



# Software License Agreement

**HTML to DOCX Converter**

**For .NET**

Version 7

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## Getting Started

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

### In This Chapter

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## Files

The package contains the HDN.DLL, tesn24.dll and hsn19.dll files necessary to incorporate this product into your application.

The package also includes a set of files to construct a demo program. The demo program shows by example the process of linking the DLL to your program.

### **DLL Demo Files:**

The following demo files are included in the c\_demo.zip file.

|                 |                                       |
|-----------------|---------------------------------------|
| demo.cs         | Source code for the demo program      |
| demo.exe        | Executable demo program               |
| demo.csproj     | The project file to compile the demo. |
| AssemblyInfo.cs | Assembly information file             |

### **Visual Basic Interface and Demo Files:**

|                   |   |
|-------------------|---|
| Form1.vb          | vb source file                                      |
| dmo_vbn.vbproject | The project file for the visual basic demo program. |
| AssemblyInfo.vb   | Assembly information file for the demo program.     |



## License Key

*Your License Key and License number are e-mailed to you after your order is processed.* You would set the license information using the `HdsSetLicenseInfo` static function. This should be preferably done before creating the `Hdn` object to avoid pop-up nag screens.

```
int HdsSetLicenseInfo(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=Hdn.HdsSetLicenseInfo("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:** *HdsSetLicenseInfo* method should be called only once at the beginning of your application. Calling this method for each conversion would degrade the conversion performance.



## Sample Conversion Code

Please ensure that HDN.DLL, tesn24.dll and hsn19.dll files are available in the project directory. Set the reference for HDN.DLL in your project. The tesn24.dll and hsn19.dll files are referenced indirectly by HDN.DLL.

Now set the namespace for the product:

```
using SubSystems.HD;           // C# example

Imports SubSystems.HD         ' VB Example
```

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

```
Hdn.HdsSetLicenseInfo("xxxxx-yyyyy-zzzzz","srabnnnnn-n","My company name")
```

```
Hdn hd = new Hdn() // C# example
```

```
dim hd as Hdn      ' VB example
```

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

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

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

```
hd.HdsConvehtMllile("test.htm","test.docx")
```

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

```
byte[] DocxData
```

```
DocxData= hd.HdsConvertBuffer(HtmlString)
```

```
hd.HdsWriteToFile("test.docx",DocxData)
```





## Control Methods

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

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

### In This Chapter

[HdsConvertBuffer](#)

[HdsConvertFile](#)

[HdsGetLastMessage](#)

[HdsResetLastMessage](#)

[HdsSetFlags](#)

[HdsWriteToFile](#)





## HdsConvertBuffer

**Convert html to docx using text string.**

```
byte[] HdsConvertBuffer(InString)
```

```
String InString;           // Input string containing HTML 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 HdsWriteToFile method.

A null return values indicates an error.

**Examples:**

**Convert an HTML string to a DOCX byte array:**

```
byte[] DocxData
```

```
DocxData = hd.HdsConvertBuffer(HtmlString)
```



## HdsConvertFile

**Convert html to docx using disk files.**

```
bool HdsConvertFile(InFile, OutFile)
```

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

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

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

**Examples:**

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

```
hd.HdsConvertFile("test.htm", "test.docx")
```



## HdsGetLastMessage

**Get the last message.**

```
int HdsGetLastMessage(HdsMessage, DebugMessage);
```

```
string HdsMessage;           // 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 HDFLAG\_RETURN\_MSG\_ID flag. This flag is set using the HdsSetFlags method.



## HdsResetLastMessage

Reset the last editor message.

```
bool HdsResetLastMessage()
```

**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

[HdsGetLastMessage](#)

[HdsSetFlags](#)



## HdsSetFlags

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

```
int HdsSetFlags(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 HdsGetLastMessage 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.



## HdsWriteToFile

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

```
bool HdsWriteToFile(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 suppress the display of any dialog and message boxes.

### **ProjectFolder**

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