

# Software License Agreement

**DOCX to Image Converter**

**For .NET**

version 15

2008-2024

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## Getting Started

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

### In This Chapter

[Files](#)

[License Key](#)

[Sample Conversion Code](#)



## Files

The package contains the din.dll and TERN files necessary to incorporate this product into your application.

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.cs                      Source code for the demo program

demo.exe                     Executable demo program

demo.csproj            The project file to compile the demo.

AssemblyInfo.cs        Assembly information file

### Visual Basic Interface and Demo Files:

Form1.vb                vb source file

dmo\_vbn.vbproject      The project file for the visual basic demo program.

AssemblyInfo.vb        Assembly information file for the demo program.



## 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 DisSetLicenseInfo static function. This should be preferably done before creating the Din object to avoid pop-up nag screens.*

`int DisSetLicenseInfo(String LicenseKey, String LicenseNumber, String 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=Din.DisSetLicenseInfo("xxxxx-yyyyy-zzzzz","srabnnnnn-n","Your Company Name")`

Replace the 'xxxxx-yyyyy-zzzzz' by your license key, replace "srabnnnnn-n" with your

license number, and "Your Company Name" with your company name as specified in your order.

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



## Sample Conversion Code

Please ensure that `din.dll` and `tesn31.dll` files are available in the project directory. Set the reference for `din.dll` in your project. The `tesn31.dll` file is referenced indirectly by `din.dll`.

Now set the namespace for the product:

```
using SubSystems.DI;           // C# example
Imports SubSystems.DI         ' VB Example
```

Now set the product license key and create an DIN type object:

```
Din.DisSetLicenseInfo("xxxxx-yyyyy-zzzzz", "srabnnnnn-n", "my company name")
```

```
Din di = new Din(); // C# example
dim di as Din      ' VB example
```

```
di.ProjectFolder = this.MapPath("");
```

Now use one of the following calls to convert from DOCX to an Image:

### 1. Convert an DOCX file to an Image file

```
// load DOCX file to determine the number of pages in the
// document

PageCount=di.DisLoadFile("test.docx");

di.ImageType=Din.PICT_JPG; // set output image type to
                          // jpg
Image image=di.DisGetPageImage(1); // get Image for the
                                  // first page

if (image!=null) {
    result=di.DisImageToFile(image, "test.jpg");
    image.Dispose();
}
```

## 2. Convert an DOCX string to an Image

```
// load DOCX file to determine the number of pages in the
// document

PageCount=di.DisLoadBuffer(DocxBytes);

di.ImageType=Din.PICT_JPG; // set output image type to
                          // jpg
Image image=di.DisGetPageImage(1); // get Image for the
                                  // first page
```



## Control Methods

These methods allow you to convert from DOCX to an Image. Please set the namespace for the Din class before using these methods:

```
using SubSystems.DI;           // C# example
Imports SubSystems.DI         ' VB Example
```

### In This Chapter

- [DisLoadBuffer](#)
- [DisLoadFile](#)
- [DisFileToBytes](#)
- [DisGetImageType](#)
- [DisGetLastMessage](#)
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- [DisSetPaperSize](#)



## DisLoadBuffer

**Load DOCX or plain text string and determine the number of pages in the DOCX document.**

```
int DisLoadBuffer(DocxBytes)
```

```
byte[] DocxBytes;           // Input byte array containing DOCX formatted document.
```

**Return value:** This function returns the number of pages in the DOCX document. A value of zero indicates an error condition.

**Examples:**

**Load an DOCX byte array into the converter**

```
di.ProjectFolder = this.MapPath("");  
  
PageCount=di.DisLoadBuffer(DocxBytes);
```



## DisLoadFile

**Load an DOCX or plain text file and determine the number of pages in the DOCX document.**

```
int DisLoadFile(InFile)
```

```
string InFile;             // Input file containing DOCX document or plain text.
```

**Return value:** This function returns the number of pages in the DOCX document. A value of zero indicates an error condition.

**Examples:**

**Load an DOCX file into the converter.**

```
PageCount=di.DisLoadFile("test.docx")
```



## DisFileToBytes

### Read a docx file into a byte array.

```
byte[] DisFileToBytes(DocxFile)
```

```
String DocxFile;           // Input docx file name.
```

**Return value:** This function returns a byte array from the given file. This method can be used to obtain the byte array to supply to the DisLoadBuffer method.

A null return values indicates an error.

#### Example:

```
InData = di.DisFileToBytes(InFile)

PageCount = di.DisLoadBuffer(InData)
```



## DisGetImageType

**Return the picture type constant corresponding to the extension of the given file.**

```
int DisGetImageType(InFile)
```

```
string InFile;           // Picture file name
```

**Return value:** This function returns one of the PICT\_ constant enumerations corresponding to the extension of the file name provided using the first parameter.

This information can be used to set the ImageType property. The ImageType property determines the type of image returned by the subsequent call to the DisGetPageImage method.

#### Examples:

```
di.ImageType=di.DisGetImageType("test.jpg")

Image image=di.DisGetPageImage(1);
```



## DisGetLastMessage

### Get the last message.

```
int DisGetLastMessage(DisMessage, DebugMessage);
```

```
string DisMessage;           // Returns the default user message text in English
```

```
string DebugMsg;            // Returns any debug message associated with the last  
                             message. The debug message need not be displayed to  
                             the user.
```

**Return Value:** This function returns the last message generated by the editor. This value is valid only if saving of the messages is enabled by setting the DIFLAG\_RETURN\_MSG\_ID flag. This flag is set using the DisSetFlags method.



## DisGetPageImage

**Return the image for the requested page number for the currently loaded DOCX document.**

```
Image DisGetPageImage(PageNo)
```

```
int PageNo;                 // Page number. This value should be between 1  
                             and the PageCount for the currently loaded DOCX  
                             document.
```

**Return value:** This function returns the Image object for the requested page. A null value indicates an error condition.

*Since this method returns an object of the Image class, the System.Drawing namespace must be included in your source module to use this method.*

### Examples:

```
PageCount=di.DisLoadFile("test.docx");
```

```
di.ImageType=Din.PICT_JPG;
```

```
Image image=di.DisGetPageImage(1);
```



## DisImageToBytes



**Return the the requested image data in a byte array.**

```
byte[] DisImageToBytes(image)
```

```
Image image // Image object to save.
```

**Return value:** This method returns a byte array containing requested image data. A null value indicates an error condition.

This byte array returned by this method can be assigned to a web Response object to deliver to the client machine.

**Examples:**

```
// write to response object

Response.Clear();
Response.Charset = "";
Response.ContentType = "application/jpg";

string strFileName = "test.jpg";
Response.AddHeader("Content-Disposition",
    "inline;filename=" + strFileName);

Din hi = new Din();
di.InWebServer = true;
di.ProjectFolder = this.MapPath("");
di.ImageType = Din.PICT_JPG;

int PageCount = di.DisLoadBuffer(DocxBytes);
if (PageCount > 0)
{
    System.Drawing.Image image = di.DisGetPageImage(1);
    byte[] bytes = di.DisImageToBytes(image);
    image.Dispose();
    Response.BinaryWrite(bytes);
}

Response.Flush();
Response.Close();
Response.End();
```



## DisImageToFile

**Save the current image to the requested file name.**

```
bool DisImageToFile(image, OutFile)
```

```
Image image // Image object to save.
```

```
String OutFile // Output image file name
```

**Return value:** This method returns True when successful.

**Examples:**

```
PageCount=di.DisLoadFile("test.docx");

di.ImageType=Din.PICT_JPG;

Image image=di.DisGetPageImage(1);

result=di.DisImageToFile(image,"test.jpg");
image.Dispose();
```



## DisImageToStr

**Return the the requested image data in a string.**

```
string DisImageToBytes(image)
```

```
Image image // Image object to save.
```

**Return value:** This method returns a string containing requested image data. A null value indicates an error condition.

**Examples:**

```
PageCount=di.DisLoadFile("test.docx");

di.ImageType=Din.PICT_JPG;
```

```
Image image=di.DisGetPageImage(1);

string str=di.DisImageToStr(image);
image.Dispose();
```



## DisResetLastMessage

**Reset the last editor message.**

```
bool DisResetLastMessage()
```

**Description:** This function can be called before calling any other function to reset the last error message.

**Return Value:** The function returns TRUE when successful.

### See Also

[DisGetLastMessage](#)

[DisSetFlags](#)



## DisSetFlags

**Set certain flags or retrieve the values of the flags.**

```
int DisSetFlags(set, flags)
```

```
bool set; // TRUE to set the given flags, FALSE to reset the given flags
```

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

DIFLAG_RETURN_MSG_ID	Do not display the error messages. Save the error code to be later retrieved using the DisGetLastMessage function.
----------------------	--

**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.



## DisSetImageSize

**Set the image size.**

```
bool DisSetImageSize(ImageWidthTwips, ImageHeightTwips)
```

int ImageWidthTwips;                    The image width in twips units (1440 twips = 1 inch).

int ImageHeightTwips;                  The image height in twips units (1440 twips = 1 inch).

**Return Value:** The function returns TRUE when successful.

**Comment:** This function is used to override the default image size when converting an DOCX document to the PDF format. This function should be called before calling the DisConvertFile or DisConvertBuffer if you wish override the image size. The default image size is derived from the paper-size specification embedded in the docx file.

This method works the same as the DisSetPaperSize method when called with the 'size' parameter set to 0.

## DisSetPageMargin

**Set the page margins for Image output.**

```
bool DisSetPageMargin(left, right, top, bottom)
```

int left;                                Left margin in twip units (1440 twips = 1 inch)

int right;                               Right margin in twip units

int top;                                 Top margin in twip units

int bottom                               Bottom margin in twip units

**Return Value:** The function returns TRUE when successful.

**Comment:** This function is used to override the default page margins when converting an DOCX document to the Image. This function should be called before calling the DisLoadFile or DisLoadBuffer methods if you wish override the page margin values.



## DisSetPaperOrient

**Set the page orientation for Image output.**

```
bool DisSetPaperOrient(id, IsPortrait)
```



# Control Properties

The control properties can be before the conversion to affect the Image output. The control supports the following properties:

## InWebServer

This property should be set to True when this control is used in a web server. When this property is set to True, the control suppress the display of any dialog and message boxes.

## ProjectFolder

Set this property to the folder containing your project, such as c:\inetpub\wwwroot\MyProject. This information helps the converter locate the images which use relative path. It is also used for creating any temporary files.

## ImageType

Use this property to request a particular type of image (default is Bitmap file):

PICT_BMP	Bitmap image
PICT_EMF	Enhanced metafile
PICT_TIF	Tiff image
PICT_JPG	Jpeg image
PICT_PNG	PNG image
PICT_GIF	GIF image
PICT_ICO	Icon image
PICT_EXF	Exif Image

## SizePercent

Use this property to change the size of the output image. The default value for this property is 100. You can specify a value small than 100 to obtain a smaller

image. Similarly you can specify a value greater than 100 to obtain a larger image.

### **ImageRes**

Use this property to specify the resolution of an image. The default value is 96 dpi.

### **MetaRes**

Use this property to specify the resolution of a metafile image. The default value is 300.

### **ShrinkToFit**

Eliminate the ending white spaces to shrink the image height. This property is only effective for one page DOCX documents.

### **AutoWidth**

Adjust the image width to fit the contents.