



Black Ice Software

# August Developer Newsletter

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## New Watermark Feature in the Printer Drivers

The Black Ice Printer Drivers already have the ability to add watermarks to printed images, but now this feature has become more flexible. You can select a watermark image for the first printed page, and another watermark image for all other pages. So you can now use a “cover” watermark image. This feature can be specified on the Printing Preferences dialog.

(See Figure 1)

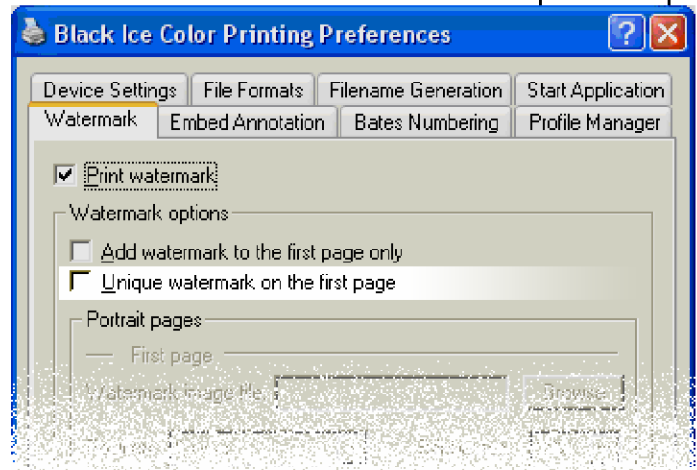
If you check the “Unique watermark on the first page” checkbox, you can specify the

watermark image for the first page. You have to specify the path and name of the watermark image to be used, and you can select an image for landscape pages and for portrait pages.

You can also specify the position and the brightness of the watermark.

*(Continued on page 2)*

Figure 1



## New Barcode Binary Samples

There are new Barcode Data Matrix and PDF-417 Binary samples written in C#, J#, VB.NET 2005, Delphi 5.0 and Visual Basic

6.0. The Binary Write samples can encode any binary data (for example: an .exe file, an image file, etc.) into Data Matrix and PDF-

417 Barcodes. The Binary Read samples can decode Data Matrix and PDF-417 Barcodes and save the result into a file as binary data.

Color and ColorPlus  
Printer Drivers

(Continued from page 1)

New functions are available in the BlackIceDEVMODE dynamic link library and ActiveX control for setting the new watermark feature programmatically. The new watermark settings are stored in the registry under HKEY\_CURRENT\_USER, so the size of the Black Ice devmode has not been increased.

You have complete control of the settings for the watermark that generates on the first page. The functions that manipulate the settings are stored in the registry.

The new functions names in the BlackIceDEVMODE.dll:

*IsWatermarkUniqueFirstPageEnabled*  
*EnableWatermarkUniqueFirstPage*  
*DisableWatermarkUniqueFirstPage*  
*SetWatermarkFirstImageFile*  
*GetWatermarkFirstImageFile*  
*GetWatermarkFirstImageBrightness*  
*SetWatermarkFirstImageBrightness*  
*GetWatermarkFirstImagePosition*  
*SetWatermarkFirstImagePosition*

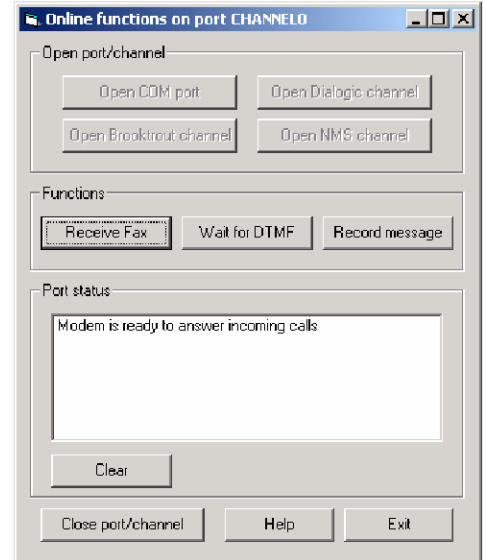
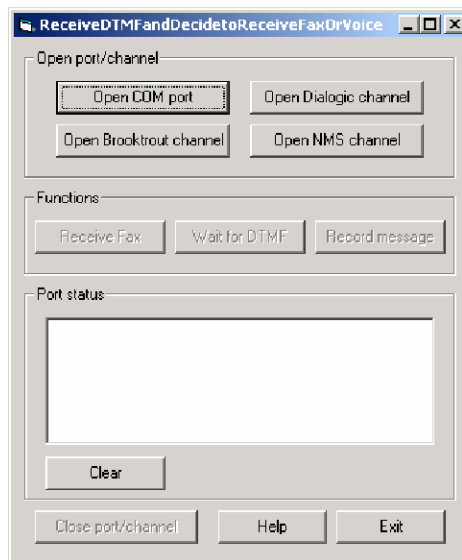
The new method names in the BlackIceDEVMODE.ocx:

*IsWmUniqueFirstPageEnabled*  
*EnableWmUniqueFirstPage*  
*DisableWmUniqueFirstPage*  
*SetWmFirstImageFile*  
*GetWmFirstImageFile*  
*GetWmFirstImageBrightness*  
*SetWmFirstImageBrightness*  
*GetWmFirstImagePosition*  
*SetWmFirstImagePosition*

## New Fax/Voice C++ Samples

There are new *ReceiveDTMFandDecideToReceiveFaxOrVoice* samples written in C++ and Visual Basic 6.0. The samples can receive DTMF digits and faxes and can record voice messages using Dialogic, Brooktrout, NMS cards or voice modems. It can automatically save the received faxes and voice messages.

Also, All the Visual C++ 6.0, Visual C# OCX and VB.NET OCX Fax/Voice sample source codes are now converted to Visual Studio 2005.



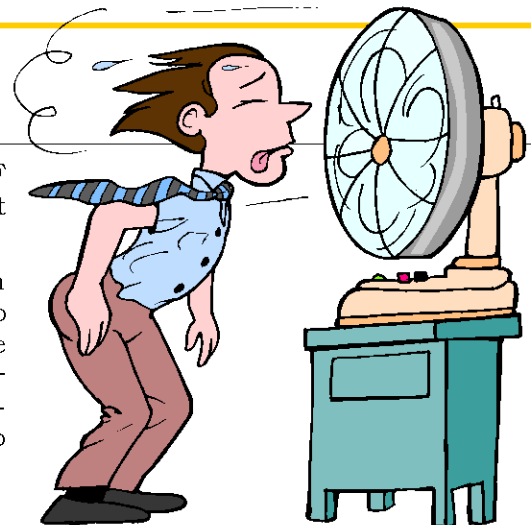
## New Brooktrout feature in Voice C++

The Voice C++ SDK can now handle Brooktrout TR1000 series cards. So the Voice C++ user can:

- Dial, answer, play, and record voice messages.
- Generate and detect tones in voice mode.
- Send and receive faxes in fax mode.

- Send and Receive DTMF digits with a Brooktrout TR1034.

There are new samples in the Voice C++ toolkit to demonstrate some of these features. Also, all Voice C++ samples have been converted to Visual Studio 2005.



# Zooming Techniques in the Document Imaging SDK

There are several possibilities in the Document Imaging SDK for zooming images:

- Zoom property
- ZoomArea method
- SelectImageArea property

## Usage of the Zoom Property

The Zoom property is available in the BiDisp.ocx control. If you set this property to TRUE you enter a zoom mode. In the zoom mode you can select the zooming area with the mouse. In this case user interaction starts the zooming. You can zoom in and zoom out of the image while in zoom mode.

```
BiDisp.Zoom = True
```

## Usage of the ZoomArea Method

The BiDisp.ocx also contains this method. The ZoomArea method zooms the image programatically. The zooming area is given as parameters of the ZoomArea method. You have to specify the left, top, bottom, and right coordinates of the zooming rectangle. These coordinates are given in client coordinates.

```
BiDisp.ZoomArea Left, Top, Right, Bottom
```

## Usage of the SelectImageArea Property

This property is also a part of the BiDisp.ocx control. If this property is TRUE, you can select an area on the image using the mouse. If you select a rectangle and release the mouse button, 2 events will be

raised: SelectClientArea and SelectImgArea. The SelectClientArea event gives the coordinates of the selected rectangle in clients coordinates. The SelectImgArea event gives the coordinates of the selected rectangle in image coordinates. So if you want to combine the SelectImageArea property with the ZoomArea method, you should use the SelectClientArea event, because the ZoomArea method requires the parameters in client coordinates.

```
Private Sub BiDisp_SelectClientArea(ByVal  
Left As Long, ByVal Top As Long, ByVal  
Right As Long, ByVal Bottom As Long)  
  
    BiDisp.ZoomArea Left, Top, Right, Bottom  
  
End Sub
```

*The **ZoomArea** method is similar to the **Zoom** property, the only difference is the **ZoomArea** method zooms an area without user interaction.*

*When using the **Zoom** property, the user has to select an area with mouse to zoom. When using the **ZoomArea** method, the coordinates of the area to zoom must be passed as parameters. The coordinates are relative to the upper-left corner of the window.*

