

TiffMaker90

DLL Version

(For Command-line Version see separate User Guide)

Version 9.10

Informatik Inc

User Guide

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Read This First

The TiffMaker90 files can be found in the C:\Program Files\Informatik Inc\TiffMaker90 folder.

TiffMaker90 requires Microsoft .NET Framework 2.0 or later.

Please contact Technical Support if you require a StrongName compiled version of the TiffMaker90.

Demo Version, Licensed Version

You may use the Demo Version for 30 days only. After 30 days, the TiffMaker90 software must be uninstalled or a license must be purchased. The demo version displays a Demo message and annotates output documents with a 'DEMO' notation. Use the Demo version only for testing.

For licensed versions, enter the **Registration Code** (license code) in the _RegistrationCode property. The license code will be given to you when you purchase the license. The license code must be kept confidential; never distribute the license code with your application. Please read the Registration Code section below.

Commandline Version

For the command-line version of TiffDLL90 please see separate user guide. The command-line version uses the **TM90CMD.EXE**; for the DLL version you can ignore that file.

First Project

To use TiffMaker90 in your project, use these simple steps:

- Copy the **TiffMaker90.dll** file and the **Tifftek32.dll** file to your project folder (typically the Bin folder, or the folder where your project's executable is located).
- In your project window, go to Project -> Add Reference. Browse to and select the TiffMaker90.dll file.
- In your project declare the TiffMaker90 as an object, for example with code like

- ```
TiffMaker myobj = new TiffMaker90.TiffMaker(); (for C#)
or
Dim myobj As New TiffMaker90.TiffMaker. (for VB.NET)
```

- Optionally add the placeholder notation at the top of your project with

```
Using TiffMaker90; for C#
or
Imports TiffMaker90 for VB.NET
```

- When deploying your application, don't forget to include the TiffMaker90.dll and the Tifftek32.dll files.

## How to Use TiffMaker90

The syntax of TiffMaker90 is very simple but you may see it as somewhat atypical. You specify each property (argument) in a separate code line. The source file, the destination file, the graphics format, the image size, etc, each is a property (argument). Then, when all properties are defined, you add the 'Run' function to your code. The Run function does not itself have arguments, as each argument has been given in separate code lines. The OpenFile and the SaveFile properties are mandatory; all other properties are optional.

### Step by Step:

Before you start, make sure that you have the **TiffMaker90.dll** file and the **Tifftek32.dll** file in the folder from which the application will be run; in development mode this typically would be the Bin folder.

- Specify the source and the destination file with `_File_Input` and `_File_Output`. The source file is the text file that you wish to convert; the destination file is the graphics

output file, typically a TIFF file. Add code lines for other specifications, if different from the defaults. Add the Run() command.

- Each commandline starts with the object, for example myobj.\_File\_Input.
- Each code line is for a single property setting. Add as many code lines as necessary. Most properties have a default and need not be set.
- Each commandline ends with an equal sign (=) and the property value.
- Never use brackets (exception to the rule is the Run command where the system automatically adds brackets at the end of the command).
- After specifying all the properties, end the code with the Run() command.
- Always check for returned error codes. The Run() returns zero (0) on success or an error code. For Error Codes see listing below.

When you deploy the application you must include the TiffMaker90.dll file and the Tifftek32.dll file.

Note: The source text will be automatically wrapped, per the line width specifications. Wrapping will not be done if the line is a tabular formation.

# Sample Code

## Simple code, using default settings:

### C# Code

```
TIFFMaker90.TiffMaker myobj = new TIFFTiffmaker90.TiffTiffMaker();
myobj._File_Input = "C:\somedir\somefile.txt";
myobj._File_Output = "C:\somedir\somefile.tif";
myobj._RegistrationCode="";
int result = myobj.Run();
if (result == 0)
{
 MessageBox.Show("Done");
}
else
{
 MessageBox.Show("Error " + result);
}
```

### VB.NET Codes

```
Dim myobj As New TiffMaker90.TiffMaker
myobj._File_Input = "C:\somedir\somefile.txt"
myobj._File_Output = "C:\somedir\somefile.tif"
myobj._RegistrationCode=""
Dim result As Integer = myobj.Run()
If result = 0 Then
 MessageBox.Show("Done")
Else
 MessageBox.Show("Error " & result)
End If
```

## Sample using an existing file as the canvas:

```
Dim myobj As New TiffMaker90.TiffMaker
myobj._File_Input = "C:\somedir\somefile.txt"
myobj._File_Output = "C:\somedir\somefile.tif"
myobj._CanvasFileName="C:\somedir\blankpage.tif"
myobj._RegistrationCode=""
Dim result As Integer = myobj.Run()
If result = 0 Then
 MessageBox.Show("Done")
Else
 MessageBox.Show("Error " & result)
End If
```

More expansive sample:

```
Dim myobj As New TiffMaker90.TiffMaker
myobj._File_Input = "C:\somedir\somefile.txt"
myobj._File_Output = "C:\somedir\somefile.tif"
myobj._PageSize_Width = 8.5
myobj._PageSize_Heighth = 14
myobj._PageMargins_Left=0.5
myobj._PageMargins_Top=0.5
myobj._PageMargins_Right=0.5
myobj._PageMargins_Bottom=0.5
myobj._Resolution=300
myobj._TIFFcompression=4
myobj._RegistrationCode=""
Dim result As Integer = myobj.Run()
If result = 0 Then
 MessageBox.Show("Done")
Else
 MessageBox.Show("Error " & result)
End If
```

Other properties that can be used:

```
_FontName As String
_FontSize As Double
_PageBreakstring
_LinesPerPage
_OverwriteWithoutWarning
_Serialize
(See details below)
```

## Functions

The available properties with default settings are:  
Measurement values are in Inches (1 Inch = 2.54 Centimeter)  
For detailed description see sections below.

- `_File_Input` As String = ""
- `_File_Output` As String = ""
- `_CanvasFileName` As String = ""
- `_PageSize_Width` As Double = 8.5
- `_PageSize_Height` As Double = 11
- `_PageMargins_Left` As Double = 0.5
- `_PageMargins_Top` As Double = 0.5
- `_PageMargins_Right` As Double = 0.5
- `_PageMargins_Bottom` As Double = 0.5
- `_Resolution` As Integer = 200
- `_TIFFcompression` As TiffCompression (Integer)
- `_FontName` As String = "Arial"
- `_FontSize` As Double = 10.5
- `_PageBreakstring` As String = Chr(12)
- `_LinesPerPage` As Integer = 999
- `_OverwriteWithoutWarning` As Boolean = False
- `_Serialize` As String = ""
- `_RegistrationCode` As String = ""

### **\_File\_Input**

Mandatory. The `_File_Input` is the text file that you want to convert to a graphics file. The text must be plain ASCII text.

The source text will be automatically wrapped, per the line width specifications. Wrapping will not be done if the line is a tabular formation.

### **\_File\_Output**

Mandatory. The `_File_Output` must be a file name with a compatible graphics extension: `.tif`, `.bmp`, `.gif`, `.png`, `.jpg` (but not `.pdf`). If the extension is of a non-compatible format, a TIFF file is created.

TIFF supports multipage files. If the output consists of several pages and the output format is TIFF, then by default a multi-page file is created. If the output format is not TIFF, then

individual files are created for each page and the files are renamed with a numeric suffix, starting with 00001. See `_Serialize` section below.

### **`_CanvasFileName`**

The `_CanvasFileName` is optional. The system uses the specified canvas file as the background of the output file. The canvas can be blank or can be an image. The canvas file graphics can be of any compatible format (TIFF, PNG, GIF, BMP, JPG, but not PDF). The size and resolution of the canvas file will be applied to the output file, regardless of any other set properties. The graphics format of the canvas file will be applied to the output file if `Tiffcompression` is set to 0 ('Auto'). If a canvas file is not specified, the system uses the specified or default page size and resolution properties

### **`_PageSize_...`**

`_PageSize_Width` and `_PageSize_Height` are the width and height of the output file in Inches. One Inch equals 2.54 Centimeters. If not specified the default values are used (8.5 and 11 Inches). `_PageSize` is ignored if `_CanvasFileName` is specified as output file will inherit the size of the canvas.

### **`_PageMargin_...`**

`_PageMargin_Left`, `_PageMargin_Top`, `_PageMargin_Right` and `_PageMargin_Bottom` are the margins of the output file in Inches. One Inch equals 2.54 Centimeters. If not specified the default values are used (0.5 Inches).

### **`_Resolution`**

`_Resolution` is the horizontal and vertical resolution of the output file (Pixels-per-Inch). If not specified the default value is used (200). `_Resolution` is ignored if `_CanvasFileName` is specified as output file will inherit the resolution of the canvas.

### **`_Tiffcompression`**

`_Tiffcompression` is used to specify the compression mode for TIFF output files.

If you are not specifying a canvas file, the output files will be monochrome (1-bit). The default is CCITT4 (Tiff Group 4).

If you are specifying a TIFF canvas file, the output TIFF file will use the TIFF compression of the canvas file, unless a different compressio is specified. If the canvas file is not a TIFF, the system will pick the best TIFF compression for the color depth of the canvas file.

Tiff Compressions:

Auto = 0 (Unspecified)  
CCITT4 = 4  
CCITT3 = 3  
LZW = 1  
JPEGTIFF = 7  
CCITT4SingleStrip = 41  
CCITT4Fillorder2 = 42  
CCITT4SingleStripFillorder2 = 43  
CCITT3SingleStrip = 31  
CCITT3Fillorder2 = 32  
CCITT3SingleStripFillorder2 = 33

CCITT3 and CCITT4 are for monochrome files only. LZW can be monochrome or color. JPEGTIFF is an excellent compression for photo-type images (for example where you have a photo image as the canvas background); however not all viewers support LZWTIFF formats.

### **\_FontName**

Specify the desired font name for the converted text. If not specified, the system uses 'Arial'.

### **\_FontSize**

Specify the desired font size for the converted text. If not specified, the system uses a font size 12.

### **\_PageBreakstring**

You can specify your own page-break character. If not specified the code is the standard Windows pagebreak character (ASCII 12). Note that the page-break character must be on a separate line.

## ***\_LinesPerPage***

You can specify the number of lines that should be placed per page. If not specified, the value is 'unlimited', i.e. the page will break when the text line reaches the bottom of the page, subject to given margins and page-breaks in the text.

## ***\_OverwriteWithoutWarning***

By default, you get a warning (error message) if you try to save the output to an existing file. If you want to overwrite the file without warning, set the `_OverwriteWithoutWarning` to True, for example `_OverwriteWithoutWarning=True`.

## ***\_Serialize***

TIFF supports multipage files. If the output consists of several pages and the output format is TIFF, then by default a multi-page file is created. If the output format is not TIFF, then individual files are created for each page and the files are renamed with a numeric suffix, starting with 00001.

If you like TIFF files also to be serialized (separate files for each page), you must specify the `_Serialize` property with the starting number of the suffix, including zero-fills, for example: `_Serialize="00001"`. Note, the value must be in quotes.

For output other than TIFF, if you like the suffix to be other than the default '00001' then also set the `_Serialize` property.

## ***\_RegistrationCode***

For the demo version, leave this property blank. For licensed versions, enter the 24-character license code. The string must be in quotes.

## **Error codes**

Make sure that the `Tifftek32.dll` file is in the correct folder.

- 91 Input file not specified
- 92 Outputfile not specified
- 93 Output file already exists. No overwrite specified.
- 96 Specified canvas file does not exist

97 Invalid serialization suffix.  
101 Cannot open text file  
102 Cannot read part of text file  
103 Error API  
104 "Error writing lines.  
111 Cannot open canvas file  
121 Error saving file  
122 PDF output is not supported  
199 =Incorrect license code. Demo version.

## **Error Log**

Errors are posted to error files in the c:\program files\[User]/ApplicationData/Tiffmaker90 folder.

## **Distribution / Deployment**

When deploying the application, ensure that the following files are included:

1. TiffMaker90.dll
2. Tifftek32.dll

Do NOT distribute these User Guides.

Do not disclose Registration Codes.

Advise the end user that Microsoft .NET Framework 2.0 or higher is required.

## **Technical Support**

For technical support contact information, please go to [www.informatik.com](http://www.informatik.com)

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