

# Software License Agreement

**RTF to DOCX Converter for .NET Core – Windows/Linux**

**and**

**RTF to DOCX Converter for .NET Framework**

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*SUB SYSTEMS, INC.*

**3200 Maysilee Street**

**Austin, TX 78728**

**512-733-2525**

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## Getting Started

This chapter describes the contents of the software distribution ZIP file, and provides a step by step process of incorporating the RTF to DOCX converter into your application. To begin:

1. Add the reference for rpn.dll in your project.

**Net Core:** For the .NET core product, create a project reference for the included product package. The package name is found as rdi.15.n.n.n.nupkg. The 'n.n.n' stands for the product minor release number. This is how your project file would appear:

```
<PackageReference Include="rdi" Version="14.0.0.0"/>
```

Also, please ensure that:

a) the target framework for your project file is set to net6.0-windows. Example:

```
<TargetFramework>net6.0-windows</TargetFramework>
```

b) the platform target should be set to x64. Example:

```
<PlatformTarget>x64</PlatformTarget>
```

2. Add the 'using' or 'Import' namespace statement for the project dll, example:

```
using SubSystems.RD
```

or

```
Import SubSystems.RD
```

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# Files

**.NET Core:** The .NET Core includes a nuget package called rdi.15.n.n.n.nupkg. The 'n.n.n' stands for the product minor release number.

**.NET Framework:** The zip folder contains the RDN.DLL and other DLLs from the distribution zip file to incorporate this product into your application.

The zip folder 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 RdsSetLicenseInfo static function. This should be preferably done before creating the Rdn object to avoid pop-up nag screens.*

```
int RdsSetLicenseInfo(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=Rdn.RdsSetLicenseInfo("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:** *RdsSetLicenseInfo 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

**.NET Core:** Include the rdi.15.n.n.n.nupkg nuget package in your project. This is how your project file entry would appear:

```
<PackageReference Include="rdn" Version="14.0.0.0"/>
```

This package is included in the distribution zip folder.

**.NET Framework:** Please ensure that RDN.DLL and other DLLs from the distribution zip file are available in the project directory. Set the reference for RDN.DLL in your project.

Now set the namespace for the product:

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

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

```
Rdn.RdsSetLicenseInfo("xxxxx-yyyyy-zzzzz","srabnnnnn-n","My company name")
```

```
Rdn rd = new Rdn() // C# example
```

```
dim rd as Rdn      ' VB example
```

```
rd.InWebServer = true; // set to true when hosting the
                        // converter in an ASP.NET app
```

Now use one of the following calls to convert from RTF to DOCX formats:

#### 1. Convert an RTF file to a DOCX file.

```
rd.RdsConvertFile("test.rtf","test.docx")
```

#### 2. Convert an RTF string to a DOCX string

```
byte[] DocxData
```

```
DocxData= rd.RdsConvertBuffer(RtfString)
```

```
rd.RdsWriteToFile("test.docx",DocxData)
```



## Control Methods

These methods allow you to convert from rtf to docx format. Please set the namespace for the Rdn class before using these methods:

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

## In This Chapter

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[RdsSetFlags](#)  
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## RdsConvertBuffer

### Convert rtf to docx using text string.

```
byte[] RdsConvertBuffer(InString)
```

```
String InString;           // Input string containing RTF formatted document.
```

**Return value:** This function returns a string containing the converted documented. This docx string can be written to a disk file by using the `RdsWriteToFile` method. A null return values indicates an error.

### Examples:

#### Convert an RTF string to a DOCX byte array:

```
byte[] DocxData
```

```
DocxData = rp.RdsConvertBuffer(RtfString)
```



## RdsConvertFile

### Convert rtf to docx using disk files.

```
bool RdsConvertFile(InFile, OutFile)
```

```
string InFile;           // Input file containing RTF document

string OutFile;         // Output files, contains the converted document
```

**Return value:** This function returns TRUE when successful.

**Examples:**

**Convert an RTF file to a DOCX file.**

```
rp.RdsConvertFile("test.rtf", "test.docx")
```



## RdsGetLastMessage

**Get the last message.**

```
int RdsGetLastMessage(RdsMessage, DebugMessage);
```

```
string RdsMessage;      // 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 RPFLAG\_RETURN\_MSG\_ID flag. This flag is set using the RdsSetFlags method.



## RdsResetLastMessage

**Reset the last editor message.**

```
bool RdsResetLastMessage()
```

**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

[RdsGetLastMessage](#)

[RdsSetFlags](#)



## RdsSetFlags

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

```
int RdsSetFlags(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:
```

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

RDFLAG_EMBED_PICTURE	Embed any 'linked' picture data into the generated docx file.
----------------------	---

**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.



## RdsWriteToFile

**Write a docx byte array to a disk file.**

```
bool RdsWriteToFile(FileName, DocxData)
```

```
string FileName; // Output file.
```

```
byte[] DocxString; // A byte array containing the docx data to write to the output file.
```

**Return value:** This function returns TRUE when successful.

# Control Properties

The control properties can be before the conversion to affect the docx 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 suppresses the display of any dialog and message boxes.

## **FontFolder** .NET Core specific

Specify the path to the folder from where to load additional True Type fonts. This property allows you make available additional fonts for your application

## **InWinOS** .NET Core specific

Set to true if your application will be running on a server with full windows environment such as physical or virtual Windows server.

## **Time24Hours** .NET Core Specific

Set this property to True if you wish any TIME field data embedded in your document to be formatted using the 24 hour format.

### **UseSfnDIIFonts** .NET Core Specific

This property is set to True by default which allows the converter to use the built-in fonts. You can set this property to False if you do not want the converter to use the built-in fonts.

### **UseWindowsFonts** .NET Core Specific

Set this property to true if your application is running on a Windows physical or virtual server, and you would like to use windows True Type fonts available in Windows folder.