Software License Agreement

SVG to PNG image Converter

For Win32/Win64

Version 1

2021-2022

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SUB SYSTEMS, INC.

3200 Maysilee Street

Austin, TX 78728

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Getting Started

This chapter describes the contents of the software diskettes and provides a step by step process of incorporating SVG to PNG image Converter into your application.

Files

The package contains the DLL and header files. The package also includes a set of files to construct a demo program. The demo program shows by example the process of linking the DLL to your program.

DLL Demo Files:

The following demo files are included in the c_demo.zip file.

DEMO.C   Source code for the demo program

DEMO.H   Include file for the demo program

DEMO.RC	Resource source file for the demo program
DEMO.DEF	Definition file for linking the demo program
DEMO.EXE	Executable demo program
DEMO_DLG.H	Dialog Identifiers for the demo program
DEMO_DLG.DLG	Dialog templates for the demo program
DEMO_DLG.RES	Compiled dialogs for the demo program
SIS.H	The *include* file to include into a C/C++ application module that calls the Sis routine. It contains the constant definitions and the prototypes for the API functions.
SIS32.DLL	The DLL file
SIS32.LIB	Import library for the SIS32 DLL
txml2.dll	Used internal by the SIS32.DLL

Visual Basic Interface and Demo Files:

SIS.BAS	Function declaration file.
DMO_VB.FRM	Demo form file.
DMO_VB.BAS	Demo variable declaration file.
DMO_VB.VPB	Demo project file.

License Key

Your License Key and License number are e-mailed to you after your order is processed. You would set the license information using the SisSetLicenseInfo static function. This should be preferably done before creating the converter session to avoid pop-up nag screens.

int SisSetLicnseInfo(LPBYTE LicenseKey, LPBYTE LicenseNumber, LPBYTE CompanyName);

LicenseKey:	Your license key is available in the product delivery email sent to you upon the purchase of the product. It consists of a string in the form of "xxxxx-yyyyy-zzzzz".
LicenseNumber:	Your license number is also available in the product delivery email. The license number string starts with a "srab" or "smo" prefix.
CompanyName:	Your company name as specified in your order.

Return Value: This method returns 0 when successful. A non-zero return value indicates an error condition. Here are the possible return values:

0   License application successful.

1   Invalid License Key.

2   Invalid License Number.

3   Ran out of available licenses. Please consider purchasing additional licenses.

Example:

result=SisSetLicenseInfo("xxxxx-yyyyy-zzzzz","srabnnnn-n","Your Company Name")

Replace the 'xxxxx-yyyyy-zzzzz' by your license key, replace "srabnnnn-n" with your license number, and "Your Company Name" with your company name as specified in your order.

Note: *SisSetLicenseInfo method should be called only once at the beginning of your application. Calling this method for each conversion would degrade the conversion performance.*

Also, you can use the SisGetLicenseStatus function at anytime to retrieve the license status.

Incorporating the DLL into Your Application

A C/C++ application should include the SIS.h file into the application module that needs to call the SIS32 dll. It also should include the SIS32.LIB as the linker library. Please refer to the demo application for an example.

A Visual Basic application needs to include the SIS.BAS file in the project. Please refer to the DMO_VB project for an example.

Please also make sure that the sis32.dll, txml2.dll and ssl32.dll files are copied to a directory available at run-time.

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Sample Conversion Code

First you would create a new conversion session:

```
dim id as long
```

Set the product license key and create a session id:

result=SisSetLicenseInfo("xxxxx-yyyyy-zzzzz","srabnnnnn-n","Your Company Name")

Here are sample code examples to convert SVG to PNG image format.

1. Convert an SVG file to an PNG image file.

```
SisConvertFile("test.SVG","test.png",SISFMT_PNG)
```

```
The third parameter can be one of the following to select the
picture output format:

  SISFMT_JPG: Jpeg format
  SISFMT_GIF: GIF format
  SISFMT_BMP: Windows bitmap format (.bmp file)
  SISFMT_TIF: TIFF format
```

2. Convert an SVG string to an PNG image string

```
  Dim hMem as long
  Dim OutSize as long
  Dim SVGstring as string   // svg data buffer

  hMem = SisConvertBuffer(SVGstring, Len(SVGstring), OutSize,
SISFMT_PNG)
  If (hMem <> 0) Then
      hMem global handle to the PNG data.
  End If
```

Application Interface functions

These API functions allow you to convert from SVG to png image format. Your application must include the SIS.H file (c/c++), or SIS.BAS (VB) files. These files declare these functions.

The following is a description of the Sis API functions in an alphabetic order:

SisConvertBuffer

Convert SVG to png image using memory buffers.

HGLOBAL SisConvertBuffer(InString, InStringLen, PictType)

LPWORD InString;   Input string containing SVG document.

int InStringLen;   length of the input document string.

int PictType   Select output picture format:

                               SISFMT_PNG: PNG format

                               SISFMT_JPG: Jpeg format

                               SISFMT_GIF: GIF format

                               SISFMT_BMP: Windows bitmap format

                               SISFMT_TIF: TIFF format

Return value: This function returns a global memory handle containing the converted image file. You can use the GlobalLock functions to access the picture data contained in this global memory handle. GlobalLock is a Windows SDK function. You can also use the SisMemToFile method to write the picture data to a disk files.

A null return values indicates an error.

Examples:

```
Dim hMem as long
Dim OutSize as long
Dim SVGstring as string


hMem = SisConvertBuffer(SVGstring, Len(SVGstring), OutSize,
SISFMT_PNG)
If (hMem <> 0) Then
  hMem global handle to the PNG picture data.
End If
```

SisConvertFile

Convert SVG to png image using disk files.

BOOL SisConvertFile(id, InFile, OutFile, PictType)

LPWORD InFile;   Input file containing SVG document

LPWORD OutFile;   Output files, contains the converted document

int PictType   Select output picture format:

```
                                   SISFMT_PNG: PNG format
                                   SISFMT_JPG: Jpeg format
                                   SISFMT_GIF: GIF format
                                   SISFMT_BMP: Windows bitmap format
                                   SISFMT_TIF: TIFF format
```

Return value: This function returns TRUE when successful.

Examples:

```
SisConvertFile("test.SVG","test.png",SISFMT_PNG)
```

SisGetLastMessage

Get the last message.

int SisGetLastMessage(SisMessage);

LPBYTE SisMessage;   Returns the default user message text in English

Return Value: This function returns the last message generated by the previous conversion call made within the same thread.

This value is valid only if saving of the messages is enabled by setting the SFLAG_RETURN_MSG_ID flag. This flag is set using the SisSetFlags function.

SisGetLicenseStatus

Get the license status.

int SisGetLicnseStatus()

Return Value:

0   License application successful.

1   Invalid License Key.

2   Invalid License Number.

3   Ran out of available licenses. Please consider purchasing additional licenses.

4   The evaluation period has expired.

You can use the SisGetLicenseStatus function at anytime to retrieve the license status.

SisSetFlags

Set certain flags or retrieve the values of the flags.

DWORD SisSetFlags(set, flags)

BOOL set;   TRUE to set the given flags, FALSE to reset the given
                                   flags

DWORD flags;   Flags (bits) to set or reset. Currently, the following flag
                                   values are available:

    SFLAG_RETURN_MSG_ID   Do not display the error messages. Save
                                                                    the error code to be later retrieved using
                                                                    the SisGetLastMessage function.

This flag applies to all subsequent conversion calls made from the same thread.

Return value: This function returns the new value of all the flags. Call this function with
the 'flags' parameter set to zero to retrieve flag values without modifying it.