OpenDoc Facts

1. More than 20,000 developers have received OpenDoc SDK’s, which are available on Macintosh, Windows and OS/2 platforms.

2. Alpha versions of the OpenDoc SDK on all three platforms are publicly available without non disclosure agreements.

3. More than 5,000 developers have seen OpenDoc interoperate with and support OLE 2.0 at various developers' meetings, "Parts Kitchens" and conferences.

4. OpenDoc is fully extensible to mainframe and mid-range legacy systems.

5. OpenDoc’s System Object Model (SOM) gives developers the ability to use various programming languages such as C, SmallTalk and C++ to create objects that can work together on a single desktop, across a network and throughout an enterprise.

6. OpenDoc’s SOM is based on the industry standard for distributed object management, the Object Management Group (OMG) CORBA 1.1 specification. Microsoft’s proprietary Component Object Model (COM) is not.

7. OpenDoc provides inheritance, which significantly reduces development time and dramatically improves software quality through re-use of known and tested objects.

8. Developers need less time and fewer development resources to develop to OpenDoc, gaining complete OpenDoc functionality in addition to OLE container/server support. In comparison, developing for Microsoft’s OLE is many times more complex.

9. More than 200 products supporting one or more of the OpenDoc technologies - SOM, Bento and OSA - are shipping today.

10. Because OpenDoc components are light-weight, componentized applications will require less memory, and users will be able to remove unnecessary components or plug in preferred components.