## **OLE-GET-DATA**

This chapter covers the following topics:

- Description
- Parameters

## Description

Reads an embedded object into a Natural variable. It is recommended to define an array of variables that is large enough to hold the object: some objects are at least 10 KB in size. You then get the object by executing this procedure; the second parameter contains the size of the array. The procedure returns the real size being used and a Natural error code other than "0" is returned. To avoid getting this error code, you first query the current size of the object with the OBJECT-SIZE attribute.

## **Parameters**

| Name/Data Type | Explanation  |
|----------------|--|
| HANDLE OF GUI  | Input  |
|                | Specifies an OLE Container Control.                      |
| Variable       | Input  |
|                | Variable or (usually) an array of variables.             |
| Size (I4)      | Input  |
|                | Size of the variable or the array of variables provided. |
| Real size (I4) | Output   |
|                | Real size of the variable or the array of variables.     |
| Response (I4)  | Output   |
|                | Natural error (if applicable).                           |

## **Example:**

#CURRSIZE := #OCT-1.OBJECT-SIZE /\* How large is the object? IF.. /\* If the object is too large, do the following... ... /\* If not, execute the procedure END-IF PROCESS GUI ACTION OLE-GET-DATA WITH #OCT-1 #MYVARI (1:5) 15000 #REALSIZE GIVING #RESPONSE