

Aspose.Words 是一款功能十分强大的 word 文档处理控件，支持文档的转换、编辑、修改、多个文档的合并，目录书签的生成，文档的插入等很多 Office 能实现的功能，并且不需要安装 office 等三方软件，包含 Aspose.Words For .NET 和 Aspose.Words For JAVA 。购买正版产品请到控件中国网。

Aspose.Words 要实现生成目录并且插入文档到目录下，首先咱们通过下面的代码生成一个目录：

```
// Use a blank document
Document doc = new Document();

// Create a document builder to insert content with into document.
DocumentBuilder builder = new DocumentBuilder(doc);
doc.FirstSection.Body.PrependChild(new Paragraph(doc));
// Move DocumentBuilder cursor to the beginning.
builder.MoveToDocumentStart();

// Insert a table of contents at the beginning of the document.
builder.InsertTableOfContents("    \\o  \"1-3\"    \\h \\z \\u ");

// Start the actual document content on the second page.

builder.InsertBreak(BreakType.SectionBreakNewPage);

// Build a document with complex structure by applying different heading styles thus
creating TOC entries.
builder.ParagraphFormat.StyleIdentifier = StyleIdentifier.Heading1;

builder.WriteLine("Heading 1");

builder.ParagraphFormat.StyleIdentifier = StyleIdentifier.Heading2;

builder.WriteLine("Heading 1.1");
builder.WriteLine("Heading 1.2");

builder.ParagraphFormat.StyleIdentifier = StyleIdentifier.Heading1;

builder.WriteLine("Heading 2");
builder.WriteLine("Heading 3");

builder.ParagraphFormat.StyleIdentifier = StyleIdentifier.Heading2;

builder.WriteLine("Heading 3.1");

builder.ParagraphFormat.StyleIdentifier = StyleIdentifier.Heading3;

builder.WriteLine("Heading 3.1.1");
builder.WriteLine("Heading 3.1.2");
builder.WriteLine("Heading 3.1.3");
```

```
builder.ParagraphFormat.StyleIdentifier = StyleIdentifier.Heading2;
```

```
builder.WriteLine("Heading 3.2");
```

```
builder.WriteLine("Heading 3.3");
```

```
builder.ParagraphFormat.StyleIdentifier = StyleIdentifier.BodyText;
```

```
// Call the method below to update the TOC.
```

```
doc.UpdateFields();
```

```
doc.Save(@"tttt.doc");
```

生成以后把目录文件作为源文件，然后插入文档到目录下：

```
Document mainDoc = new Document("tttt.doc");
```

```
Document insertDoc = new Document("insert.doc");// 其中 insert.doc 是要插入的文档
```

```
// insertDoc.RemoveUnusedResources();
```

```
DocumentBuilder builder = new DocumentBuilder(mainDoc);
```

```
foreach (Bookmark bm in mainDoc.Range.Bookmarks)
```

```
{
```

```
    if (bm.Name.StartsWith("_Toc"))
```

```
    {
```

```
        builder.MoveToBookmark(bm.Name, false, false);
```

```
        // you can optionally check the style of the current paragraph and then insert
```

document

```
        InsertDocument(bm.BookmarkStart.ParentNode,insertDoc);
```

```
    }
```

```
}
```

```
mainDoc.Save(@"out.doc");
```

```
}
```

```
static void InsertDocument(Node insertAfterNode, Document srcDoc)
```

```
{
```

```
    // Make sure that the node is either a paragraph or table.
```

```
    if ((!insertAfterNode.NodeType.Equals(NodeType.Paragraph)) &
```

```
        (!insertAfterNode.NodeType.Equals(NodeType.Table)))
```

```
        throw new ArgumentException("The destination node should be either a  
paragraph or table.");
```

```
    // We will be inserting into the parent of the destination paragraph.
```

```
    CompositeNode dstStory = insertAfterNode.ParentNode;
```

```
    // This object will be translating styles and lists during the import.
```

```
    NodeImporter importer = new NodeImporter(srcDoc, insertAfterNode.Document,  
ImportFormatMode.UseDestinationStyles);
```

```
// Loop through all sections in the source document.
foreach (Section srcSection in srcDoc.Sections)
{
    // Loop through all block level nodes (paragraphs and tables) in the body of the
section.

    foreach (Node srcNode in srcSection.Body)
    {
        // Let's skip the node if it is a last empty paragraph in a section.
        if (srcNode.NodeType.Equals(NodeType.Paragraph))
        {
            Paragraph para = (Paragraph)srcNode;
            if (para.IsEndOfSection && !para.HasChildNodes)
                continue;
        }

        // This creates a clone of the node, suitable for insertion into the destination
document.

        Node newNode = importer.ImportNode(srcNode,true);

        // Insert new node after the reference node.
        dstStory.InsertAfter(newNode, insertAfterNode);
        insertAfterNode = newNode;
    }
}
}
```