

CREATING OPENDOC PARTS

Description:

Learn to use the OpenDoc Development Framework, Apple's cross-platform framework for OpenDoc. Learn the various layers in the framework - foundation, OS and graphics - and understand the functionality in these layers. You will create several OpenDoc parts ranging in complexity from simple talking parts to complex embedding ones. This course will also teach you about other framework options for OpenDoc and when to use them.

Facts:

Leader-led
5 days
\$1500

Target Audience:

C++ developers who are starting new projects for OpenDoc, re-writing their existing applications to support OpenDoc, or changing their applications into component software.

NOTE: This course replaced Programming with OpenDoc Development Framework.

Prerequisites:

C++ programming skills should include methods, objects, constructors, destructors. Frameworks experience useful but not required.

Course Outline:

I. Build Custom Application Using Existing Components

- A. Setting up OpenDoc
 - 1. Mac
 - 2. Windows
- B. Using OpenDoc
 - 1. Creating Stationery and documents
 - 2. Viewers
 - 3. Editors/Containers
 - 4. Multiple Frames and facets
 - 5. Embedding
 - 6. Drag & drop
 - 7. Clipboard
 - 8. Activated Vs. selected
 - 9. Scripting
- C. Connecting Components
 - 1. Linking
 - 2. Scripting

II. Modify Existing Components

- A. OpenDoc “framework”
- B. OPF Framework Basics
- C. Event Handling
- D. Drawing
- E. Saving
- F. Building the Part: Development Tools
 - 1. OPF
 - 2. MacApp (not cross-platform)
 - 3. Metrowerks PowerPlant
 - 4. Debugging
 - 5. Mac
 - 6. Trouble shooting guide

III. Create New Components

- A. Code Generator
- B. OPF Framework Details
- C. Event Handling
- D. Printing
- E. Distributed Parts
- F. Faceless Parts
- G. Collections
- H. Making a Container
- I. Aggregate Parts
- J. SOM Interface
- K. Adding Scriptability and Recordability
- L. Commands and Selections
- M. Exception Handling

IV. Porting to Windows

- A. Development Tools
- B. Visual C++
- C. Borland C++
- D. Compiler Issues
- E. OLE Compatibility