

Code Industry

ImagePrinter Pro. Master PDF Editor for Mac OS X, Windows and Linux.

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Software Developer's Kit for Virtual Image Printer

Royalty-free License

Development license allows you to distribute unlimited amount of copies of your application with virtual printer included. However, development license doesn't permit you to distribute Virtual Image Printer as separate software product.

Support output formats: – TIFF, JPEG, BMP, PNG, GIF

Support Single and Multi page TIFF.

TIFF compression : FAX3, FAX4, LZW, ZIP, PackBits and JPEG.

Call your app through command line.

Support resolution 80/80, 100/100, 120/120, 150/150, 200/200, 240/240, 300/300, 400/400, 600/600

Fax mode – 204×196 and 204×98

Support all standard paper size and Custom Paper Size

Support Windows XP, 2003, 2008 , 2012, Vista ,7, 8 and Windows 10 (x32 and x64)

Custom Printer Name

Free technical support and updates for 1 year

Source Code

Full source code is included with SDK. Everything is written in C/C++.

Entire code is written on C/C++.

Compilation prerequisites:

WINDDK 7600.1 or newer

Microsoft Visual Studio C++ 2013 or newer

Inno Setup (for installer compilation)

Integrate into your own installer.

Installer script (written with Inno setup) is included into packages with and without source code.

It allows you to integrate Virtual Image Printer into your own installer.

Silent installation

Launch setup.exe /verysilent to start installation in silent mode, without any notifications.

Driver Signing

There's no need for signature, it is user-mode driver which doesn't require it.

Custom Printer Name

Inform us the printer name you want and you'll get a package with it.

You can also do it yourself by modifying the installer.

Development Interface for developers

Settings in Windows registry control the behavior of Virtual Image Printer.

Before you decide whether to purchase a developer's license of Virtual Image Printer, you can adjust Virtual Image Printer behavior yourself in evaluation purposes.

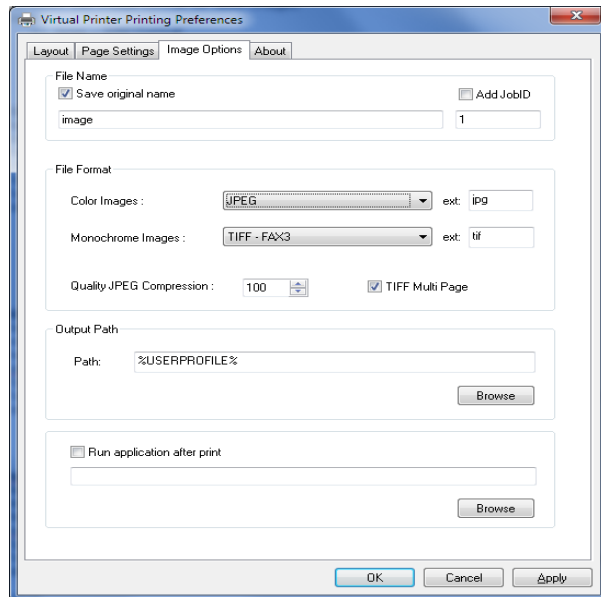
All printer settings are stored in Windows registry:

HKEY_LOCAL_MACHINE\SOFTWARE\VirtualPrinter

Show Option:

Registry Key:
HKEY_LOCAL_MACHINE\SOFTWARE\VirtualPrinter
Registry Key Value:
show_option
Type: STRING
Value:
1>true
2>false

Function: Hide or show GUI options:



Output Path:

Registry Key:
HKEY_LOCAL_MACHINE\SOFTWARE\VirtualPrinter
Registry Key Value:
path
Type: STRING
Function: Sets the default target folder for output print-ready files.

Available macros:

%USERPROFILE%
Equivalent CSIDL_PROFILE

%USERPERSONAL%
Equivalent CSIDL_PERSONAL

%COMMONDOCUMENTS%
Equivalent CSIDL_COMMON_DOCUMENTS

%TEMP%
Equivalent CSIDL_LOCAL_APPDATA\\Temp

Color Format:

Registry Key:
HKEY_LOCAL_MACHINE\SOFTWARE\VirtualPrinter
Registry Key Value:
color_format
Type: STRING
Function: Set image format for color images
Value:
1) bmp – BMP Format
2) jpg – JPEG Format
3) png – PNG Format
4) gif – GIF Format
5) zip – TIFF Format with zip compression
6) lzw – TIFF Format with lzw compression
7) t_jpeg – TIFF Format with jpeg compression
8) packbits – TIFF Format with packbits compression

B/W Format:

Registry Key:
HKEY_LOCAL_MACHINE\SOFTWARE\VirtualPrinter
Registry Key Value:
bw_format
Type: STRING
Function: Set image format for b/w images
Value:
1) bmp – BMP Format
2) jpg – JPEG Format
3) png – PNG Format
4) gif – GIF Format
5) zip – TIFF Format with zip compression
6) lzw – TIFF Format with lzw compression
7) packbits – TIFF Format with packbits compression
8) fax3 – TIFF Format with fax3 compression
9) fax4 – TIFF Format with fax4 compression

ADD JobID:

Registry Key:
HKEY_LOCAL_MACHINE\SOFTWARE\VirtualPrinter
Registry Key Value:
add_jobid
Type: STRING
Function: If true, printing job's ID will be added at the end of each output file
Value:
1>true
2>false

Current JobID:

Registry Key:
HKEY_LOCAL_MACHINE\SOFTWARE\VirtualPrinter
Registry Key Value:
current_jobid
Type: STRING
Function: Current JobID

Multi page fot TIFF Format:

Registry Key:

HKEY_LOCAL_MACHINE\SOFTWARE\VirtualPrinter

Registry Key Value:

multipage

Type: STRING

Function: If true, each initial document will be converted into a page of the TIFF file rather than separate TIFF file

Value:

- 1>true
- 2>false

Run application after printing :

Registry Key:

HKEY_LOCAL_MACHINE\SOFTWARE\VirtualPrinter

Registry Key Value:

load_extapp

Type: STRING

Function: Opens printed documents in the specified application when the printing is over.

Value:

- 1>true
- 2>false

Sample: "C:\Documents and Settings\All Users\test\C_aaaa_1.png" "C:\Documents and Settings\All Users\test\C_aaaa_2.png"

Choose the application after printing :

Registry Key:

HKEY_LOCAL_MACHINE\SOFTWARE\VirtualPrinter

Registry Key Value:

extapp

Type: STRING

Function: Select the application after printing

Value: Full File Name.

Note: Value "load_extapp" must be "true"

Save original file name :

Registry Key:

HKEY_LOCAL_MACHINE\SOFTWARE\VirtualPrinter

Registry Key Value:

originalname

Type: STRING

Function: If true, printed files will be named same as original document.

Value:

- 1>true
- 2>false

File Name :

Registry Key:

HKEY_LOCAL_MACHINE\SOFTWARE\VirtualPrinter

Registry Key Value:

image_name

Type: STRING

Function: Specified the file name

Note: Value "originalname" must be "false"

JPEG Quality of image compression :

Registry Key:

HKEY_LOCAL_MACHINE\SOFTWARE\VirtualPrinter

Registry Key Value:

q_jpg

Type: STRING

Function: Quality of image compression list box enables you to set the quality of the output file in percent (100 stands for the best possible quality)

Value: 1 – 100

File extension for color images :

Registry Key:

HKEY_LOCAL_MACHINE\SOFTWARE\VirtualPrinter

Registry Key Value:

color_ext

Type: STRING

Function: Set file extension for color images

File extension for B/W images :

Registry Key:

HKEY_LOCAL_MACHINE\SOFTWARE\VirtualPrinter

Registry Key Value:

bw_ext

Type: STRING

Function: Set file extension for b/w images

Create log file

Registry Key:

HKEY_LOCAL_MACHINE\SOFTWARE\VirtualPrinter

Registry Key Value:

is_log_file

Type: STRING

false = Do not create log.

true = Create log file.

Registry Key Value:

log_file

Type: STRING

log file name with full path.

Send WM_COPYDATA Message to your application:

Registry Key:

HKEY_LOCAL_MACHINE\SOFTWARE\VirtualPrinter

Registry Key Value:

WM_FORM_NAME

Type: STRING

Class name or window name of your application.

Function: Call Windows API FindWindow(using "WM_FORM_NAME") to get HWND and fill out COPYDATASTRUCT Structure, then send WM_COPYDATA message to your application.

```
struct message_data{
    int job_id;
    wchar_t str[MAX_PATH * 4];
};
```

job_id = current jobid

wchar_t str[MAX_PATH * 4] = current print file name.

Function is not called if parameter (WM_FORM_NAME) is empty

This code sample demonstrates receiving a WM_COPYDATA from the printer:

C++

```
struct MY_STRUCT
{
    int Number;
    wchar_t Message[MAX_PATH*4];
};
BOOL OnCopyData(HWND hWnd, HWND hwndFrom, PCOPYDATASTRUCT pcds)
{
    MY_STRUCT myStruct;
    if (pcds->cbData == sizeof(myStruct))
    {
        memcpy_s(&myStruct, sizeof(myStruct), pcds->lpData, pcds->cbData);
        // Display the MY_STRUCT value in the window.
        SetDlgItemInt(hWnd, IDC_NUMBER_STATIC, myStruct.Number, TRUE);
        SetDlgItemText(hWnd, IDC_MESSAGE_STATIC, myStruct.Message);
    }
    return TRUE;
}
```

C#

```
protected override void WndProc(ref Message m)
{
    if (m.Msg == WM_COPYDATA)
    {
        // Get the COPYDATASTRUCT struct from lParam.
        COPYDATASTRUCT cds =
            (COPYDATASTRUCT)m.GetLParam(typeof(COPYDATASTRUCT));
        // If the size matches
        if (cds.cbData == Marshal.SizeOf(typeof(MyStruct)))
        {
            // Marshal the data from the unmanaged memory block to a
            // MyStruct managed struct.
            MyStruct myStruct =
                (MyStruct)Marshal.PtrToStructure(cds.lpData,
                    typeof(MyStruct));

            // Display the MyStruct data members.
            this.lbNumber.Text = myStruct.Number.ToString();
            this.lbMessage.Text = myStruct.Message;
        }
    }
    base.WndProc(ref m);
}
[StructLayout(LayoutKind.Sequential, CharSet = CharSet.Unicode)]
internal struct MyStruct
{
    public int Number;
    [MarshalAs(UnmanagedType.ByValTStr, SizeConst = MAX_PATH*4)]
    public string Message;
}
```