18

Applets

18.1 Adding Features with Applets 252
18.2 Installing Applets 252
18.3 Inside Applets 253

Many new features can be added to ***Ovation Pro*** by installing Applets. Applets may allow new graphics filetypes to be used, provide new print formats, and extend text handling capabilities.

18.1 Adding Features with Applets

Applets are software extensions that can be used to add new features to ***Ovation Pro***. An example applet is the Colour Supplement, which provides the professional colour printing features described in Chapter 13.

Many applets are supplied with the program and can be installed if required. Each applet comes with its own documentation.

In addition to the applets supplied, new applets are being developed by David Pilling and third parties and can be found on the web.

Some of the features provided by applets are;

- Rendering EPS files
- Automatic entry of smart quotes and ligatures
- Graduated, patterned and hatched fills
- Page and Style palettes
- Simple pocket calculator
- Mines game
- New Print imposition formats

Applets are handled using the Applet Manager window *(fig.18.1)*

Menu⇨Applets⇨Applet Manager

Applets increase the amount of memory used by ***Ovation Pro*** and slow down the loading time, so it is recommended that you only install the Applets that you need.

18.2 Installing Applets

Applets will usually be supplied in the form of a file with a .oap extension.

Applets can be installed by double click running them from Windows Explorer, or by dragging and dropping into the ***Ovation Pro*** Applet Manager window, or by using the install option in the Applet Manager window.

Most are accessed through a menu called Applets at the right of the main menu. However, they may also add options to other menus, define new keypresses, provide new tools on the toolbox or add buttons to the button bar.

An Applet can be installed or not. In addition an installed Applet can be active or inactive. Inactive Applets will appear in the Applet Manager window but will not be loaded when ***Ovation Pro*** is started.

By selecting the Applet name in the Applet Manager you can set it to be active or inactive by clicking on the appropriate button. Clicking on Delete will uninstall the Applet, i.e. remove it from disc, use this option with care.

The important point is that changes made in the Applet Manager only take effect the next time ***Ovation Pro*** is run. So to change an Applet from inactive to active you must make the change in the Applet Manager, then quit ***Ovation Pro*** and finally start it again.

Selecting an Applet and clicking on Help topics will display the documentation for it.

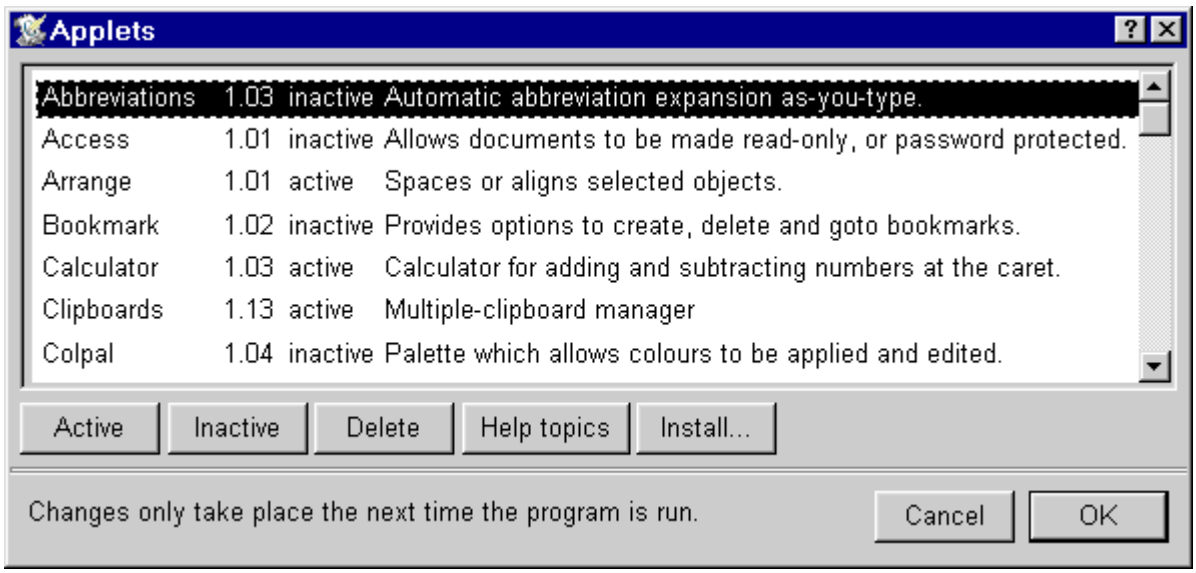

*Fig. 18.1 - The **Applet Manager** dialogue box.*

18.3 Inside Applets

This section contains some very brief technical information about Applets. Reading it is not necessary but if you enjoy rummaging around inside programs it may provide some useful pointers.

Applets are installed in a directory Applets inside the directory where ***Ovation Pro*** is installed. An Applet may consist of a single dynamic link library file (dll) however it can also consist of a collection of files inside a further folder. In this latter case you can load the files into editors and change them. As usual any changes will only take effect the next time ***Ovation Pro*** is run.

These are some of the files you may find in an Applet.

`Help.txt` or `Help.dpd` Documentation.

`Info.txt` provides information on the version number of the applet. This is a typical example:

```
majorversion:1
minorversion:2
info:Pop-up calculator
author:David Pilling
majorcompatible:2
minorcompatible:46
```

This tells you that the applet version is 1.02 and that it is compatible with versions of ***Ovation Pro*** greater than or equal to 2.46.

Directories `Library` and `AutoRun` can contain script files just like the directories of the same names inside the main ***Ovation Pro*** directory.

An `AResources` directory can hold resource files which will be automatically merged in with the main programs resources. These include, Help, Messages, Sprites and Buttons files. Finally some applets have a dll file as well. Any given applet can have one or all of the above files.

Some simple Applets will just supply resources and so have no code files. Most applets are based on the script language and have Library and/or AutoRun directories. The code in an Applet dll file is linked to the main program at run time. Applets use dll files to contain resources like window definitions, but they can also contain executable code written in a compiled language like C or C++.

For full technical information about Applets see the Applet SDK and the Script Language Manual.

Notes: