



Software License Agreement

HTML - RTF Converter

For .NET

Version 14

2004-2018

ALL RIGHTS RESERVED BY

SUB SYSTEMS, INC.

1221 New Meister Lane, #2712

Pflugerville, TX 78660

512-733-2525

Software License Agreement

The Software is protected by copyright laws and international copyright treaties, as well as other intellectual property laws and treaties. The Software is licensed, not sold. This LICENSE AGREEMENT grants you the following rights:

- A. This product is licensed per developer basis only. Each developer working with this package needs to purchase a separate license.
- B. The purchaser has the right to modify and link the DLL functions into their application. Such an application is free of distribution royalties with these conditions: the target application is not a stand-alone HTML to/from RTF Converter; the target application uses this product for one operating system platform only; and the source code (or part) of the editor is not distributed in any form.
- C. The DESKTOP LICENSE allows for the desktop application development. Your desktop application using this product can be distributed royalty-free. Each desktop license allows one developer to use this product on up to two development computers. A developer must purchase additional licenses to use the product on more than two development computers.
- D. The SERVER LICENSE allows for the server application development. The server licenses must be purchased separately when using this product in a server application. Additionally, the product is licensed per developer basis. Only an UNLIMITED SERVER LICENSE allows for royalty-free distribution of your server applications using this product.
- E. ENTERPRISE LICENSE: The large corporations with revenue more than \$50 million and large government entities must purchase an Enterprise License. An Enterprise license is also applicable if any target customer of your product using the Software have revenue more than \$500 million. Please contact us at info@subsystems.com for a quote for an Enterprise License.
- F. Your license rights under this LICENSE AGREEMENT are non-exclusive. All rights not expressly granted herein are reserved by Licensor.
- G. You may not sell, transfer or convey the software license to any third party without Licensor's prior express written consent.

This software is designed keeping the safety and the reliability concerns as the main

considerations. Every effort has been made to make the product reliable and error free. However, Sub Systems, Inc. makes no warranties against any damage, direct or indirect, resulting from the use of the software or the manual and can not be held responsible for the same. The product is provided 'as is' without warranty of any kind, either expressed or implied, including but not limited to the implied warranties of suitability for a particular purpose. The buyer assumes the entire risk of any damage caused by this software. In no event shall Sub Systems, Inc. be liable for damage of any kind, loss of data, loss of profits, interruption of business or other financial losses arising directly or indirectly from the use of this product. Any liability of Sub Systems will be exclusively limited to refund of purchase price.

Sub Systems, Inc. offers a 30 day money back guarantee with the product. Must call for an RMA number before returning the product.



Getting Started

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

In This Chapter

[Files](#)

[License Key](#)

[Sample Conversion Code](#)



Files

The package contains the HRN.DLL, TESN25.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 HrsSetLicenseInfo static function. This should be preferably done before creating the Hrn object to avoid pop-up nag screens.

```
int HrsSetLicenseInfo(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=Hrnn.HrsSetLicenseInfo("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: *HrsSetLicenseInfo 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 HRN.DLL, TESN25.DLL, and HSN20.DLL files are available in the project directory. Set the reference for HRN.DLL in your project. The TESN25.DLL and HSN20.DLL are referenced indirectly by HRN.DLL.

Now set namespace for the product:

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

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

```
Hrn.HrsSetLicenseInfo("xxxxx-yyyyy-zzzzz","srabnnnnn-n","Your Company Name")
```

```
Hrn hr = new Hrn() // C# example
```

```
dim hr as Hrn ' VB example
```

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

Now use one of the following calls to convert between HTML and RTF formats:

1. Convert an HTML file to an RTF file.

```
hr.HrsConvertFile("test.htm","test.rtf",  
Hrn.XLATE_HTML_TO_RTF)
```

2. Convert an RTF file to an HTML file.

```
hr.HrsConvertFile("test.rtf","test.htm",  
Hrn.XLATE_RTF_TO_HTML)
```

3. Convert an HTML string to an RTF string

```
Dim RtfString as string
```

```
RtfString = hr.HrsConvertBuffer(HtmlString,  
                                Hrn.XLATE_HTML_TO_RTF)
```

4. Convert an RTF string to an HTML string

```
Dim HtmlString as string
```

```
HtmlString= hr.HrsConvertBuffer(RtfString,  
                                Hrn.XLATE_RTF_TO_HTML)
```



Control Methods

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

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

Imports SubSystems.HR         ' VB Example
```

In This Chapter

[HrsConvertBuffer](#)

[HrsConvertFile](#)

[HrsGetLastMessage](#)

[HrsGetPictCount](#)

[HrsGetPictName](#)

[HrsResetLastMessage](#)

[HrsSetFlags](#)

[HrsSetHdrFtrText](#)

[HrsSetPageMargin](#)

[HrsSetPaperOrient](#)

[HrsSetPaperSize](#)



HrsConvertBuffer

Convert html to/from rtf using text string.

```
String HrsConvertBuffer(InString, XlateType)
```

```
String InString;           // Input string containing HTML or RTF document.
```

```
int XlateType;            // Translation type
```

```
    XLATE_HTML_TO_RTF    HTML to RTF conversion. The input-string must  
                        contain an HTML document.
```

```
    XLATE_RTF_TO_HTML    RTF to HTML conversion. The input-string must  
                        contain an RTF document.
```

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

A null return values indicates an error.

Examples:

Convert an HTML string to an RTF string

```
Dim RtfString as string
```

```
RtfString = hr.HrsConvertBuffer(HtmlString,  
                                Hrn.XLATE_HTML_TO_RTF)
```

Convert an RTF string to an HTML string

```
Dim HtmlString as string
```

```
HtmlString= hr.HrsConvertBuffer(RtfString,  
                                Hrn.XLATE_RTF_TO_HTML)
```



HrsConvertFile

Convert html to/from rtf using disk files.

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

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

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

```
int XlateType;         // Translation type
```

```
    XLATE_HTML_TO_RTF    HTML to RTF conversion. The input-file must  
                        contain an HTML document.
```

```
    XLATE_RTF_TO_HTML    RTF to HTML conversion. The input-file must  
                        contain an RTF document.
```

Return value: This function returns TRUE when successful.

Examples:

1. Convert an HTML file to an RTF file.

```
hr.HrsConvertFile("test.htm", "test.rtf",  
                  Hrn.XLATE_HTML_TO_RTF)
```

2. Convert an RTF file to an HTML file.

```
hr.HrsConvertFile("test.rtf", "test.htm",  
                  Hrn.XLATE_RTF_TO_HTML)
```



HrsGetLastMessage

Get the last message.

```
int HrsGetLastMessage(HrsMessage, DebugMessage);
```

```
string HrsMessage;           // 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 HRFLAG_RETURN_MSG_ID flag. This flag is set using the HrsSetFlags method.



HrsGetPictCount

Return total number of pictures found during conversion.

```
int HrsGetPictCount()
```

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 HrsGetPictName function.

Return Value: When converting from rtf to html formats, it returns the number of picture files referenced in the output html file. When converting from html to rtf format, the function returns the number pictures found in the input html file.



HrsGetPictName

Return name of the picture file found during conversion.

```
string HrsGetPictName(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 HrsGetPictCount 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.



HrsResetLastMessage

Reset the last editor message.

```
bool HrsResetLastMessage()
```

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

[HrsGetLastMessage](#)

[HrsSetFlags](#)



HrsSetFlags

Set certain flags or retrieve the values of the flags.

```
int HrsSetFlags(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:
```

HRFLAG_RETURN_MSG_ID	Do not display the error messages. Save the error code to be later retrieved using the HrsGetLastMessage function.
HRFLAG_SEGMENT_ONLY	Do not include html header and body tags. Generate just html segment.
HRFLAG_EMBED_PICTURE	Embed the pictures into the output RTF file (instead of inserting picture links).
HRFLAG_LIST_TO_TEXT	Convert rtf lists to text numbers in html output.
HRFLAG_NO_SPAN_TAG	Do not write the 'span' tag to html output.
HRFLAG_NO_FONT	Do not write the 'font' tag to html output.
HRFLAG_FLASH_SUPPORT	Write html tags to support Flash.
HRFLAG_XLATE_SINGLE_QUOTE	Write single quote character as ' 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.



HrsSetHdrFtrText

Set header or footer text when converting from html to rtf.

```
bool HrsSetHdrFtrText(HdrFtrType, TextType, text)
```

int HdrFtrType;	Select header or footer to set:
HR_FIRST_HDR	Header text to print on the first page.
HR_FIRST_FTR	Footer text to print on the first page..
HR_HDR	Regular header for all pages. When the first page header is also set, then the regular header text is printed on all pages except the first page.
HR_FTR	Regular footer for all pages. When the first page footer is also set, then the regular footer text is printed on all pages except the first page.

int TextType;	Text type:
HRTYPE_TEXT	Plain text.
HRTYPE_RTF	RTF text.
HRTYPE_HTML	HTML text

string text; Header or footer text. The header/footer text must be specified as plain text or RTF text depending upon the value passed for the 'TextType' parameter.

Comment: The function should be called before calling the conversion functions to set the header or footer text. You can call this function multiple times to set various types of header or footer.

Return value: This function returns TRUE when successful.

Examples:

```
hpn.HrsSetHdrFtrText(Hrn.HR_FIRST_HDR, Hrn.HRTYPE_TEXT,
    "This is first page header.")
hpn.HrsSetHdrFtrText(Hrn.HR_FIRST_FTR, Hrn.HRTYPE_TEXT,
    "This is first page footer.")
hpn.HrsSetHdrFtrText(Hrn.HR_HDR, Hrn.HRTYPE_TEXT,
```



```
"This is regular page header.")
hpn.HrsSetHdrFtrText(Hrn.HR_FTR, Hrn.HRTYPE_RTF,
"{\rtf1 \qc Page: {\field{\fldinst PAGE}
{\fldrslt 12}} of {\field{\fldinst
NUMPAGES}{\fldrslt 12}} \par}" )
' rtf example to insert page: n of m footer
```



HrsSetPageMargin

Set the page margins for RTF output.

```
bool HrsSetPageMargin(left, right, top, bottom)
```

int left; Left margin in twip units (1440 twips = 1 inch)

int right; Right margin in twip units

int top; Top margin in twip units

int bottom Bottom margin in twip units

Return Value: The function returns TRUE when successful.

Comment: This function is used to override the default page margins when converting an HTML document to the RTF format. This function should be called before calling the HrsConvertFile or HrsConvertBuffer methods if you wish override the page margin values.



HrsSetPaperOrient

Set the page orientation for RTF output.

```
bool HrsSetPaperOrient(id, IsPortrait)
```

bool IsPortrait Set to true to set to portrait orientation. Otherwise set to false.

Return Value: The function returns TRUE when successful.

Comment: This function is used to override the default portrait orientation when converting an HTML document to the RTF format. This function should be called before calling the HrsConvertFile or HrsConvertBuffer methods if you wish override the paper orientation.



HrsSetPaperSize

Set the page size for RTF output.

```
bool HrsSetPaperSize(kind, PageWidth, PageHeight)
```

PaperKind kind;	Use one of the PaperKind enumerations defined by .NET
int PageWidth;	The page width in twips units (1440 twips = 1 inch). This argument is used only if kind is set to PaperKind.Custom.
int PageHeight;	The page height in twips units (1440 twips = 1 inch). This argument is used only if kind is set to PaperKind.Custom.

Return Value: This method returns TRUE when successful.

Comment: This method is used to override the default letter size paper when converting an HTML document to the RTF format. This method should be called before calling the HrsConvertFile or HrsConvertBuffer methods if you wish override the paper size.



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 rtf input are to be stored when converting from rtf to html.

SrcTagFolder

The folder name to add to the 'src' tag file name while saving embedded pictures in rtf when converting from rtf to html.

PictureNamePrefix

The prefix string to use to build the picture file name when converting from rtf to html. The default prefix string is 'HTS_'.