This zip contains an example program demonstrating techniques for reading and writing Ole2 objects to ODBC database fields using VB 3.0 Professional database objects.

Files included in this (OLEDEM.ZIP) zip are:

OLEDEM.MAK	VB 3.0 Make File.
OLEACCES.BAS	Includes global defines and functions for reading/writing Ole2 objects.
GLOBAL.BAS	Global declarations for OLEDEM project.
MAIN.FRM	Main form for OLEDEM project.
DOCNAME.FRM	Modal form for getting document name and type.
OLEDEM.EXE	Executable from OLEDEM project.
OLECS.DLL	DLL containing function ComputeCheckSum.
OLECS.ZIP	VC++ 1.0 files to produce OLECS.DLL.
DOCS.MDB	Access 1.1 database used in OLEDEM project.
OLEDEM.WRI	This file.
DESCRIBE.TXT	Short description of OLEDEM.ZIP.

Short history of OLEDEM.ZIP and OLEACC.ZIP.

When VB 3.0 was first shipped, many developers were dismayed that they were unable to read in write Ole objects in a form that Access 1.x could recognize. The reason for this is that Access "wraps" Ole objects with an undocumented header and footer when saving to an Ole field. A description of this wrapper was uploaded to the MSACCESS forum on CompuServ. Finally, with much grappling (due to an error in document on how the checksum byte was generated), I was able to develop a technique for reading and writing Ole objects.

I uploaded OLEACC.ZIP to the MSBASIC forum on CompuServ last August (1993) to demonstrate reading and writing Ole2 objects to an ODBC or Access database in a format that Access 1.x could read. OLEACC.ZIP contained a modified version of a Microsoft sample program provided with VB 3.0. Because of this, the code was not particular modular. Also, a checksum routine coded in Visual Basic created most of the overhead (slowness) in generating Access 1.x style storage objects.

OLEDEM.ZIP remedies these problems. It contains all the declarations and functions one file (OLEACCES.BAS) which need only be included in a project to add the ability to read and write Access 1.x style storage objects. Also, a DLL generated in VC++ is included for a MUCH speedier calculation of the checksum byte. Four modularized functions are included in OLEACCES.BAS to make coding much simpler. Finally, the demo program is much smaller and easier to follow than the one included in OLEACC.ZIP.

Functions included in OLEACCESS.BAS are:

CopyAccess1xOleToField:	Writes an Ole2 object to a field using Access storage format.
CopyFieldToAccess1xOle:	Reads a field in Access storage format into an Ole2 Object.
CopyOle2ToField:	Writes an Ole2 object to a field using Ole2 storage format.
CopyFieldToOle2:	Reads a field in Ole2 storage format into an Ole2 object.
ComputeCheckSum:	Used by Access1xOle functions to calculate a checksum byte.
VBComputCheckSum:	SLOWWWW VB version of ComputeChecksum.

Installing OLEACCESS.BAS:

Copy OLECS.DLL to your Windows or Windows\System directory. Include OLEACCES.BAS in

your appropriate projects. If you distribute software using these functions, be sure to include OLECS.DLL.

Notes:

The Access 1.x ole storage format is a wrapper around an Ole 1.x storage object. Ole 1 is fundamentally very different from Ole 2, and saving an Ole2 object in Access ole format could mean a loss of data and functionality.

Previously I've had some difficulty reading Paintbrush ole objects in one app (VB or Access) if they were created in the other. I suspect that Access modifies the Paintbrush object so that it does not store a redundant bitmap. However, I am unable to duplicate the problem. It might be that a new version of Paintbrush distributed in Windows for Workgroups 3.11 has fixed this.

If you have no need to read Ole objects from the Access application, then store objects using the Ole2 format.

Any comments or questions? Send me a message in the MSBASIC forum or privately on Compuserv.

Disclaimer:

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1/26/94
Michael Kosten
CompuServ: 71520,161
AOL: MKosten