

# ***Software Development Kit*** **Imaging**

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***Recogniform Technologies SpA***

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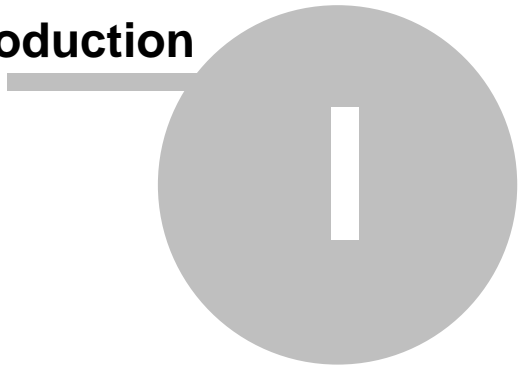
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# Introduction



# 1 Introduction

## 1.1 Copyright

The software and the documentation are property of:

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## 1.3 Overview

The Recogniform Imaging Library 5.0 allows to:

- read images from files returning standard DIB (Device Independent Bitmap) memory handles
- save images to files
- acquire images from any TWAIN scanner, with or without user interface

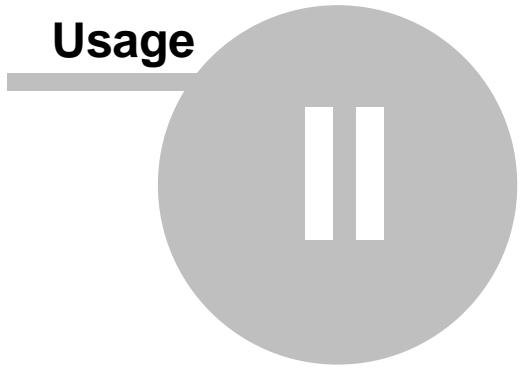
- display images also using scale-to-gray technology
- apply basic image processing (rotate 90/180/270°, flip, mirror, invert)
- extract portion of images as sub-images, returning standard DIBs
- get standard draw context to write text/graphics on images using standard GDI Windows API.
- import/export DIB from/to DDB (Device Dependent Bitmap)
- free images from memory

The file format supported both from loading and saving are:

- TIFF (Uncompressed, CCITT-G4, CCITT-G3, PackBits, Deflate, LZW, JPEG)
- BMP
- JPEG
- PDF (Images Uncompressed, CCITT-G4, CCITT-G3, JPEG)



**Usage**



## **2 Usage**

### **2.1 Visual C++**

You have to include the RECOIOAPI.C in your program. Before to execute your application make sure the *RECOIO.DLL* is available in your same .exe directory or in windows\system directory.

### **2.2 C#**

You have to include the RECOIOAPI.CS in your program. Before to execute your application make sure the *RECOIO.DLL* is available in your same .exe directory or in windows\system directory.

### **2.3 Visual Basic**

You have to include the RECOIOAPI.BAS in your program. Before to execute your application make sure the *RECOIO.DLL* is available in your same .exe directory or in windows\system directory.

### **2.4 Visual Basic .NET**

You have to include the RECOIOAPI.VB in your program. Before to execute your application make sure the *RECOIO.DLL* is available in your same .exe directory or in windows\system directory.

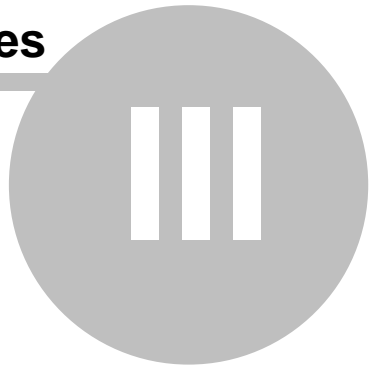
### **2.5 Java**

You have to use 32 bit JVM and you have to include the RECOIOAPI.JAVA in your program. Before to execute your application make sure the *RECOIO.DLL* is available in your same .jar directory.

### **2.6 Delphi**

You have to include the RECOIOAPI.PAS in your program. Before to execute your application make sure the *RECOIO.DLL* is available in your same .exe directory or in windows\system directory.

## API References



## 3 API References

### 3.1 LoadIOLibrary

#### C/C++ Declaration

```
long LoadIOLibrary();
```

#### Description

Load the IO DLL library: you have to use this function one time before to use other API functions from Visual C++ This function is not required using the API from other languages.

### 3.2 FreeIOLibrary

#### C/C++ Declaration

```
void FreeIOLibrary();
```

#### Description

Unload the IO DLL library: you have to use this function one time before to exit from your Visual C++ application. This function is not required using the API from other languages.

### 3.3 IO\_AcquireDC

#### C/C++ Declaration

```
__stdcall long IO_AcquireDC(long SessionHandle,  
long DIBHandle);
```

#### C# Declaration

```
int IO_AcquireDC(int SessionHandle, int  
DIBHandle);
```

#### Visual Basic Declaration

```
Function IO_AcquireDC(ByVal Session As Integer,  
ByVal BMPHandle As Integer) As Integer
```

#### Visual Basic .NET Declaration

```
Function IO_AcquireDC(ByVal Session As Integer,  
ByVal BMPHandle As Integer) As Integer
```

### **Delphi Declaration**

```
function IO_AcquireDC(SessionHandle:Integer;  
DIBHandle:Integer):Integer; stdcall;
```

### **Java Declaration**

```
int IO_AcquireDC(int SessionHandle, int  
DIBHandle);
```

### **Description**

Acquire a draw context on the DIB. The draw context can be used with GDI Windows API to write into the image.

### **Parameters**

*SessionHandle* (in) - the session handle to use  
*DIBHandle*(in) - the DIB handle of the image where the DC has to be acquired.

### **Return values**

The DC handle.

## **3.4 IO\_Init**

### **C/C++ Declaration**

```
__stdcall long IO_Init(char* Name, char* Key);
```

### **C# Declaration**

```
int IO_Init(string Name, string Key);
```

### **Visual Basic Declaration**

```
Function IO_Init(ByVal Name As String, ByVal Key  
As String) As Integer
```

### **Visual Basic .NET Declaration**

```
Function IO_Init(ByVal Name As String, ByVal Key  
As String) As Integer
```

### **Delphi Declaration**

```
function IO_Init(Company:PAnsiChar,  
LicenseKey:PAnsiChar):Integer; stdcall;
```

### **Java Declaration**

```
int IO_Init(String Name, String Key);
```

### **Description**

This is the first function to call: initialize the library and returns a session handle to use in next calls. When you buy the library you receive an "user" and a "password" string necessary to initialize the library in normal mode: without this value or with wrong values the library is initialized in evaluation mode. The evaluation mode works exactly as normal mode but some time, when you call a function, is displayed a warning dialog box remembering the evaluation state: you can close it and continue to work with no problems.

### **Parameters**

*User* (in) - then user name string

*Passwords* (in) - then password string

### **Return values**

The session handle if the library is initialized, 0 otherwise.

### **Note**

The "status" string, shown in the windows dialog, is built by 1 and 0 meaning OK or KO for this checking in the order from left to right:

- SDK initialized with valid user/key
- License file integrity
- License file matching sdk version
- Computer verification done or not required
- Dongle verification done or not required
- Date expiration done or not required
- SDK option used unlocked

## 3.5 IO\_CountPDFImages

### **C/C++ Declaration**

```
__stdcall long IO_CountPDFImages(long  
SessionHandle, char* FileName);
```

### **C# Declaration**

```
int IO_CountPDFImages(int SessionHandle, string  
FileName);
```

### **Visual Basic Declaration**

```
Function IO_CountPDFImages(ByVal Session As  
Integer, ByVal FileName As String) As Integer
```

### **Visual Basic .NET Declaration**

```
Function IO_CountPDFImages(ByVal Session As  
Integer, ByVal FileName As String) As Integer
```

### **Delphi Declaration**

```
function  
IO_CountPDFImages(SessionHandle:Integer;FileName:P  
AnsiChar):Integer; stdcall;
```

### **Java Declaration**

```
int IO_CountPDFImages(int SessionHandle, String  
FileName);
```

### **Description**

This is the function to call to obtain the number of pages contained in a multipage PDF file.

### **Parameters**

*SessionHandle* (in) - the session handle to use

*FileName*(in) - the complete file name path of the file to check

### **Return values**

The numbers of pages contained in the file.

## 3.6 IO\_CountTIFFImages

### **C/C++ Declaration**

```
__stdcall long IO_CountTIFFImages(long  
SessionHandle, char* FileName);
```

### **C# Declaration**

```
int IO_CountTIFFImages(int SessionHandle, string  
FileName);
```

### **Visual Basic Declaration**

```
Function IO_CountTIFFImages(ByVal Session As  
Integer, ByVal FileName As String) As Integer
```

### **Visual Basic .NET Declaration**

```
Function IO_CountTIFFImages(ByVal Session As  
Integer, ByVal FileName As String) As Integer
```

### **Delphi Declaration**

```
function  
IO_CountTIFFImages(SessionHandle:Integer;FileName:P  
AnsiChar):Integer; stdcall;
```

### **Java Declaration**

```
int IO_CountTIFFImages(int SessionHandle, String  
FileName);
```

### **Description**

This is the function to call to obtain the number of pages contained in a multipage TIFF file.

### **Parameters**

*SessionHandle* (in) - the session handle to use

*FileName*(in) - the complete file name path of the file to check

### **Return values**

The numbers of pages contained in the file.



## 3.7 IO\_CountTIFFImagesFromBuffer

### C/C++ Declaration

```
__stdcall long IO_CountTIFFImagesFromBuffer(long  
SessionHandle, long* Buffer, long BufferSize);
```

### C# Declaration

```
int IO_CountTIFFImagesFromBuffer(int SessionHandle,  
IntPtr Buffer, int BufferSize);
```

### Visual Basic Declaration

```
Function IO_CountTIFFImagesFromBuffer(ByVal Session  
As Integer, ByVal Buffer As Long, ByVal BufferSize  
As Integer) As Integer
```

### Visual Basic .NET Declaration

```
Function IO_CountTIFFImagesFromBuffer(ByVal Session  
As Integer, ByVal Buffer As IntPtr, ByVal  
BufferSize As Integer) As Integer
```

### Delphi Declaration

```
function  
IO_CountTIFFImagesFromBuffer(SessionHandle: Integer;  
Buffer: Pointer, BufferSize: Integer): Integer;  
stdcall;
```

### Java Declaration

```
int IO_CountTIFFImagesFromBuffer(int SessionHandle,  
Pointer Buffer, int BufferSize);
```

### Description

This is the function to call to obtain the number of pages contained in a multipage TIFF file.

### Parameters

*SessionHandle* (in) - the session handle to use

*Buffer* (in) - the buffer containing the image

*BufferSize* (in) - The size of image buffer

### Return values

The numbers of pages contained in the file.

## 3.8 **IO\_DebugBuffer**

### **C/C++ Declaration**

```
__stdcall long IO_DebugBuffer(long  
SessionHandle, long* Buffer, long BufferSize);
```

### **C# Declaration**

```
int IO_DebugBuffer(int SessionHandle, IntPtr  
Buffer, int BufferSize);
```

### **Visual Basic Declaration**

```
Function IO_DebugBuffer(ByVal Session As  
Integer, ByVal Buffer As Long, ByVal BufferSize As  
Integer) As Integer
```

### **Visual Basic .NET Declaration**

```
Function IO_DebugBuffer(ByVal Session As Integer,  
ByVal Buffer As IntPtr, ByVal BufferSize As  
Integer) As Integer
```

### **Delphi Declaration**

```
function IO_DebugBuffer(SessionHandle:Integer;  
Buffer:Pointer, BufferSize:Integer):Integer;  
stdcall;
```

### **Java Declaration**

```
int IO_DebugBuffer(int SessionHandle, Pointer  
Buffer, int BufferSize);
```

### **Description**

Show a message with the buffer length and its first character

### **Parameters**

*SessionHandle* (in) - the session handle to use

*Buffer*(in) - the buffer containing the image

*BufferSize*(in) - The size of image buffer

#### Return values

None

## 3.9 **IO\_Done**

### **C/C++ Declaration**

```
__stdcall void IO_DONE(long SessionHandle);
```

### **C# Declaration**

```
void IO_Done(int SessionHandle);
```

### **Visual Basic Declaration**

```
Sub IO_Done(ByVal Session As Integer)
```

### **Visual Basic .NET Declaration**

```
Sub IO_Done(ByVal Session As Integer)
```

### **Delphi Declaration**

```
procedure IO_Done(SessionHandle:Integer); stdcall;
```

### **Java Declaration**

```
void IO_Done(int SessionHandle);
```

### **Description**

This is the last function to call when you don't need more services from the library: deinitialize the library and free all used resources.

### **Parameters**

*SessionHandle* (in) - the session handle to free

### **Return values**

n/a

### 3.10 IO\_Duplicate

#### **C/C++ Declaration**

```
__stdcall long IO_Duplicate(long SessionHandle,  
long DIBHandle);
```

#### **C# Declaration**

```
int IO_Duplicate(int SessionHandle, long  
DIBHandle);
```

#### **Visual Basic Declaration**

```
Function IO_Duplicate(ByVal Session As Integer,  
ByVal BMPHandle As Integer) As Integer
```

#### **Visual Basic .NET Declaration**

```
Function IO_Duplicate(ByVal Session As Integer,  
ByVal BMPHandle As Integer) As Integer
```

#### **Delphi Declaration**

```
function IO_Duplicate(SessionHandle:Integer;  
DIBHandle:Integer):Integer; stdcall;
```

#### **Java Declaration**

```
int IO_Duplicate(int SessionHandle, int  
DIBHandle);
```

#### **Description**

Create an image duplicate.

#### **Parameters**

*SessionHandle* (in) - the session handle to use

*DIBHandle*(in) - the DIB handle of the image to use.

#### **Return values**

The DIB handle of the new duplicated image.

## 3.11 IO\_ExportDDB

### C/C++ Declaration

```
__stdcall void IO_ExportDDB(long SessionHandle,  
long DIBHandle, long* Bitmap, long* Palette);
```

### C# Declaration

```
void IO_ExportDDB(int SessionHandle, int  
DIBHandle, ref int Bitmap, ref int Palette);
```

### Visual Basic Declaration

```
Sub IO_ExportDDB(ByVal Session As Integer, ByVal  
DIBHandle As Integer, ByRef DDBHandle As Integer,  
ByRef Palette As Integer)
```

### Visual Basic .NET Declaration

```
Sub IO_ExportDDB(ByVal Session As Integer, ByVal  
DIBHandle As Integer, ByRef DDBHandle As Integer,  
ByRef Palette As Integer)
```

### Delphi Declaration

```
procedure IO_ExportDDB(SessionHandle:Integer;  
DIBHandle:Integer; Var Bitmap:Integer; Var  
Palette:Integer); stdcall;
```

### Java Declaration

```
void IO_ExportDDB(int SessionHandle, int  
DIBHandle, int[] Bitmap, int[] Palette);
```

### Description

Export a DIB as a DDB (Device Dependent Bitmap)

### Parameters

*SessionHandle* (in) - the session handle to use  
*DIBHandle*(in) - the DIB handle of the image to export.  
*Bitmap* (out) - the DDB handle  
*Palette* (out) - the DDB palette handle

### Return values

n/a

## 3.12 IO\_FreeImage

### C/C++ Declaration

```
__stdcall void IO_FreeImage(long SessionHandle,  
long DIBHandle);
```

### C# Declaration

```
void IO_FreeImage(int SessionHandle, int  
DIBHandle);
```

### Visual Basic Declaration

```
Sub IO_FreeImage(ByVal Session As Integer, ByVal  
BMPHandle As Integer)
```

### Visual Basic .NET Declaration

```
Sub IO_FreeImage(ByVal Session As Integer, ByVal  
BMPHandle As Integer)
```

### Delphi Declaration

```
procedure IO_FreeImage(SessionHandle:Integer;  
DIBHandle:Integer); stdcall;
```

### Java Declaration

```
void IO_FreeImage(int SessionHandle, int  
DIBHandle);
```

### Description

This is the function to call to deallocate memory used by an image.

### Parameters

*SessionHandle* (in) - the session handle to use  
*DIBHandle*(in) - the DIB handle to free.

### Return values

n/a

### 3.13 IO\_Flip

#### **C/C++ Declaration**

```
__stdcall void IO_Flip(long SessionHandle, long DIBHandle);
```

#### **C# Declaration**

```
void IO_Flip(int SessionHandle, int DIBHandle);
```

#### **Visual Basic Declaration**

```
Sub IO_Flip(ByVal Session As Integer, ByVal BMPHandle As Integer)
```

#### **Visual Basic .NET Declaration**

```
Sub IO_Flip(ByVal Session As Integer, ByVal BMPHandle As Integer)
```

#### **Delphi Declaration**

```
function IO_Flip(SessionHandle:Integer;  
DIBHandle:Integer):Integer; stdcall;
```

#### **Java Declaration**

```
void IO_Flip(int SessionHandle, int DIBHandle);
```

#### **Description**

Convert the image in the flipped version.

#### **Parameters**

*SessionHandle* (in) - the session handle to use  
*DIBHandle*(in) - the DIB handle of the image to use.

#### **Return values**

n/a

## 3.14 IO\_GetImageInfo

### C/C++ Declaration

```
__stdcall void IO_GetImageInfo(long SessionHandle,  
long DIBHandle, long* Width, long* Height, long*  
XRes, long* YRes, long* Bits);
```

### C# Declaration

```
int IO_GetImageInfo(int SessionHandle, int  
DIBHandle, ref int Width, ref int Height, ref int  
XRes, ref int YRes, ref int Bits);
```

### Visual Basic Declaration

```
Sub IO_GetImageInfo(ByVal Session As Integer,  
ByVal BMPHandle As Integer, ByRef Width As  
Integer, ByRef Height As Integer, ByRef XRes As  
Integer, ByRef YRes As Integer, ByRef Bits As  
Integer)
```

### Visual Basic .NET Declaration

```
Sub IO_GetImageInfo(ByVal Session As Integer,  
ByVal BMPHandle As Integer, ByRef Width As  
Integer, ByRef Height As Integer, ByRef XRes As  
Integer, ByRef YRes As Integer, ByRef Bits As  
Integer)
```

### Delphi Declaration

```
procedure IO_GetImageInfo(SessionHandle:Integer;  
DIBHandle:Integer; Var Width, Height, XRes, YRes,  
Bits:Integer); stdcall;
```

### Java Declaration

```
int IO_GetImageInfo(int SessionHandle, int  
DIBHandle, int[] Width, int[] Height, int[] XRes,  
int[] YRes, int[] Bits);
```

### Description

Retrieves info about the image.



### Parameters

*SessionHandle* (in) - the session handle to use  
*DIBHandle*(in) - the DIB handle of the image to use.  
*Width*(out) - the width in pixel of the image.  
*Height*(out) - the height in pixel of the image.  
*XRes*(out) - the horizontal resolution in DPI of the image.  
*YRes*(out) - the vertical resolution in DPI of the image.  
*Bits* (out) - the number of bits per pixel of the image: 1=monochrome, 8=gray level, 24=true-color.

### Return values

n/a

## 3.15 **IO\_GetNextAsyncScannedImage**

### C/C++ Declaration

```
__stdcall long IO_GetNextAsyncScannedImage(long  
SessionHandle);
```

### C# Declaration

```
int IO_GetNextAsyncScannedImage(int  
SessionHandle);
```

### Visual Basic Declaration

```
Function IO_GetNextAsyncScannedImage(ByVal Session  
As Integer) As Integer
```

### Visual Basic .NET Declaration

```
Function IO_GetNextAsyncScannedImage(ByVal Session  
As Integer) As Integer
```

### Delphi Declaration

```
function IO_GetNextAsyncScannedImage  
(SessionHandle:Integer):integer; stdcall;
```

### Java Declaration

```
int IO_GetNextAsyncScannedImage(int  
SessionHandle);
```

### Description

Get the next scanned image.

### Parameters

*SessionHandle* (in) - the session handle to use

### Return values

The DIB handle of the next scanned image.

## 3.16 **IO\_GetPixel**

### C/C++ Declaration

```
__stdcall long IO_GetPixel(long SessionHandle,  
long DIBHandle, long X, long Y);
```

### C# Declaration

```
int IO_GetPixel(int SessionHandle, int DIBHandle,  
int X, int Y);
```

### Visual Basic Declaration

```
Function IO_GetPixel(ByVal Session As Integer,  
Byval DIBHandle As Integer, Byval X As Integer,  
Byval Y As Integer) As Integer
```

### Visual Basic .NET Declaration

```
Function IO_GetPixel(ByVal Session As Integer,  
Byval DIBHandle As Integer, Byval X As Integer,  
Byval Y As Integer) As Integer
```

### Delphi Declaration

```
function IO_GetPixel(SessionHandle:Integer;  
DIBHandle,X,Y:Integer):Integer; stdcall;
```

### Java Declaration

```
int IO_GetPixel(int SessionHandle, int DIBHandle,  
int X, int Y);
```

### Description

Gets the color of a specific pixel element using x and y coordinates

### Parameters

*SessionHandle* (in) - the session handle to use  
*intImageHandle*: integer value corresponding to the image handle.  
*intX*: integer value corresponding to the column.  
*intY*: integer value corresponding to the line.

### Return values

Numerical value showing the indicated pixel color

## 3.17 **IO\_GetScaleToGrayImage**

### C/C++ Declaration

```
__stdcall long IO_GetScaleToGrayImage(long  
SessionHandle, long DIBHandle, long ZoomFactor);
```

### C# Declaration

```
int IO_GetScaleToGrayImage(int SessionHandle, int  
DIBHandle, int ZoomFactor);
```

### Visual Basic Declaration

```
Function IO_GetScaleToGrayImage(ByVal Session As  
Integer, ByVal BMPHandle As Integer, ByVal Zoom As  
Integer) As Integer
```

### Visual Basic .NET Declaration

```
Function IO_GetScaleToGrayImage(ByVal Session As  
Integer, ByVal BMPHandle As Integer, ByVal Zoom As  
Integer) As Integer
```

### Delphi Declaration

```
function  
IO_GetScaleToGrayImage(SessionHandle:Integer;  
DIBHandle:Integer; ZoomFactor:Integer):Integer;
```

```
stdcall;
```

### **Java Declaration**

```
int IO_GetScaleToGrayImage(int SessionHandle, int  
DIBHandle, int ZoomFactor);
```

### **Description**

Create a new gray image scaling a monochrome image: very useful for display large images.

### **Parameters**

*SessionHandle* (in) - the session handle to use

*DIBHandle*(in) - the DIB handle of the image to use.

*ZoomFactor*(in) - the zoom factor to use (1-100)

### **Return values**

The DIB handle of the new scaled image in gray scale.

## **3.18 IO\_GetSubImage**

### **C/C++ Declaration**

```
__stdcall long IO_GetSubImage(long SessionHandle,  
long DIBHandle, long left, long top, long right,  
long bottom);
```

### **C# Declaration**

```
int IO_GetSubImage(int SessionHandle, int  
DIBHandle, int left, int top, int right, int  
bottom);
```

### **Visual Basic Declaration**

```
Function IO_GetSubImage(ByVal Session As Integer,  
ByVal BMPHandle As Integer, ByVal Left As Integer,  
ByVal Top As Integer, ByVal Right As Integer,  
ByVal Bottom As Integer) As Integer
```

### **Visual Basic .NET Declaration**

```
Function IO_GetSubImage(ByVal Session As Integer,
```

---

```
ByVal BMPHandle As Integer, ByVal Left As Integer,  
ByVal Top As Integer, ByVal Right As Integer,  
ByVal Bottom As Integer) As Integer
```

### **Delphi Declaration**

```
function IO_GetSubImage(SessionHandle:Integer;  
DIBHandle:Integer;  
Left,Top,Right,Bottom:Integer):Integer; stdcall;
```

### **Java Declaration**

```
int IO_GetSubImage(int SessionHandle, int  
DIBHandle, int left, int top, int right, int  
bottom);
```

### **Description**

Create a new subimage from the image.

### **Parameters**

*SessionHandle* (in) - the session handle to use  
*DIBHandle*(in) - the DIB handle of the image to use.  
*Left*(in) - the left coordinate of the rectangular area to copy.  
*Top*(in) - the top coordinate of the rectangular area to copy.  
*Right*(in) - the right coordinate of the rectangular area to copy.  
*Bottom*(in) - the bottom coordinate of the rectangular area to copy.

### **Return values**

The DIB handle of the new sub-image.

## **3.19 IO\_ImportDDB**

### **C/C++ Declaration**

```
__stdcall long IO_ImportDDB(long SessionHandle,  
long Bitmap, long Palette);
```

### **C# Declaration**

```
int IO_ImportDDB(int SessionHandle, int Bitmap,  
int Palette);
```

### **Visual Basic Declaration**

```
Function IO_ImportDDB(ByVal Session As Integer,  
ByVal DDBHandle As Integer, ByVal Palette As  
Integer) As Integer
```

### **Visual Basic .NET Declaration**

```
Function IO_ImportDDB(ByVal Session As Integer,  
ByVal DDBHandle As Integer, ByVal Palette As  
Integer) As Integer
```

### **Delphi Declaration**

```
function IO_ImportDDB(SessionHandle:Integer;  
DIBHandle:Integer; Bitmap:Integer;  
Palette:Integer):integer; stdcall;
```

### **Java Declaration**

```
int IO_ImportDDB(int SessionHandle, int Bitmap,  
int Palette);
```

### **Description**

Import a DDB (Device Dependent Bitmap) as a DIB

### **Parameters**

*SessionHandle* (in) - the session handle to use

*Bitmap* (in) - the DDB handle

*Palette* (in) - the DDB palette handle

### **Return values**

The DIB handle of the imported image.

## **3.20 IO\_Invert**

### **C/C++ Declaration**

```
__stdcall void IO_Invert(long SessionHandle, long  
DIBHandle);
```

### **C# Declaration**

```
void IO_Invert(int SessionHandle, int DIBHandle);
```

### **Visual Basic Declaration**

```
Sub IO_Invert(ByVal Session As Integer, ByVal  
BMPHandle As Integer)
```

### **Visual Basic .NET Declaration**

```
Sub IO_Invert(ByVal Session As Integer, ByVal  
BMPHandle As Integer)
```

### **Delphi Declaration**

```
function IO_Invert(SessionHandle:Integer;  
DIBHandle:Integer):Integer; stdcall;
```

### **Java Declaration**

```
void IO_Invert(int SessionHandle, int DIBHandle);
```

### **Description**

Invert the colors, creating a negative version of the image.

### **Parameters**

*SessionHandle* (in) - the session handle to use

*DIBHandle*(in) - the DIB handle of the image to use.

### **Return values**

n/a

## **3.21 IO\_LoadBMPImage**

### **C/C++ Declaration**

```
__stdcall long LoadBMPImage(long SessionHandle,  
char* FileName);
```

### **C# Declaration**

```
int LoadBMPImage(int SessionHandle, string  
FileName);
```

### **Visual Basic Declaration**

```
Function IO_LoadBMPImage(ByVal Session As Integer,  
ByVal FileName As String) As Integer
```

### **Visual Basic .NET Declaration**

```
Function IO_LoadBMPImage(ByVal Session As Integer,  
ByVal FileName As String) As Integer
```

### **Delphi Declaration**

```
function IO_LoadBMPImage(SessionHandle:Integer;  
FileName:PAnsiChar):Integer; stdcall;
```

### **Java Declaration**

```
int LoadBMPImage(int SessionHandle, String  
FileName);
```

### **Description**

This is the function performing the loading of an image from a file: you have to call this function after library initialization to perform the loading.

### **Parameters**

*SessionHandle* (in) - the session handle to use

*FileName*(in) - the complete file name path of the file to load

### **Return values**

The DIB handle of the loaded image.

### **Notes**

The returned value is an handle to a standard DIB images. Refer to Microsoft documentation for additional info about Device Independent Bitmaps.



## 3.22 IO\_LoadBMPImageFromBuffer

### C/C++ Declaration

```
__stdcall long LoadBMPImageFromBuffer(long  
SessionHandle, long* Buffer , long BufferSize);
```

### C# Declaration

```
int LoadBMPImageFromBuffer(int SessionHandle,  
IntPtr Buffer , int BufferSize);
```

### Visual Basic Declaration

```
Function LoadBMPImageFromBuffer(ByVal Session As  
Integer,ByVal Buffer As Long, ByVal BufferSize As  
Integer) As Integer
```

### Visual Basic .NET Declaration

```
Function LoadBMPImageFromBuffer(ByVal Session As  
Integer, ByVal Buffer As IntPtr, ByVal BufferSize  
As Integer) As Integer
```

### Delphi Declaration

```
function  
LoadBMPImageFromBuffer(SessionHandle:Integer;  
Buffer:Pointer; BufferSize:Integer):Integer;  
stdcall;
```

### Java Declaration

```
int LoadBMPImageFromBuffer(int SessionHandle,  
Pointer Buffer , int BufferSize);
```

### Description

This is the function performing the loading of an BMP image from a buffer: you have to call this function after library initialization to perform the loading.

### Parameters

*SessionHandle* (in) - the session handle to use  
*Buffer(in)* - the buffer containing the image

*BufferSize(in)* - The size of image buffer

#### Return values

The DIB handle of the loaded image.

#### Notes

The returned value is an handle to a standard DIB images. Refer to Microsoft documentation for additional info about Device Independent Bitmaps.

### 3.23 IO\_LoadJPGImage

#### **C/C++ Declaration**

```
__stdcall long IO_LoadJPGImage(long SessionHandle,  
char* FileName);
```

#### **C# Declaration**

```
int IO_LoadJPGImage(int SessionHandle, string  
FileName);
```

#### **Visual Basic Declaration**

```
Function IO_LoadJPGImage(ByVal Session As Integer,  
ByVal FileName As String) As Integer
```

#### **Visual Basic .NET Declaration**

```
Function IO_LoadJPGImage(ByVal Session As Integer,  
ByVal FileName As String) As Integer
```

#### **Delphi Declaration**

```
function IO_LoadJPGImage(SessionHandle:Integer;  
FileName:PAnsiChar):Integer; stdcall;
```

#### **Java Declaration**

```
int IO_LoadJPGImage(int SessionHandle, String  
FileName);
```

#### Description

This is the function performing the loading of an image from a file: you have to call this function after library initialization to perform the loading.

### Parameters

*SessionHandle* (in) - the session handle to use

*FileName*(in) - the complete file name path of the file to load

### Return values

The DIB handle of the loaded image.

### Notes

The returned value is an handle to a standard DIB images. Refer to Microsoft documentation for additional info about Device Independent Bitmaps.

## **3.24 IO\_LoadJPGImageFromBuffer**

### **C/C++ Declaration**

```
__stdcall long LoadJPGImageFromBuffer(long  
SessionHandle, long* Buffer , long BufferSize);
```

### **C# Declaration**

```
int LoadJPGImageFromBuffer(int SessionHandle,  
IntPtr Buffer , int BufferSize);
```

### **Visual Basic Declaration**

```
Function LoadJPGImageFromBuffer(ByVal Session As  
Integer,ByVal Buffer As Long, ByVal BufferSize As  
Integer) As Integer
```

### **Visual Basic .NET Declaration**

```
Function LoadJPGImageFromBuffer(ByVal Session As  
Integer, ByVal Buffer As IntPtr, ByVal BufferSize  
As Integer) As Integer
```

### **Delphi Declaration**

```
function  
LoadJPGImageFromBuffer(SessionHandle:Integer;
```

```
Buffer:Pointer; BufferSize:Integer):Integer;  
stdcall;
```

### **Java Declaration**

```
int LoadJPGImageFromBuffer(int SessionHandle,  
Pointer Buffer , int BufferSize);
```

### **Description**

This is the function performing the loading of an JPG image from a file: you have to call this function after library initialization to perform the loading.

### **Parameters**

*SessionHandle* (in) - the session handle to use

*Buffer(in)* - the buffer containing the image

*BufferSize(in)* - The size of image buffer

### **Return values**

The DIB handle of the loaded image.

### **Notes**

The returned value is an handle to a standard DIB images. Refer to Microsoft documentation for additional info about Device Independent Bitmaps.

## **3.25 IO\_LoadPDFImage**

### **C/C++ Declaration**

```
__stdcall long IO_LoadPDFImage(long SessionHandle,  
char* FileName, long PageNumber, long  
DPIRendering);
```

### **C# Declaration**

```
int IO_LoadPDFImage(int SessionHandle, string  
FileName, int PageNumber, int DPIRendering);
```

### **Visual Basic Declaration**

```
Function IO_LoadPDFImage(ByVal Session As Integer,
```

```
ByVal FileName As String, ByVal Page As Integer,  
ByVal DPIRendering As Integer ) As Integer
```

### **Visual Basic .NET Declaration**

```
Function IO_LoadPDFImage(ByVal Session As Integer,  
ByVal FileName As String, ByVal Page As Integer,  
ByVal DPIRendering As Integer) As Integer
```

### **Delphi Declaration**

```
function IO_LoadPDFImage(SessionHandle:Integer;  
FileName:PAnsiChar; ImageIndex:Integer;  
DPIRendering:Integer):Integer; stdcall;
```

### **Java Declaration**

```
int IO_LoadPDFImage(int SessionHandle, String  
FileName, int PageNumber, int DPIRendering);
```

### **Description**

This is the function performing the loading of an image from a PDF file.

### **Parameters**

*SessionHandle* (in) - the session handle to use

*FileName*(in) - the complet file name path of the file to load

*PageNumber*(in) - the page number to load if the file is multipage.

First page is 0.

*DPIRendering*(in)- DPI Rendering resolution

### **Return values**

The DIB handle of the loaded image.

### **Notes**

The returned value is an handle to a standard DIB images. Refer to Microsoft documentation for additional info about Device Independent Bitmaps.

## **3.26 IO\_LoadPDFImageFromBuffer**

### **C/C++ Declaration**

```
__stdcall long IO_LoadPDFImageFromBuffer(long  
SessionHandle, long* Buffer, long BufferSize, long  
ImageIndex, long DPIRendering );
```

### **C# Declaration**

```
int IO_LoadPDFImageFromBuffer(int SessionHandle,  
IntPtr Buffer, int BufferSize, int ImageIndex, int  
DPIRendering);
```

### **Visual Basic Declaration**

```
Function IO_LoadPDFImageFromBuffer(ByVal Session  
As Integer, ByVal Buffer As Long, ByVal BufferSize  
As Integer, ByVal ImageIndex As Integer, ByVal  
DPIRendering As Integer) As Integer
```

### **Visual Basic .NET Declaration**

```
Function IO_LoadPDFImageFromBuffer(ByVal Session  
As Integer, ByVal Buffer As IntPtr, ByVal  
BufferSize As Integer, ByVal ImageIndex As  
Integer, ByVal DPIRendering As Integer) As Integer
```

### **Delphi Declaration**

```
function  
IO_LoadPDFImageFromBuffer(SessionHandle:Integer;  
Buffer:Pointer; BufferSize:Integer;  
ImageIndex:Integer; DPIRendering:Integer):Integer;  
stdcall;
```

### **Java Declaration**

```
int IO_LoadPDFImageFromBuffer(int SessionHandle,  
Pointer Buffer, int BufferSize, int ImageIndex,  
int DPIRendering);
```

### **Description**

This is the function performing the loading of an PDF image from a buffer.

### Parameters

*SessionHandle* (in) - the session handle to use

*Buffer*(in) - the buffer containing the image

*BufferSize*(in) - The size of image buffer

*ImageIndex*(in)- the page number to load if the file is multipage. First page is 0.

DPIRendering(in)- DPI Rendering resolution

### Return values

The DIB handle of the loaded image.

### Notes

The returned value is an handle to a standard DIB images. Refer to Microsoft documentation for additional info about Device Independent Bitmaps.

## 3.27 **IO\_LoadTIFImage**

### C/C++ Declaration

```
__stdcall long IO_LoadTIFImage(long SessionHandle,  
char* FileName, long PageNumber);
```

### C# Declaration

```
int IO_LoadTIFImage(int SessionHandle, string  
FileName, int PageNumber);
```

### Visual Basic Declaration

```
Function IO_LoadTIFImage(ByVal Session As Integer,  
ByVal FileName As String, ByVal Page As Integer)  
As Integer
```

### Visual Basic .NET Declaration

```
Function IO_LoadTIFImage(ByVal Session As Integer,  
ByVal FileName As String, ByVal Page As Integer)  
As Integer
```

### Delphi Declaration

```
function IO_LoadTIFImage(SessionHandle:Integer;
```

```
FileName:PAnsiChar; ImageIndex:Integer):Integer;  
stdcall;
```

### **Java Declaration**

```
int IO_LoadTIFFImage(int SessionHandle, String  
FileName, int PageNumber);
```

### **Description**

This is the function performing the loading of an image from a TIF file.

### **Parameters**

*SessionHandle* (in) - the session handle to use

*FileName*(in) - the complet file name path of the file to load

*PageNumber*(in) - the page number to load if the file is multipage.  
First page is 0.

### **Return values**

The DIB handle of the loaded image.

### **Notes**

The returned value is an handle to a standard DIB images. Refer to Microsoft documentation for additional info about Device Independent Bitmaps.

## **3.28 IO\_LoadTIFFImageFromBuffer**

### **C/C++ Declaration**

```
__stdcall long IO_LoadTIFFImageFromBuffer(long  
SessionHandle, long* Buffer, long BufferSize, long  
ImageIndex );
```

### **C# Declaration**

```
int IO_LoadTIFFImageFromBuffer(int SessionHandle,  
IntPtr Buffer, int BufferSize, int ImageIndex);
```

### **Visual Basic Declaration**

```
Function IO_LoadTIFFImageFromBuffer(ByVal Session
```



```
As Integer, ByVal Buffer As Long, ByVal BufferSize  
As Integer, ByVal ImageIndex As Integer) As  
Integer
```

### **Visual Basic .NET Declaration**

```
Function IO_LoadTIFFImageFromBuffer(ByVal Session  
As Integer, ByVal Buffer As IntPtr, ByVal  
BufferSize As Integer, ByVal ImageIndex As  
Integer) As Integer
```

### **Delphi Declaration**

```
function  
IO_LoadTIFFImageFromBuffer(SessionHandle:Integer;  
Buffer:Pointer; BufferSize:Integer;  
ImageIndex:Integer):Integer; stdcall;
```

### **Java Declaration**

```
int IO_LoadTIFFImageFromBuffer(int SessionHandle,  
Pointer Buffer, int BufferSize, int ImageIndex);
```

### **Description**

This is the function performing the loading of an TIF image from a buffer.

### **Parameters**

*SessionHandle* (in) - the session handle to use

*Buffer(in)* - the buffer containing the image

*BufferSize(in)* - The size of image buffer

*ImageIndex(in)*- the page number to load if the file is multipage. First page is 0.

### **Return values**

The DIB handle of the loaded image.

### **Notes**

The returned value is an handle to a standard DIB images. Refer to Microsoft documentation for additional info about Device Independent Bitmaps.

## 3.29 IO\_Mirror

### **C/C++ Declaration**

```
__stdcall void IO_Mirror(long SessionHandle, long DIBHandle);
```

### **C# Declaration**

```
void IO_Mirror(int SessionHandle, int DIBHandle);
```

### **Visual Basic Declaration**

```
Sub IO_Mirror(ByVal Session As Integer, ByVal BMPHandle As Integer)
```

### **Visual Basic .NET Declaration**

```
Sub IO_Mirror(ByVal Session As Integer, ByVal BMPHandle As Integer)
```

### **Delphi Declaration**

```
function IO_Mirror(SessionHandle:Integer;  
DIBHandle:Integer):Integer; stdcall;
```

### **Java Declaration**

```
void IO_Mirror(int SessionHandle, int DIBHandle);
```

### **Description**

Convert the image in the mirrored version.

### **Parameters**

*SessionHandle* (in) - the session handle to use

*DIBHandle*(in) - the DIB handle of the image to use.

### **Return values**

n/a

## 3.30 IO\_ReleaseDC

### C/C++ Declaration

```
__stdcall void IO_ReleaseDC(long SessionHandle,  
long DIBHandle);
```

### C# Declaration

```
int IO_ReleaseDC(int SessionHandle, int  
DIBHandle);
```

### Visual Basic Declaration

```
Sub IO_ReleaseDC(ByVal Session As Integer, ByVal  
BMPHandle As Integer)
```

### Visual Basic .NET Declaration

```
Sub IO_ReleaseDC(ByVal Session As Integer, ByVal  
BMPHandle As Integer)
```

### Delphi Declaration

```
procedure IO_ReleaseDC(SessionHandle:Integer;  
DIBHandle:Integer); stdcall;
```

### Java Declaration

```
int IO_ReleaseDC(int SessionHandle, int  
DIBHandle);
```

### Description

Release the draw context on the DIB, previously acquired using IO\_AcquireDC

### Parameters

*SessionHandle* (in) - the session handle to use  
*DIBHandle*(in) - the DIB handle of the image where the DC has to be released.

### Return values

n/a

### 3.31 IO\_Rotate

#### **C/C++ Declaration**

```
__stdcall void IO_Rotate(long SessionHandle, long  
DIBHandle, long Angle);
```

#### **C# Declaration**

```
void IO_Rotate(int SessionHandle, int DIBHandle,  
int Angle);
```

#### **Visual Basic Declaration**

```
Sub IO_Rotate(ByVal Session As Integer, ByVal  
BMPHandle As Integer, ByVal Angle As Integer)
```

#### **Visual Basic .NET Declaration**

```
Sub IO_Rotate(ByVal Session As Integer, ByVal  
BMPHandle As Integer, ByVal Angle As Integer)
```

#### **Delphi Declaration**

```
function IO_Rotate(SessionHandle:Integer;  
DIBHandle:Integer; Angle:Integer):Integer;  
stdcall;
```

#### **Java Declaration**

```
void IO_Rotate(int SessionHandle, int DIBHandle,  
int Angle);
```

#### **Description**

Rotate the image by 90, 180 or 270 degrees clockwise.

#### **Parameters**

*SessionHandle* (in) - the session handle to use  
*DIBHandle*(in) - the DIB handle of the image to use.  
*Angle* (in) - the rotation angle

#### **Return values**

n/a

## 3.32 IO\_SaveBMPImage

### C/C++ Declaration

```
__stdcall void IO_SaveBMPImage(long SessionHandle,  
long DIBHandle, char* FileName);
```

### C# Declaration

```
void IO_SaveBMPImage(int SessionHandle, int  
DIBHandle, string FileName);
```

### Visual Basic Declaration

```
Sub IO_SaveBMPImage(ByVal Session As Integer,  
ByVal BMPHandle As Integer, ByVal FileName As  
String)
```

### Visual Basic .NET Declaration

```
Sub IO_SaveBMPImage(ByVal Session As Integer,  
ByVal BMPHandle As Integer, ByVal FileName As  
String)
```

### Delphi Declaration

```
procedure IO_SaveBMPImage(SessionHandle:Integer;  
DIBHandle:Integer; FileName:PAnsiChar); stdcall;
```

### Java Declaration

```
void IO_SaveBMPImage(int SessionHandle, int  
DIBHandle, String FileName);
```

### Description

This is the function performing the saving of an image to a file in BMP format.

### Parameters

*SessionHandle* (in) - the session handle to use

*DIBHandle* (in) - the handle of the DIB to save

*FileName*(in) - the complete file name path of the file to save

### Return values

n/a

### 3.33 **IO\_SaveJPGImage**

#### **C/C++ Declaration**

```
__stdcall void IO_SaveJPEGImage (long  
SessionHandle, long DIBHandle, char* FileName,  
long Quality);
```

#### **C# Declaration**

```
void IO_SaveJPEGImage(int SessionHandle, int  
DIBHandle, string FileName, int Quality);
```

#### **Visual Basic Declaration**

```
Sub IO_SaveJPGImage(ByVal Session As Integer,  
ByVal BMPHandle As Integer, ByVal FileName As  
String, ByVal Quality As Integer)
```

#### **Visual Basic .NET Declaration**

```
Sub IO_SaveJPGImage(ByVal Session As Integer,  
ByVal BMPHandle As Integer, ByVal FileName As  
String, ByVal Quality As Integer)
```

#### **Delphi Declaration**

```
procedure IO_SaveJPGImage(SessionHandle:Integer;  
DIBHandle:Integer; FileName:PAnsiChar;  
Quality:Integer); stdcall;
```

#### **Java Declaration**

```
void IO_SaveJPEGImage(int SessionHandle, int  
DIBHandle, String FileName, int Quality);
```

#### **Description**

This is the function performing the saving of an image to a file in JPEG format.

#### **Parameters**

*SessionHandle* (in) - the session handle to use

*DIBHandle* (in) - the handle of the DIB to save

*FileName*(in) - the complete file name path of the file to save

*Quality* (in) - the compression quality (from 0 to 100)

#### Return values

n/a

#### Note

Only true-color or grayscale image can be saved in JPEG format.

### 3.34 **IO\_SavePDFImage**

#### **C/C++ Declaration**

```
__stdcall void IO_SavePDFImage(long SessionHandle,  
long DIBHandle, char* FileName, long JPEGQuality);
```

#### **C# Declaration**

```
void IO_SavePDFImage(int SessionHandle, int  
DIBHandle, string FileName, int JPEGQuality);
```

#### **Visual Basic Declaration**

```
Sub IO_SavePDFImage(ByVal Session As Integer,  
ByVal BMPHandle As Integer, ByVal FileName As  
String, ByVal Quality As Integer)
```

#### **Visual Basic .NET Declaration**

```
Sub IO_SavePDFImage(ByVal Session As Integer,  
ByVal BMPHandle As Integer, ByVal FileName As  
String, ByVal Quality As Integer)
```

#### **Delphi Declaration**

```
procedure IO_SavePDFImage(SessionHandle:Integer;  
DIBHandle:Integer; FileName:PAnsiChar;  
Quality:Integer); stdcall;
```

#### **Java Declaration**

```
void IO_SavePDFImage(int SessionHandle, int  
DIBHandle, String FileName, int JPEGQuality);
```

### Description

This is the function performing the saving of an image to a file in PDF format.

### Parameters

*SessionHandle* (in) - the session handle to use

*DIBHandle* (in) - the handle of the DIB to save

*FileName*(in) - the complete file name path of the file to save

*JPEGQuality*(in) - the jpeg quality for color images when compressed, between 0 and 100. Use 80 as default.

### Return values

n/a

## 3.35 **IO\_SaveTIFImage**

### C/C++ Declaration

```
__stdcall void IO_SaveTIFImage(long SessionHandle,  
long DIBHandle, char* FileName, long Compression);
```

### C# Declaration

```
void IO_SaveTIFImage(int SessionHandle, int  
DIBHandle, string FileName, int Compression);
```

### Visual Basic Declaration

```
Sub IO_SaveTIFImage(ByVal Session As Integer,  
ByVal BMPHandle As Integer, ByVal FileName As  
String, ByVal Compression As Integer)
```

### Visual Basic .NET Declaration

```
Sub IO_SaveTIFImage(ByVal Session As Integer,  
ByVal BMPHandle As Integer, ByVal FileName As  
String, ByVal Compression As Integer)
```

### Delphi Declaration

```
procedure IO_SaveTIFImage(SessionHandle:Integer;  
DIBHandle:Integer; FileName:PAnsiChar;
```



```
Compression:Integer); stdcall;
```

### **Java Declaration**

```
void IO_SaveTIFImage(int SessionHandle, int  
DIBHandle, String FileName, int Compression);
```

### **Description**

This is the function performing the saving of an image to a file in TIF format.

### **Parameters**

*SessionHandle* (in) - the session handle to use

*DIBHandle* (in) - the handle of the DIB to save

*FileName*(in) - the complete file name path of the file to save

*Compression*(in) - the compression schema to use: 0=default, 1=none, 2=packbit, 3=huffman, 4=G3, 5=G4, 6=ZLIB, 7=JPEG, 8=LZW

### **Return values**

n/a

## **3.36 IO\_ScanImage**

### **C/C++ Declaration**

```
__stdcall long IO_ScanImage(long SessionHandle,  
long WinHandle);
```

### **C# Declaration**

```
int IO_ScanImage(int SessionHandle, int  
WinHandle);
```

### **Visual Basic Declaration**

```
Function IO_ScanImage(ByVal Session As Integer,  
ByVal WinHandle As Integer) As Integer
```

### **Visual Basic .NET Declaration**

```
Function IO_ScanImage(ByVal Session As Integer,  
ByVal WinHandle As Integer) As Integer
```

### **Delphi Declaration**

```
function IO_ScanImage(SessionHandle:Integer;  
WinHandle:Integer):integer; stdcall;
```

### **Java Declaration**

```
int IO_ScanImage(int SessionHandle, int  
WinHandle);
```

### **Description**

Start the image acquisition using default twain data source. The application show the scanner driver dialog where the user can select scanning parameters and can start acquisition.

### **Parameters**

*SessionHandle* (in) - the session handle to use

*WinHandle* (in) - the handle of window where the scanner dialog has to be displayed

### **Return values**

The DIB handle of the scanned image. If more that one images are scanned (as using an ADF), only the last image handle will be returned. All other handles will be passed to the application using callback method (see `IO_SetScannerCallback`)

## **3.37 IO\_ScanImageAsync**

### **C/C++ Declaration**

```
__stdcall long IO_ScanImageAsync(long  
SessionHandle, long WinHandle);
```

### **C# Declaration**

```
int IO_ScanImageAsync(int SessionHandle, int  
WinHandle);
```

### **Visual Basic Declaration**

```
Function IO_ScanImageAsync(ByVal Session As  
Integer, ByVal WinHandle As Integer) As Integer
```

### **Visual Basic .NET Declaration**

```
Function IO_ScanImageAsync(ByVal Session As Integer, ByVal WinHandle As Integer) As Integer
```

### **Delphi Declaration**

```
function IO_ScanImageAsync(SessionHandle:Integer; WinHandle:Integer):integer; stdcall;
```

### **Java Declaration**

```
int IO_ScanImageAsync(int SessionHandle, int WinHandle);
```

### **Description**

Start the image acquisition using default twain data source. The application show the scanner driver dialog where the user can select scanning parameters and can start acquisition.

### **Parameters**

*SessionHandle* (in) - the session handle to use

*WinHandle* (in) - the handle of window where the scanner dialog has to be displayed

### **Return values**

None

## **3.38 IO\_ScanImageAsyncWithParameters**

### **C/C++ Declaration**

```
__stdcall long  
IO_ScanImageAsyncWithParameters(long  
SessionHandle, long BitsPerPixel, long Resolution,  
long Contrast, long Brightness, long Width, long  
Height, long ADF, long Duplex);
```

### **C# Declaration**

```
IO_ScanImageAsyncWithParameters(int SessionHandle,  
int BitsPerPixel, int Resolution, int Contrast,
```

```
int Brightness, double Width, double Height,int  
ADF, int Duplex);
```

### **Visual Basic Declaration**

```
Function IO_ScanImageAsyncWithParameters(ByVal  
Session As Integer, ByVal BitsPerPixel As Integer,  
ByVal Resolution As Integer, ByVal Contrast As  
Integer, ByVal Brightness As Integer, ByVal Width  
As Double, ByVal Height As Double, ByVal ADF As  
Integer, ByVal Duplex As Integer) As Integer
```

### **Visual Basic .NET Declaration**

```
Function IO_ScanImageAsyncWithParameters(ByVal  
Session As Integer, ByVal BitsPerPixel As Integer,  
ByVal Resolution As Integer, ByVal Contrast As  
Integer, ByVal Brightness As Integer, ByVal Width  
As Double, ByVal Height As Double, ByVal ADF As  
Integer, ByVal Duplex As Integer) As Integer
```

### **Delphi Declaration**

```
function  
IO_ScanImageAsyncWithParameters(SessionHandle:Integer;  
BitsPerPixel,Resolution,Contrast,Brightness:Integer;  
Width,Height:Double;  
ADF,Duplex:Integer):integer; stdcall;
```

### **Java Declaration**

```
IO_ScanImageAsyncWithParameters(int SessionHandle,  
int BitsPerPixel, int Resolution, int Contrast,  
int Brightness, double Width, double Height,int  
ADF, int Duplex);
```

### **Description**

Start the image acquisition using default twain data source. The application setup the scanner driver with passed parameters so that no driver dialog is displayed.

### **Parameters**

*SessionHandle* (in) - the session handle to use

*BitsPerPixel* (in) - the bits per pixel of required image. Valid parameter are 1= monochrome, 8=grayscale, 24=true-color

*Resolution* (in) - the resolution in DPI of required image. See your scanner specification to know valid values.

*Contrast* (in) - the contrast of required image. Valid values are from -1000 to 1000. Default value is 0.

*Brightness* (in) - the brightness of required image. Valid values are from -1000 to 1000. Default value is 0.

*Width* (in) - the width in points of image to acquire (1 point=1/72 inch)

*Height* (in) - the height in points of image to acquire (1 point=1/72 inch)

*ADF* (in) – option to enable/disable ADF usage. Valid values are 0=use flatbed and 1=use ADF

*Duplex* (in) – option to enable/disable duplex scanning. Valid values are 0=simplex 1=duplex.

#### Return values

None

### 3.39 **IO\_ScanImageWithParameters**

#### C/C++ Declaration

```
__stdcall long IO_ScanImageWithParameters(long
SessionHandle, long BitsPerPixel, long Resolution,
long Contrast, long Brightness, long Width, long
Height, long ADF, long Duplex);
```

#### C# Declaration

```
int IO_ScanImageWithParameters(int SessionHandle,
int BitsPerPixel, int Resolution, int Contrast,
int Brightness, double Width, double Height, int
ADF, int Duplex);
```

#### Visual Basic Declaration

```
Function IO_ScanImageWithParameters(ByVal Session
As Integer, ByVal BitsPerPixel As Integer, ByVal
Resolution As Integer, ByVal Contrast As Integer,
ByVal Brightness As Integer, ByVal Width As
Double, ByVal Height As Double, ByVal ADF As
Integer, ByVal Duplex As Integer) As Integer
```

#### Visual Basic .NET Declaration

```
Function IO_ScanImageWithParameters(ByVal Session
As Integer, ByVal BitsPerPixel As Integer, ByVal
Resolution As Integer, ByVal Contrast As Integer,
ByVal Brightness As Integer, ByVal Width As
Double, ByVal Height As Double, ByVal ADF As
Integer, ByVal Duplex As Integer) As Integer
```

### **Delphi Declaration**

```
function
IO_ScanImageWithParameters(SessionHandle:Integer;
BitsPerPixel,Resolution,Contrast,Brightness:Integer;
Width,Height:Double;
ADF,Duplex:Integer):integer; stdcall;
```

### **Java Declaration**

```
int IO_ScanImageWithParameters(int SessionHandle,
int BitsPerPixel, int Resolution, int Contrast,
int Brightness, double Width, double Height, int
ADF, int Duplex);
```

### **Description**

Start the image acquisition using default twain data source. The application setup the scanner driver with passed parameters so that no driver dialog is displayed.

### **Parameters**

*SessionHandle* (in) - the session handle to use

*BitsPerPixel* (in) - the bits per pixel of required image. Valid parameter are 1= monochrome, 8=grayscale, 24=true-color

*Resolution* (in) - the resolution in DPI of required image. See your scanner specification to know valid values.

*Contrast* (in) - the contrast of required image. Valid values are from -1000 to 1000. Default value is 0.

*Brightness* (in) - the brightness of required image. Valid values are from -1000 to 1000. Default value is 0.

*Width* (in) - the width in points of image to acquire (1 point=1/72 inch)

*Height* (in) - the height in points of image to acquire (1 point=1/72 inch)

*ADF* (in) – option to enable/disable ADF usage. Valid values are

0=use flatbed and 1=use ADF

*Duplex* (in) – option to enable/disable duplex scanning. Valid values are 0=simplex 1=duplex.

#### Return values

The DIB handle of the scanned image. If more than one images are scanned (as using an ADF), only the last image handle will be returned. All other handles will be passed to the application using callback method (see `IO_SetScannerCallback`)

### **3.40 IO\_SelectScanner**

#### **C/C++ Declaration**

```
__stdcall void IO_SelectScanner(long  
SessionHandle, long WinHandle);
```

#### **C# Declaration**

```
void IO_SelectScanner(int SessionHandle, int  
WinHandle);
```

#### **Visual Basic Declaration**

```
Sub IO_SelectScanner(ByVal Session As Integer,  
ByVal WinHandle As Integer)
```

#### **Visual Basic .NET Declaration**

```
Sub IO_SelectScanner(ByVal Session As Integer,  
ByVal WinHandle As Integer)
```

#### **Delphi Declaration**

```
procedure IO_SelectScanner(SessionHandle:Integer;  
WinHandle:Integer); stdcall;
```

#### **Java Declaration**

```
void IO_SelectScanner(int SessionHandle, int  
WinHandle);
```

#### **Description**

Display the TWAIN device selection dialog, allowing user to select

default source to use to acquire images.

### Parameters

*SessionHandle* (in) - the session handle to use

*WinHandle* (in) - the window handle used as parent of selection dialog

### Return values

n/a

## 3.41 **IO\_SetParameter**

### C/C++ Declaration

```
__stdcall void IO_SetParameter(long SessionHandle,  
long ParameterIndex, long ParameterValue);
```

### C# Declaration

```
IO_SetParameter(int SessionHandle, int  
ParameterIndex, int ParameterValue);
```

### Visual Basic Declaration

```
Sub IO_SetParameter(ByVal Session As Integer,  
ByVal ParameterIndex As Integer, ByVal  
ParameterValue As Integer)
```

### Visual Basic .NET Declaration

```
Sub IO_SetParameter(ByVal Session As Integer,  
ByVal ParameterIndex As Integer, ByVal  
ParameterValue As Integer)
```

### Delphi Declaration

```
procedure IO_SetParameter(SessionHandle:Integer;  
ParameterIndex:Integer; ParameterValue:Integer);  
stdcall;
```

### Java Declaration

```
IO_SetParameter(int SessionHandle, int  
ParameterIndex, int ParameterValue);
```



### Description

Set the silent mode parameter.

### Parameters

*SessionHandle* (in) - the session handle to use

*ParameterIndex*(in) - the only index to use is 20

*ParameterValue*(in) - Silent Mode 0 (disable, default), 1 (enabled)

### Return values

None

## **3.42 IO\_SetPixel**

### **C/C++ Declaration**

```
__stdcall void IO_SetPixel(long SessionHandle,  
long DIBHandle, long X, long Y, long C);
```

### **C# Declaration**

```
IO_SetPixel(int SessionHandle, int DIBHandle, int  
X, int Y, int C);
```

### **Visual Basic Declaration**

```
Sub IO_SetPixel(ByVal Session As Integer, Byval  
DIBHandle As Integer, Byval X As Integer, Byval Y  
As Integer, Byval C As Integer)
```

### **Visual Basic .NET Declaration**

```
Sub IO_SetPixel(ByVal Session As Integer, Byval  
DIBHandle As Integer, Byval X As Integer, Byval Y  
As Integer, Byval C As Integer)
```

### **Delphi Declaration**

```
procedure IO_SetPixel(SessionHandle:Integer;  
DIBHandle,X,Y,C:Integer):Integer; stdcall;
```

### **Java Declaration**

```
IO_SetPixel(int SessionHandle, int DIBHandle, int
```

```
X, int Y, int C);
```

### Description

Gets the color of a specific pixel element using x and y coordinates

### Parameters

*SessionHandle* (in) - the session handle to use  
*intImageHandle*: integer value corresponding to the image handle.  
*intX*: integer value corresponding to the column.  
*intY*: integer value corresponding to the line.  
*int C*: Numerical value showing the indicated pixel color

### Return values

None

## **3.43 IO\_SetScannerCallback**

### C/C++ Declaration

```
__stdcall void IO_SetScannerCallback(long  
SessionHandle, void *CallBack);
```

### C# Declaration

```
void IO_SetScannerCallback(int SessionHandle,  
Delegate CallbackProc);
```

### Visual Basic Declaration

```
Sub IO_SetScannerCallback(ByVal Session As  
Integer, ByVal CallbackProc As Integer)
```

### Visual Basic .NET Declaration

```
Sub IO_SetScannerCallback(ByVal Session As  
Integer, byval CallbackProc As [Delegate])
```

### Delphi Declaration

```
procedure  
IO_SetScannerCallback(SessionHandle:Integer;  
Callback:Pointer); stdcall;
```

### **Java Declaration**

```
void IO_SetScannerCallback(int SessionHandle,  
Delegate CallbackProc);
```

### **Description**

Set the scanner callback method required to receive images from scanners when multiple images are acquired. The user has to provide a callback function, called by the library with the DIB handle as parameter. The application has to free the DIB handle after usage. The callback function has to be declared as: void MyCallback(long DIBHandle)

### **Parameters**

*SessionHandle* (in) - the session handle to use

*CallbackProc* (in) - the callback procedure or null if not callback is required

### **Return values**

n/a

## **3.44 IO\_ShowImage**

### **C/C++ Declaration**

```
__stdcall void IO_ShowImage(long SessionHandle,  
long DIBHandle, long DC, long X, long Y);
```

### **C# Declaration**

```
void IO_ShowImage(int SessionHandle, int  
DIBHandle, int DC, int X, int Y);
```

### **Visual Basic Declaration**

```
Sub IO_ShowImage(ByVal Session As Integer, ByVal  
BMPHandle As Integer, ByVal DC As Integer, ByVal X  
As Integer, ByVal Y As Integer)
```

### **Visual Basic .NET Declaration**

```
Sub IO_ShowImage(ByVal Session As Integer, ByVal
```

BMPHandle As Integer, ByVal DC As Integer, ByVal X As Integer, ByVal Y As Integer)

### **Delphi Declaration**

```
procedure IO_ShowImage(SessionHandle:Integer;  
DIBHandle:Integer; DC:Integer; X,Y:Integer);  
stdcall;
```

### **Java Declaration**

```
void IO_ShowImage(int SessionHandle, int  
DIBHandle, int DC, int X, int Y);
```

### **Description**

Display an image in a draw context.

### **Parameters**

*SessionHandle* (in) - the session handle to use  
*DIBHandle*(in) - the DIB handle of the image to use.  
*DC*(in) - the draw context where to display the image.  
*X* (in) - the x coordinates where to display the image  
*Y* (in) - the y coordinates where to display the image

### **Return values**

n/a

## **3.45 IO\_ShowStretchedImage**

### **C/C++ Declaration**

```
__stdcall void IO_ShowStretchedImage(long  
SessionHandle, long DIBHandle, long DC, long X,  
long Y, long W, long H);
```

### **C# Declaration**

```
void IO_ShowStretchedImage(int SessionHandle, int  
DIBHandle, int DC, int X, int Y, int W, int H);
```

### **Visual Basic Declaration**

```
Sub IO_ShowStretchedImage(ByVal Session As
```

```
Integer, ByVal BMPHandle As Integer, ByVal DC As Integer, ByVal X As Integer, ByVal Y As Integer, ByVal W As Integer, ByVal H As Integer)
```

### **Visual Basic .NET Declaration**

```
Sub IO_ShowStretchedImage(ByVal Session As Integer, ByVal BMPHandle As Integer, ByVal DC As Integer, ByVal X As Integer, ByVal Y As Integer, ByVal W As Integer, ByVal H As Integer)
```

### **Delphi Declaration**

```
procedure  
IO_ShowStretchedImage(SessionHandle:Integer;  
DIBHandle:Integer; DC:Integer; X,Y,W,H:Integer);  
stdcall;
```

### **Java Declaration**

```
void IO_ShowStretchedImage(int SessionHandle, int DIBHandle, int DC, int X, int Y, int W, int H);
```

### **Description**

Display an image in a draw context, stretching it.

### **Parameters**

*SessionHandle* (in) - the session handle to use  
*DIBHandle*(in) - the DIB handle of the image to use.  
*DC*(in) - the draw context where to display the image.  
*X* (in) - the x coordinates where to display the image  
*Y* (in) - the y coordinates where to display the image  
*W* (in) - the width of the image stretched  
*H*(in) - the height of the image stretched

### **Return values**

n/a

## 3.46 IO\_ScanImageTSPFile

### **C/C++ Declaration**

```
__stdcall long IO_ScanImageTSPFile(long  
SessionHandle, char* TSPFile);
```

### **C# Declaration**

```
int IO_ScanImageTSPFile(int SessionHandle, string  
TSPFile);
```

### **Visual Basic Declaration**

```
Function IO_ScanImageTSPFile (ByVal Session As  
Long, ByVal TSPFile As String) As Long
```

### **Visual Basic .NET Declaration**

```
Function IO_ScanImageTSPFile(ByVal Session As  
Integer, ByVal TSPFile As String) As Integer
```

### **Delphi Declaration**

```
function  
IO_ScanImageTSPFile(SessionHandle:Integer;TSPFile:  
PAnsiChar):integer; stdcall;
```

### **Java Declaration**

```
int IO_ScanImageTSPFile(int SessionHandle, string  
TSPFile);
```

### **Description**

Start the image acquisition using the .TSP parameters file of  
Recogniform PaperCapture

### **Parameters**

*SessionHandle* (in) - the session handle to use  
*TSPFile*(in) - the full path of the .tsp file containing the scanning  
parameters.

### **Return values**

n/a

### 3.47 **IO\_ScanImageTSPRaw**

#### **C/C++ Declaration**

```
__stdcall long IO_ScanImageTSPRaw(long  
SessionHandle, char* TSPRaw);
```

#### **C# Declaration**

```
int IO_ScanImageTSPRaw(int SessionHandle, string  
TSPRaw);
```

#### **Visual Basic Declaration**

```
Function IO_ScanImageTSPRaw (ByVal Session As  
Long, ByVal TSPRaw As String) As Long
```

#### **Visual Basic .NET Declaration**

```
Function IO_ScanImageTSPRaw(ByVal Session As  
Integer, ByVal TSPRaw As String) As Integer
```

#### **Delphi Declaration**

```
function  
IO_ScanImageTSPRaw(SessionHandle:Integer;TSPRaw:PA  
nsiChar):integer; stdcall;
```

#### **Java Declaration**

```
int IO_ScanImageTSPRaw(int SessionHandle, String  
TSPRaw);
```

#### **Description**

Start the image acquisition using the raw of the parameters.

#### **Parameters**

*SessionHandle* (in) - the session handle to use  
*TSPRaw*(in) - the full path of the .tsp file containing the scanning parameters.

#### **Return values**

n/a

### Note

Use the carriage return to separate the parameter

## **3.48 IO\_ScanImageAsyncTSPFile**

### **C/C++ Declaration**

```
__stdcall long IO_ScanImageAsyncTSPFile(long  
SessionHandle, char* TSPFile);
```

### **C# Declaration**

```
int IO_ScanImageAsyncTSPFile(int Session,string  
TSPFile);
```

### **Visual Basic Declaration**

```
Function IO_ScanImageAsyncTSPFile (ByVal Session  
As Long, ByVal TSPFile As String) As Long
```

### **Visual Basic .NET Declaration**

```
Function IO_ScanImageAsyncTSPFile(ByVal Session As  
Integer, ByVal TSPFile As String) As Integer
```

### **Delphi Declaration**

```
function  
IO_ScanImageAsyncTSPFile(SessionHandle:Integer;TSP  
File:PAnsiChar):integer; stdcall;
```

### **Java Declaration**

```
int IO_ScanImageAsyncTSPFile(int Session,String  
TSPFile);
```

### **Description**

Start the image acquisition in asynchronous mode using the .TSP parameters file of Recogniform PaperCapture

### **Parameters**



*SessionHandle* (in) - the session handle to use  
*TSPFile*(in) - the full path of the .tsp file containing the scanning parameters.

#### Return values

n/a

### **3.49 IO\_ScanImageAsyncTSPRaw**

#### **C/C++ Declaration**

```
__stdcall long IO_ScanImageAsyncTSPRaw(long  
SessionHandle, char* TSPRaw);
```

#### **C# Declaration**

```
int IO_ScanImageAsyncTSPRaw(int Session, string  
TSPRaw);
```

#### **Visual Basic Declaration**

```
Function IO_ScanImageAsyncTSPRaw(ByVal Session As  
Long, ByVal TSPRaw As String) As Long
```

#### **Visual Basic .NET Declaration**

```
Function IO_ScanImageAsyncTSPRaw(ByVal Session As  
Integer, ByVal TSPRaw As String) As Integer
```

#### **Delphi Declaration**

```
function  
IO_ScanImageAsyncTSPRaw(SessionHandle:Integer;TSPR  
aw:PAnsiChar):integer; stdcall;
```

#### **Java Declaration**

```
int IO_ScanImageAsyncTSPRaw(int Session, String  
TSPRaw);
```

#### **Description**

Start the image acquisition in asynchronous mode using the raw of the parameters.

### Parameters

*SessionHandle* (in) - the session handle to use

*TSPRaw*(in) - the full path of the .tsp file containing the scanning parameters.

### Return values

n/a

### Note

Use the carriage return to separate the parameter

## **3.50 IO\_MakeSearchablePDF**

### **C/C++ Declaration**

```
__stdcall void IO_MakeSearchablePDF(long  
SessionHandle, char* TifFileIn, char*  
XMLFileIn, char* PDFFileOut, char* PDFInfo);
```

### **C# Declaration**

```
void IO_MakeSearchablePDF(int Session, string  
TifFileIn, string XMLFileIn, string  
PDFFileOut, string PDFInfo);
```

### **Visual Basic Declaration**

```
Sub IO_MakeSearchablePDF(ByVal Session As Long,  
ByVal TifFileIn As String, ByVal XMLFileIn As  
String, ByVal PDFFileOut As String, ByVal PDFInfo  
As String)
```

### **Visual Basic .NET Declaration**

```
Sub IO_MakeSearchablePDF(ByVal Session As Integer,  
ByVal TifFileIn As String, ByVal XMLFileIn As  
String, ByVal PDFFileOut As String, ByVal PDFInfo  
As String)
```

### **Delphi Declaration**

```
procedure  
IO_MakeSearchablePDF(SessionHandle: Integer; TifFile
```

---

```
In,XMLFileIn,PDFFileOut,PDFInfo:PAnsiChar);
stdcall;
```

### **Java Declaration**

```
void IO_MakeSearchablePDF(int Session,String
TifFileIn,String XMLFileIn,String
PDFFileOut,String PDFInfo);
```

### **Description**

Make an PDF image adding on its searchable hidden text.

### **Parameters**

*SessionHandle* (in) - the session handle to use  
*XMLFileIn*(in) - the full path of the XML containing text to insert..  
*PDFFileOut*(in) - the full path of the output file name.  
*PDFInfo* (in) - the pdf info

### **Return values**

n/a

## **3.51 IO\_GetScannerStatus**

### **C/C++ Declaration**

```
__stdcall long IO_GetScannerStatus(long
SessionHandle);
```

### **C# Declaration**

```
int IO_GetScannerStatus(int Session);
```

### **Visual Basic Declaration**

```
Function IO_GetScannerStatus(ByVal Session As
Long) As Long
```

### **Visual Basic .NET Declaration**

```
Function IO_GetScannerStatus(ByVal Session As
Integer) As Integer
```

### **Delphi Declaration**

```
function  
IO_GetScannerStatus(SessionHandle:Integer):integer  
; stdcall;
```

### **Java Declaration**

```
int IO_GetScannerStatus(int Session);
```

### **Description**

Test the scanner status. This function is useful when the scanning is asynchronous or if the user interface is not used

### **Parameters**

*SessionHandle* (in) - the session handle to use

### **Return values**

Code of status

- 1 = Pre-Session
- 2 = Source Manager Loaded
- 3 = Source Manager Opened
- 4 = Source Opened
- 5 = Source Enabled
- 6 = Transfer Ready
- 7 = Transferring

## **3.52 IO\_GetScannerName**

### **C/C++ Declaration**

```
__stdcall long IO_GetScannerName(long  
SessionHandle, char* ScannerName);
```

### **C# Declaration**

```
int IO_GetScannerName(int SessionHandle,  
StringBuilder ScannerName);
```

### **Visual Basic Declaration**

```
Function IO_GetScannerName(ByVal Session As  
Integer, ByVal Key As String) As Integer
```

### **Visual Basic .NET Declaration**

```
Function IO_GetScannerName(ByVal Session As Integer, ByVal Key As Stringbuilder) As Integer
```

### **Delphi Declaration**

```
function IO_GetScannerName(SessionHandle:Integer; ScannerName:PAnsiChar):integer; stdcall;
```

### **Java Declaration**

```
int IO_GetScannerName(int SessionHandle, String ScannerName);
```

### **Description**

Get scanner name

### **Parameters**

*SessionHandle* (in) - the session handle to use

*ScannerName* (out)- buffer containing the scanner name

### **Return values**

Return the buffer length

**Sample**

**IV**

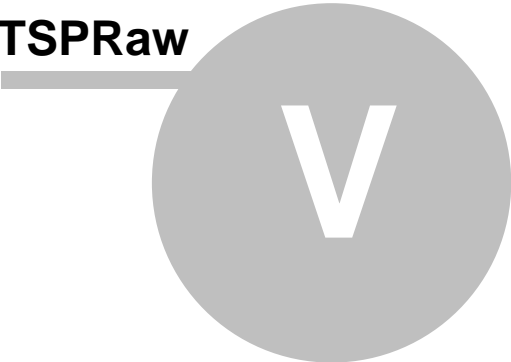
## 4 Sample

### 4.1 Code Sample

This sample load the test.tif file from SDK installation version and copy it to clipboard.

```
#include "stdafx.h"
#include "recoio.c"
int APIENTRY WinMain(HINSTANCE hInstance, HINSTANCE
hPrevInstance, LPSTR lpCmdLine, int nCmdShow)
{
    // Load dynamically the library
    LoadIOLibrary();
    // Init the IO session
    int Session= IO_Init("demo", "demo");
    long hBitmap;
    hBitmap = 0;
    // Load a sample TIF file from disk
    hBitmap =
    IO_LoadTIFImage(Session, ".\\test.tif", 0);
    if (hBitmap > 0)
    {
        // Open the Clipboard
        ::OpenClipboard(NULL);
        // Copy the DIB to the clipboard
        ::SetClipboardData(CF_DIB, (void*)hBitmap);
        // Close the Clipboard
        ::CloseClipboard();
        MessageBox(NULL, "Image copied in clipboard !", "INFO",
        MB_OK);
    }
    // Show an error message
    else MessageBox(NULL, "Unable to load the image", "ERROR",
    MB_OK);
    // Close the session
    IO_Done(Session);
    // Unload the library
    FreeIOLibrary();
    return 0;
}
```

**IO\_ScanImageTSPRaw**





## 5 IO\_ScanImageTSPRaw

### C/C++ Declaration

```
__stdcall long IO_ScanImageTSPRaw(long  
SessionHandle, char* TSPRaw);
```

### C# Declaration

```
int IO_ScanImageTSPRaw(int SessionHandle, string  
TSPRaw);
```

### Visual Basic Declaration

```
Function IO_ScanImageTSPRaw (ByVal Session As  
Long, ByVal TSPRaw As String) As Long
```

### Visual Basic .NET Declaration

```
Function IO_ScanImageTSPRaw(ByVal Session As  
Integer, ByVal TSPRaw As String) As Integer
```

### Delphi Declaration

```
function  
IO_ScanImageTSPRaw(SessionHandle:Integer;TSPRaw:PA  
nsiChar):integer; stdcall;
```

### Java Declaration

```
int IO_ScanImageTSPRaw(int SessionHandle, String  
TSPRaw);
```

### Description

Start the image acquisition using the raw of the parameters.

### Parameters

*SessionHandle* (in) - the session handle to use

*TSPRaw*(in) - the full path of the .tsp file containing the scanning parameters.

### Return values

n/a

Note

Use the carriage return to separate the parameter

## *Annotation*