OLE

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COLLABORATORS			
	TITLE : OLE		
ACTION	*NAME*	*DATE*	*SIGNATURE*
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Chapter 1

OLE

1.1   The OLE System 1.10

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      The OLE System is Copyright © 1994-95 ~Rocco~Coluccelli~


   General informations:
   ~Prologue~~~~~~~ You have to know that...
   ~Legal~stuff~~~~ Let's respect other people's work.
   ~The~OLE~System~ What can I do with this?
   ~Installation~~~ Before starting...

   Technical informations:
   ~StartUp~Macros~ What are these?
   ~Localization~~~ Implementation of...
   ~OLE~Server~~~~~ Internal structure.
   ~OLE~Modules~~~~ The pieces of OLE System.

   ~Greatings~~~~~~ Who is helping me.
   ~TODO~~~~~~~~~~~ A lot...
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1.2   Before reading...

   English is my second language, learned using Amiga since 1987. Attention, I
known well only the english reading. For those people who will comment too much
upon my errors I reply:

   "Est modus in rebus ultraque citraque non potest exsistere rectum"
                          (Oratius, I satira)

   In the first release of this package, "OLE" stood for Objects and Links
Exchanged. During its developement I've found potentiality that I'd never have
thought. So, because of my laziness, I don't need to change the name "OLE", but
the reader has to known that, from now on, its meaning is increased and still is
increasing, day by day.

                  "Good ideas develop with development."
                       Rocco "the dwarf" Coluccelli

I've assumed that readers know something about the ~ARexx~language~ and its support libraries. Sorry, I can't insert any documentation about those without permission of the respective owners.

1.3   You have to know that...

~About~Giftware~ About the giftware concept.
~Registration~~~ How to register 'OLE System'.
~Warranty~~~~~~~ Warranty information.
~Copyright~~~~~ Copyright information.
~Distribution~~~ Distribution information.

1.4   About the giftware concept...

The OLE System is released under the concept of Giftware. In this version I have used only PD libraries. In future I'd like to use the ~ZedRexx~ or something similar to improve the OLE GUI. In this case the OLE System will become a shareware product, at low cost.

1.5   Not really a registration...

I'm waiting for suggestions in order to decide if this project has to be continued. Because of this don't send me your money, I can't ensure you that the OLE System will be completed. See ~TODO~ for more informations.

Anyway, if you like the OLE System, let me know this. Give me every kind of advices, I need to know your impressions.

1.6   Don't care of me...

THIS PRODUCT IS PROVIDED "AS-IS" WITHOUT WARRANTY OF ANY KIND. ALL RISKS AND DAMAGES, INCIDENTAL OR OTHERWISE, ARISING FROM THE USE, MISUSE, OR INABILITY TO USE THIS PROGRAM ARE ENTIRELY THE RESPONSIBILITY OF THE USER.

THE AUTHOR DOES NOT MAKE ANY GUARANTEES OR REPRESENTATIONS REGARDING THE CORRECTNESS, RELIABILITY, ACCURACY, CURRENTNESS, ETC. OF THIS PROGRAM. THE AUTHOR WILL NOT ACCEPT RESPONSIBILITY FOR ANY DAMAGE OR LOSSES RESULTING FORM THE USE, MISUSE, OR INABILITY TO USE THIS PRODUCT.

1.7   Who done what?

This package use functions contained in:
    "rexxarplib.library" © W.G.J. Lageveld of SLAC.
    "rexxreqtools.library" © Rafael D'Halleweyn.
    "reqtools.library" © Nico François.

ARexx is an implementation of the Rexx language for the Amiga computer.

ARexx is also © William S. Hawes, and Wishful Thinking, Inc.

Rexx is © IBM Corporation.

ZedREXX is © Reality Check, Inc.

Amiga, Kickstart, Workbench, Intuition are © Commodore-Amiga, Inc.

AmigaGuide and Installer are © 1992-1994 Commodore-Amiga, Inc.

    All other products names used in this package or mentioned in this document
are trademarks of their respective owners.

1.8   How distribute this package...

    Regardless of the method of distribution, "OLE System" is NOT and never has
been public domain.

    Feel free to distribuite the whole package. Don't modify any part of it
without the explicit permission of ~the~author.

1.9   StartUp Macros

    The StartUp Macros are the only things that user have to operate with. Each
of these bring informations about the user application environment and pass the
control to the OLE Server.

    Why do so? Is necessary?

    This is necessary because some programs use more than one ARexx port or
don't let me know the right name.

    Why don't run directly each macro?

    Because most of them work interactively with the user and don't lock the
application program GUI. For example "Align_Objects.fw" stay active until the
user need it.

    Why the OLE Server has to stay resident?

Well, after the first call of an OLE module, the OLE Server don't quit by itself. This reduce the time needed to launch the execution of other OLE modules. You can exit from it whenever you want.

The OLE System is completely modular. The internal structure of all startup-macros is similar.

1.10 The main concept...

                    The OLE System v1.10

Before starting let me explain what the OLE System isn't. It isn't a new programming language, neither a programming environment, nor a new standard for data interchange between applications. It uses only the standard Amiga resources, like ARexx, PIPE:, clipboard and so on...

The first concept around the developing of the OLE System was to build standard interfaces for an easier exchange of data between applications provided of an ARexx port.

The OLE System is composed mainly of modules, each of them is part of an interface. All modules are managed by the OLE Server, a program running in background. It has all those procedures to let modules have an own configuration, be localized, use objects without conflict and so on...

Now, as you can see, I can use all features of the OLE Server to improve all other Arexx script.

        FAR FROM OVER, UNDER CONSTRUCTION...

1.11 Very easy...

The installation script let you choose where are to copy all the StartUp Macros. The only thing that you have to do is to call these macros from within the program you are using.

For example, in the macro drawer of Final Writer you will find some new scripts with the extension ".fw". Don't try to launch them from CLI because they may be executed only by the OLE Server. Simply select "execute ARexx macro" from menu and let the OLE Server do the rest...

The most confortable way of using the functions in the OLE System is to configure them in the User-Menu of each application program, just like Final Writer.

1.12 Something about me.

How you may reach me...

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    0039-51-797500   23:00-03:00

I can't give you my address that may change at any time. You can use instead the
following, my family address.

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    ITALY

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    0039-51-6142479

1.13   People working around the project.

    Thanks to all my beta-testers, in alphabetical order:

        Lorenzo Bragaglia
        Amedeo Brunetti
        Roberto Di Chio
        Angelo Stilla
        Antonello Troccola
        Sabino Valerio

    Who supports my idea:

        Jean-Christophe Clément, author of JcGraph, has sent me
        the latest version of his program to let me prepare an
        OLE module for interfacing it with other applications.

        Soft-Logik Publishing Corporation that gave me the permission
        to write OLE modules for PageStream3.0

        AmigaET and UNIware of which I'm a member.

        Massimo Brogioni, sysop of "Glass Globe" FIDO 2:332/118,
        that has uploaded my package onto Aminet.

to be continued...

Particular thanks go to all people that have reported me bugs and every kind of suggestions.

1.14   Things I'd like to do...

The OLE project is far from over. The things that can be made are innumerable. I'll very happy if you need to help me to continue my project. The following are those parts that I'm developing:

An equation editor.

Support for DataBase engine.

OOP design for interfaces between all modules.

A better integration with the AmigaOS.

and many more...