where the program doesn't know what is appropriate, you'll be asked to specify what format you want. If its your first try with this kind of object, try both formats: one should do the trick.

This feature is based on the assumption that a program that stores itself as an object stores just the way it would do when you choose the File/Save in the object's application. Therefore linked items won't do the trick.

Clear preview



Clears the currently previewed object. Use this if you've just previewed the object and now want to copy it to a file of its own: The reason is that the storage for this object is locked as long as it is previewed and therefore can't be used to do the copy operation.

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