



# Software License Agreement

**DOC to HTML Converter**

**For .NET**

Version 10

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## Getting Started

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

### In This Chapter

[Files](#)

[License Key](#)

[Sample Conversion Code](#)



## Files

The package contains the WHN.DLL, tesn25.dll, wrs9.dll, wrw9.dll and hsn20.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 `WhsSetLicenseInfo` static function. This should be preferably done before creating the `Whn` object to avoid pop-up nag screens.

```
int WhsSetLicenseInfo(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=Whn.WhsSetLicenseInfo("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:** *WhsSetLicenseInfo* 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 WHN.DLL, tesn25.dll, and hsn20.dll files are available in the project directory. The wrs9.dll and wrw9.dll file should be copied to Windows' system32 folder, or any other folder available in the 'path' setting. Set the reference for WHN.DLL in your project. The remaining dlls are referenced indirectly by WHN.DLL.

Now set namespace for the product:

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

Imports SubSystems.WH ' VB Example
```

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

```
Whn.WhsSetLicenseInfo("xxxxx-yyyyy-zzzzz","srabnnnnn-n","my company name")
```

```
Whn wh = new Whn() // C# example

dim dh as Whn ' VB example

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

Now use one of the following calls to convert from DOC or DOCX to HTML format:

### 1. Convert an DOC file to an HTML file.

```
wh.WhsConvertFile("test.doc","test.htm")
```

### 2. Convert an DOC byte array to an HTML string

*VB Example:*

```
Dim DocBytes() As Byte

Dim HtmlString As String
```

```
DocBytes = wh.WhsFileToBytes("test.doc")
```

```
If (InData.Length > 0) Then
```

```
    HtmlString = wh.WhsConvertBuffer(DocBytes)
```

```
End If
```

*C# Example:*

```
byte[] DocBytes=null;
```

```
string HtmlString;
```

```
if ((DocBytes=wh.WhsFileToBytes("test.doc"))!=null) {
```

```
    HtmlString=wh.WhsConvertBuffer(DocBytes);
```

```
}
```



## Control Methods

These methods allow you to convert between html and doc formats. Please set the namespace for the Whn class before using these methods:

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

### In This Chapter

[WhsConvertBuffer](#)

[WhsConvertFile](#)

[WhsFileToBytes](#)

[WhsGetLastMessage](#)

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## WhsConvertBuffer

**Convert DOC to HTML using text string.**

String WhsConvertBuffer(DocBytes)

byte[] DocBytes; // Raw byte array containing the doc data.

**Return value:** This function returns a string containing the converted html documented.

A null return values indicates an error.

### Examples:

*VB Example:*

```
Dim DocBytes() As Byte

Dim HtmlString As String

DocBytes = wh.WhsFileToBytes("test.doc")

If (InData.Length > 0) Then
    HtmlString = wh.WhsConvertBuffer(DocBytes)
End If
```

*C# Example:*

```
byte[] DocBytes=null;

string HtmlString;

if ((DocBytes=wh.WhsFileToBytes("test.doc"))!=null) {
    HtmlString=wh.WhsConvertBuffer(DocBytes);
}
```





## WhsConvertFile

**Convert DOC to HTML using disk files.**

```
bool WhsConvertFile(InFile, OutFile, XlateType)
```

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

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

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

**Examples:**

```
wh.WhsConvertFile("test.doc", "test.htm")
```



## WhsFileToBytes

**Read a doc file into a byte array.**

```
byte[] WhsFileToBytes(DocFile)
```

```
String DocFile;           // Input doc file name.
```

**Return value:** This function returns a byte array from the given file. This method can be used to obtain the byte array to supply to the WhsConvertBuffer method.

A null return values indicates an error.

```
Dim DocBytes() As Byte

Dim HtmlString As String

DocBytes = wh.WhsFileToBytes("test.doc")

If (InData.Length > 0) Then

    HtmlString = wh.WhsConvertBuffer(DocBytes)

End If
```



## WhsGetLastMessage

**Get the last message.**

```
int WhsGetLastMessage(WhsMessage, DebugMessage);  
  
string WhsMessage;           // 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 WHFLAG\_RETURN\_MSG\_ID flag. This flag is set using the WhsSetFlags method.



## WhsGetPictCount

**Return total number of pictures found during conversion.**

```
int WhsGetPictCount()
```

**Description:** This function is called after converting a file to get the number of pictures encountered during conversion. The picture names can be retrieved by using the WhsGetPictName function.

**Return Value:** When converting from DOC to html format, this method returns the number of picture files referenced in the output html file.



## WhsGetPictName

**Return name of the picture file found during conversion.**

```
string WhsGetPictName(idx)
```

int idx;

The index of the picture file. The index value must be between 0 and (Total pictures - 1). The total picture count can be retrieved using the WhsGetPictCount function.

**Description:** This function is called after converting a file to get the individual picture file name or picture url.

**Return Value:** This function returns a picture file name or picture file url.



## WhsResetLastMessage

**Reset the last editor message.**

bool WhsResetLastMessage()

**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

[WhsGetLastMessage](#)

[WhsSetFlags](#)





## WhsSetFlags

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

```
int WhsSetFlags(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:
```

WHFLAG_RETURN_MSG_ID	Do not display the error messages. Save the error code to be later retrieved using the WhsGetLastMessage function.
WHFLAG_SEGMENT_ONLY	Do not include html header and body tags. Generate just html segment.
WHFLAG_LIST_TO_TEXT	Convert document lists to text numbers in html output.
WHFLAG_NO_SPAN_TAG	Do not write the 'span' tag to html output.
WHFLAG_NO_FONT	Do not write the 'font' tag to html output.
WHFLAG_FLASH_SUPPORT	Write html tags to support Flash.
WHFLAG_XLATE_SINGLE_QUOTE	Write single quote character as &#39; to html output.

**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.



## Control Properties

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.

### **WebFolder**

The folder where the embedded pictures in doc input are to be stored during the conversion.

### **SrcTagFolder**

The folder name to add to the 'src' tag file name while saving embedded pictures in document during the converting.

### **PictureNamePrefix**

The prefix string to use to build the picture file name during the conversion. The default prefix string is 'HTS\_'.