

Priore TWAIN .NET Control

Priore TWAIN .NET Control is an invisible-at-runtime (windowless) control available for a .NET Windows Forms, which allows you to create sophisticated TWAIN compliant imaging applications.

Priore TWAIN .NET Control provides the following rich set of features:

- Standard TWAIN image acquisition and Data Source selection.
- Image acquisition without TWAIN User Interface.
- Image object directly available after the acquisition.
- Set the DPI resolution of the acquisition.
- Set the image size of the acquisition.

What is TWAIN?

TWAIN defines a standard software protocol and application programming interface (API) for communication between software applications and image acquisition devices.

TWAIN Provides image acquisition solutions

Users need a painless way to get image data into their applications. Software developers need compatibility with the widest range of output devices without writing and maintaining multiple device drivers.

The solution to this situation is an open industry interface (TWAIN) that directly acquires image data from external sources while within an application. With this, each software developer supports a standard data acquisition manager and each hardware vendor writes one driver for their device. Hardware vendors benefit because they need only provide one standard driver for their device, which can then be used by all software applications supporting the TWAIN data acquisition interface.

TWAIN defines how application developers can acquire image data directly into their application without requiring the user to switch out of the application. To provide this feature, TWAIN requires Data Sources to provide a built-in user interface (UI) for their device. Application developers can, if they choose, disable the built-in User Interface provided by the Data Source and provide their own User Interface to control TWAIN devices.

Distribution Requirements

The following file is required to be distributed with the Priore TWAIN .NET Control Windows Forms control:

1. PRIORE.TWAIN.DLL (.NET Control Assembly)

The following files are required but should be installed by the Data Source. This component will work with 32-bit versions of the TWAIN dlls, however, we have found many Data Sources are only compatible with the TWAIN dlls they ship. For this reason, we do not recommend shipping the TWAIN dlls unless your application will only be working with a particular source. The latest version of these dlls can be found at <http://www.twain.org>.

1. TWAIN_32.DLL (32-bit TWAIN DLL)
2. TWUNK_32.EXE (32-bit thinking layer for 32-Bit Data Source)

Left, Top, Right, Bottom Property

Return or set the coordinate for image size during the acquisition.

Left() As Integer
Top() As Integer
Right() As Integer
Bottom() As Integer

Remarks

The default value is 0 (zero) for Right and Bottom Property indicate that use the maximum size.

ColorType Property

Return or set the pixel type of the current acquisition.

ColorType As Integer

Remarks

The default value is RGB Colors.

This value it can be changed with the TWAIN_CLASS_COLOURTYPE constants.

Image Property

Return the current acquisition image.

Image As System.Drawing.Image

Remarks

The default value is Nothing.

Resolution Property

Return or set the current DPI resolution for the acquisition.

Resolution As Short

Remarks

The default value is 75 DPI.

ShowInterface Property

Return or set if the standard dialog must be shown.

ShowInterface As Boolean

Remarks

The default value is True.

ShowProgress Property

Return or set if the standard progress dialog must be shown.

ShowProgress As Boolean

Remarks

The default value is True.

UnitType Propertys

Return or set the units for Left, Top, Right and Bottom Propertys.

UnitType As Integer

Remarks

The default value is inches.

This value it can be changed with the TWAIN_CLASS_UNIT constants.

CancelOperation Method

Cancel the current acquisition.

Sub CancelOperation()

Remarks

The cancellation of the acquisition only happens if ShowInterface is set to True value.

SelectSource Method

Displays the TWAIN Data Source Manager's Source Selection User Interface (UI) so the user can choose which Data Source is the current Source.

Function SelectSource() As Integer

Remarks

This method return a non zero value if an error has happened.

StartScan Method

Enables the Current Data Source and places it into the Image Transfer state. Displays the Data Source User Interface if ShowInterface is True value

Function StartScan() As Integer

Remarks

This method will return when the user closes the UI if the ShowInterface property is True or after the image transfer if ShowInterface is False. This method return a non zero value if an error has happened.

Example to use

Under here a simple example of use of this component:

```
Imports Priore.Controls

Dim TW As Twain
TW = New Twain(Me.Handle)
TW.Resolution = 100
TW.ColorType = Twain.TWAIN_CLASS_COLOURTPYE.twRGB
TW.ShowInterface = True
TW.ShowProgress = True
TW.StartScan

PictureBox1.Image = TW.Image
TW.Image.Save("myimage.jpg")
```

END-USER LICENSE AGREEMENT

IMPORTANT-READ CAREFULLY: This End User License Agreement (this "**EULA**") contains the terms and conditions regarding your use of the SOFTWARE (as defined below). This EULA contains material limitations to your rights in that regard. You should read this EULA carefully and treat it as valuable property.

I. THIS EULA.

1. Software Covered by this EULA. This EULA governs your use of the Danilo Priore software product(s) ("DPS") enclosed or otherwise accompanied herewith (individually and collectively, the "**SOFTWARE**"). The term "**SOFTWARE**" includes, to the extent provided by DPS: 1) any revisions, updates and/or upgrades thereto; 2) any data, image or executable files, databases, data engines, computer software, or similar items customarily used or distributed with computer software products; 3) anything in any form whatsoever intended to be used with or in conjunction with the SOFTWARE; and 4) any associated media, documentation (including physical, electronic and on-line) and printed materials (the "**Documentation**").

2. This EULA is a Legally Binding Agreement Between You and DPS. If you are acting as an agent of a company or another legal person, such as an officer or other employee acting for your employer, then "you" and "your" mean your principal, the entity or other legal person for whom you are acting. However, importantly, even if you are acting as an agent for another, you may still be personally liable for violation of federal and State laws, such as copyright infringement.

This EULA is a legally binding agreement between you and DPS. You intend to be legally bound to this EULA to the same extent as if DPS and you physically signed this EULA. By installing, copying, or otherwise using the SOFTWARE, you agree to be bound by the terms and conditions contained in this EULA. If you do not agree to all of the terms and conditions contained in this EULA, you may not install or use the SOFTWARE. If, for whatever reason, installation has begun or has been completed, you should cancel installation or un-install the SOFTWARE, as the case may be. (You may click on the "exit" button or its equivalent to immediately abort installation.) If you do not agree to all of these terms and conditions, then you must promptly return the SOFTWARE to the place of business from which you obtained it in accordance with any return policies of such place of business. Return policies may vary between or among resellers, and you must comply with your particular reseller's return policies as agreed at the point of purchase. If the place of business from which you purchased the SOFTWARE does not honor a complete refund for a period of thirty (30) days from the date of proof of purchase, then you may return the SOFTWARE directly to DPS for a period of thirty (30) days from the date of your purchase. To return the product directly to DPS, you must obtain a DPS Return Authorization Number by contacting DPS, and you must forward all items purchased, including the proof of purchase, directly to DPS. The return must be postage-prepaid, and post-marked within thirty (30) days from the proof of purchase, time being of the essence. The return option to DPS is only available to the original purchaser of an unopened factory packaged item.

II. YOUR LICENSE TO DEVELOP AND TO DISTRIBUTE.

As provided in more detail below, this EULA grants you two licenses: 1) a license to use the SOFTWARE to develop other software products (the "**Development License**"); and 2) a license to use and/or distribute the Developed Software (the "**Distribution License**"). Both of these licenses (individually and collectively, the "**Licenses**") are explained and defined in more detail below.

1. Definitions. The following terms have the respective meanings as used in this EULA:

"**Network Server**" means a computer with one or more computer central processing units (CPU's) that operates for the purpose of serving other computers logically or physically connected to it, including, but not limited to, other computers connected to it on an internal network, intranet or the Internet. "**Web Server**" means a type of Network Server that serves other computers more particularly connected to it over an intranet or the Internet.

"**Developed Software**" means those computer software products that are developed by or through the use of the SOFTWARE. "**Developed Web Server Software**" means those Developed Software products that reside logically or physically on at least one Web Server and are operated (meaning the computer software instruction set is carried out) by the Web Server's central processing unit(s) (CPU). "**Developed Legacy Software**" means those Developed Software products that are not Developed Web Server Software, including, for example, stand-alone applications and applications accessed by a file server only. "**Redistributable Files**" means the SOFTWARE files or other portions of the SOFTWARE that are provided by DPS and are identified as such in the Documentation for distribution by you with the Developed Software. "**Developer**" means a human being or any other automated device using the SOFTWARE in accordance with the terms and conditions of this EULA.

"**Developer Seat License**" means that each Developer using or otherwise accessing the programmatic interface or the SOFTWARE must obtain the right to do so by purchasing a separate End User License.

"**Source Code**" shall mean computer software code or programs in human readable format, such as a printed listing of such a program written in a high-level computer language. The term "Source Code" includes, but is not limited to, documents and materials in support of the development effort of the SOFTWARE, such as flow charts, pseudo code and program notes.

2. Your Development License. You are hereby granted a limited, royalty-free, non-exclusive right to use the SOFTWARE to design, develop, and test Developed Software, on the express condition that, and only for so long as, you fully comply with all terms and conditions of this EULA.

The SOFTWARE is licensed to you on a Developer Seat License basis.

The Developer Seat License means that you may perform a single install of the SOFTWARE for use in designing, testing and creating Developed Software by a single Developer on a single computer with a single set of input devices, so long as such computer is used only by one Developer. Conversely, you may not install or use the SOFTWARE on a computer that is a network server or a computer at which the SOFTWARE is used by more than one Developer. You may not network the SOFTWARE or any component part of it, where it is or may be used by more than one Developer unless you purchase an additional Development License for each Developer. You must purchase another separate license to the SOFTWARE in order to add additional developer seats, whether the additional developers are accessing the SOFTWARE in a stand-alone environment or on a computer network.

In all cases, you may not use DPS 's name, logo, or trademarks to market your Developed Software without the express written consent of DPS; (b) you must include the following DPS copyright notice in your Developed Software documentation and/or in the "About Box" of your Developed Software, and wherever the copyright/rights notice is located in the Developed Software ("Portions Copyright © Danilo Priore, 1998-2005. All Rights Reserved."); (c) agree to indemnify, hold harmless, and defend DPS, its suppliers and resellers, from and against any claims or lawsuits, including attorney's fees that may arise from the use or distribution of your Developed Software; (d) you may use the SOFTWARE only to create Developed Software that is significantly different than the SOFTWARE.

3. Your Distribution License.

License to Distribute Developed Software. Subject to the terms and conditions in this EULA, you are granted the license to use and to distribute Developed Software on a royalty-free basis, provided that the Developed Software incorporates the SOFTWARE as an integral part of the Developed Software in machine-language compiled format (customarily an ".exe", or ".dll", etc.). You may not distribute, bundle, wrap or subclass the SOFTWARE as Developed Software which, when used in a "designtime" development environment, exposes the programmatic interface of the SOFTWARE. You may distribute, on a royalty-free basis, Redistributable Files with Developed Software only.

4. Specific Product Limitations. Notwithstanding anything in this EULA to the contrary, if the license you have purchased is for any of the following products, then the following additional limitations will apply:

a. Priore FingerPrint ActiveX and .NET version. Priore FingerPrint component includes at least: 1) tree dynamic link library (pb.dll, pbsdk.dll and pbwiz.dll), 2) the Source Code of the Sample Application. The pb.dll, pbsdk.dll and pbwiz.dll dynamic link library is subject to the general terms and restrictions set forth in PreciseBiometrics™ SDK; this dynamic link library may be distributed, free of royalties, only in conjunction with the Developed Software in machine-language compiled format (see paragraph 3 of this EULA).

Subject to the terms and conditions in this EULA, DPS hereby grants you the right to use the Sample Source Code. You are hereby also granted the right to modify such Sample Source Code and to create derivative works that are based on the licensed Source Code. You may distribute the derivative works that you develop, solely in object code format and exclusively in conjunction with and/or as a part of the Developed Software. You are expressly not granted the right to distribute, disclose or otherwise make available to any third party the licensed Source Code, any modified version, derivative work, or any portion thereof, in source code format.

DPS shall retain all right, title and interest in and to the licensed Source Code, and all DPS updates, modifications or enhancements thereof. Nothing herein shall be deemed to transfer any ownership or title rights in and to the licensed Source Code from DPS to you.

THE SAMPLE SOURCE CODE IS LICENSED TO YOU AS IS. DPS DOES NOT AND SHALL NOT PROVIDE YOU WITH ANY TECHNICAL SUPPORT FOR YOUR SOURCE CODE LICENSE.

5. Updates/Upgrades. Subject to the terms and conditions of this EULA, the Licenses are perpetual. Updates and upgrades to the SOFTWARE may be provided by DPS from time-to-time, and, if so provided by DPS, are provided upon the terms and conditions offered at that time by DPS in its sole discretion. DPS may provide updates and upgrades to the SOFTWARE for free or for any charge, at any time or never, and through its chosen manner of access and distribution, all in DPS 's sole and complete discretion.

6. Serial Number. Within the packaging of the SOFTWARE, a unique serial number (the "**Serial Number**") is included, which allows for the registration of the SOFTWARE. The Serial Number is subject to the restrictions set forth in this EULA and may not be disclosed or distributed either with your Developed Software or in any other way. The disclosure or distribution of the Serial Number shall constitute a breach of this EULA, the effect of which shall be the automatic termination and revocation of all the rights granted herein.

7. Evaluation Copy; SHAREWARE. If you are using an "evaluation copy" or similar version, specifically designated as such by DPS on its website or otherwise, then the Licenses are limited as follows: a) you are granted a license to use the SOFTWARE for a period of thirty (30) days counted from the day of installation (the "**Evaluation Period**"); b) upon completion of the Evaluation Period, you shall either i) delete the SOFTWARE from the computer containing the installation, or you may ii) contact DPS or one of its authorized dealers to purchase a license of the SOFTWARE, which is subject to the terms and limitations contained herein; and c) any Developed Software may not be distributed or used for any commercial purpose.

III. INTELLECTUAL PROPERTY.

1. Copyright. You agree that all right, title, and interest in and to the SOFTWARE (including, but not limited to, any images, photographs, animations, video, audio, music, text, and "applets" incorporated into the SOFTWARE), and any copies of the SOFTWARE, and any copyrights and other intellectual properties therein or related thereto are owned exclusively by DPS, except to the limited extent that DPS may be the rightful license holder of certain third-party technologies incorporated into the SOFTWARE. The SOFTWARE is protected by copyright laws and international treaty provisions. The SOFTWARE is licensed to you, not sold to you. DPS reserves all rights not otherwise expressly and specifically granted to you in this EULA.

2. Backups. You may either: (a) copy the SOFTWARE solely for backup or archival purposes; or (b) install the SOFTWARE on a single computer, provided you keep the original solely for backup or archival purposes. Notwithstanding the foregoing, you may not copy the Documentation.

3. General Limitations. You may not reverse engineer, decompile, or disassemble the SOFTWARE, except and only to the extent that applicable law expressly permits such activity notwithstanding this limitation.

4. Software Transfers. You may not rent or lease the SOFTWARE. You may transfer the SOFTWARE to another computer, provided that it is completely removed from the computer from which it was transferred. You may permanently transfer all of your rights under the EULA, provided that you retain no copies, that you transfer all the SOFTWARE (including all component parts, the media and printed materials, any dates, upgrades, this EULA and, if applicable, the Certificate of Authenticity), and that the recipient agrees to the terms and conditions of this EULA as provided herein. If the SOFTWARE is an update or upgrade, any transfer must include all prior versions of the SOFTWARE.

5. Termination. Without prejudice to any other rights it may have, DPS may terminate this EULA and the Licenses if you fail to comply with the terms and conditions contained herein. In such an event, you must destroy all copies of the SOFTWARE and all of its component parts.

IV. WARRANTIES AND REMEDIES.

1. Limited Warranty. DPS warrants that the original media, if any, are free from defects for ninety (90) days from the date of delivery of the SOFTWARE. **EXCEPT AS OTHERWISE PROVIDED IN THE PRECEDING SENTENCE, AND TO THE MAXIMUM EXTENT PERMITTED BY APPLICABLE LAW, DPS EXPRESSLY DISCLAIMS ANY WARRANTY FOR THE SOFTWARE, DOCUMENTATION AND ANYTHING ELSE PROVIDED BY DPS HEREBY AND DPS PROVIDES THE SAME IN "AS IS" CONDITION WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESS OR IMPLIED, INCLUDING,**

WITHOUT LIMITATION, THE IMPLIED WARRANTIES OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE. THE ENTIRE RISK ARISING OUT OF USE OR PERFORMANCE OF THE SOFTWARE AND DOCUMENTATION REMAINS WITH YOU. THIS LIMITED WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS. YOU MAY HAVE OTHERS WHICH VARY FROM STATE TO STATE.

2. Limited Remedy. DPS 's entire liability and your exclusive remedy under this EULA shall be, at DPS 's sole option, either (a) return of the price paid for the SOFTWARE; (b) repair the SOFTWARE through updates distributed online or otherwise in DPS's discretion; or (c) replace the SOFTWARE with SOFTWARE that substantially performs as described in the SOFTWARE documentation, provided that you return the SOFTWARE in the same manner as provided in Section I.2 for return of the SOFTWARE for non-acceptance of this EULA. Any media for any repaired or replacement SOFTWARE will be warranted for the remainder of the original warranty period or thirty (30) days, whichever is longer. **TO THE MAXIMUM EXTENT PERMITTED BY APPLICABLE LAW, IN NO EVENT SHALL DPS BE LIABLE FOR ANY DAMAGES WHATSOEVER (INCLUDING, WITHOUT LIMITATION, DAMAGES FOR LOSS OF BUSINESS PROFIT, BUSINESS INTERRUPTION, LOSS OF BUSINESS INFORMATION, OR ANY OTHER PECUNIARY LOSS) ARISING OUT OF THE USE OR INABILITY TO USE THE SOFTWARE, EVEN IF DPS HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. BECAUSE SOME STATES/JURISDICTIONS DO NOT ALLOW THE EXCLUSION OR LIMITATION OF LIABILITY FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES IN CERTAIN CASES, THE ABOVE LIMITATION MAY NOT APPLY TO YOU.**

V. MISCELLANEOUS.

1. This is the Entire Agreement. This EULA (including any addendum or amendment to this EULA included with the SOFTWARE) is the final, complete and exclusive statement of the entire agreement between you and DPS relating to the SOFTWARE. This EULA supersedes any prior and contemporaneous proposals, purchase orders, advertisements, and all other communications in relation to the subject matter of this EULA, whether oral or written. No terms or conditions, other than those contained in this EULA, and no other understanding or agreement which in any way modifies these terms and conditions, shall be binding upon the parties unless entered into in writing executed between the parties, or by other non-oral manner of agreement whereby the parties objectively and definitively act in a manner to be bound (such as by continuing with an installation of the SOFTWARE, "clicking-through" a questionnaire, etc.) Employees, agents and other representatives of DPS are not permitted to orally modify this EULA.

2. You Indemnify DPS. . You agree to indemnify, hold harmless, and defend DPS and its suppliers and resellers from and against any and all claims or lawsuits, including attorney's fees, which arise out of or result from your breach of any of the terms and conditions of this EULA.

3. Interpretation of this EULA. If for any reason a court of competent jurisdiction finds any provision of this EULA, or any portion thereof, to be unenforceable, that provision of this EULA will be enforced to the maximum extent permissible so as to effect the intent of the parties, and the remainder of this EULA will continue in full force and effect. Formatives of defined terms shall have the same meaning of the defined term. Failure by either party to enforce any provision of this EULA will not be deemed a waiver of future enforcement of that or any other provision. Except as otherwise required or superseded by law, this EULA is governed by the laws of the legal offices of Italy, without regard to its conflict of laws principles. The parties consent to the personal jurisdiction and venue of the legal offices of Italy, and agree that any legal proceedings arising out

of this EULA shall be conducted solely in such legal offices. If the SOFTWARE was acquired outside the Italy, then local law may apply.