

MuPDFCore

1.2.0

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# Chapter 1

## MuPDFCore: Multiplatform .NET Core bindings for MuPDF

**MuPDFCore** is a set of multiplatform .NET Core bindings for **MuPDF**. It can render PDF, XPS, EPUB and other formats to raster images returned either as raw bytes, or as image files in multiple formats (including PNG and PSD). It also supports multithreading.

It also includes **MuPDFCore.MuPDFRenderer**, an **Avalonia** control to display documents compatible with **MuPDFCore** in **Avalonia** windows (with multithreaded rendering).

The library is released under the **AGPLv3** licence.

### 1.1 Getting started

The **MuPDFCore** library targets .NET Standard 2.0, thus it can be used in projects that target .NET Standard 2.0+, .NET Core 2.0+, .NET Framework 4.6.1 ( [note](#)) and possibly others. **MuPDFCore** includes a pre-compiled native library, thus projects using it can only run on Windows, macOS and Linux x64 operating systems.

To use the library in your project, you should install the **MuPDFCore** NuGet package and/or the **MuPDFCore.MuPDFRenderer** NuGet package.

### 1.2 Usage

#### 1.2.1 Documentation

Interactive documentation for the library can be accessed from the [documentation website](#). A [PDF reference manual](#) is also available.

#### 1.2.2 Examples

The **Demo** folder in the repository contains some examples of how the library can be used to extract pages from a PDF or XPS document, render them to a raster image, or combine them in a new document

The **PDFViewerDemo** folder contains a complete (though minimal) example of a PDF viewer program built around the **MuPDFCore.MuPDFRenderer.PDFRenderer** control.

Note that these examples intentionally avoid any error handling code: in a production setting, you should typically make sure that calls to **MuPDFCore** library functions are within a `try...catch` block to handle any resulting **MuPDFExceptions**.

### 1.2.3 MuPDFCore library

The first step when using [MuPDFCore](#) is to create a `MuPDFCore.MuPDFContext` object that is used internally by the MuPDF library to store various things:

```
MuPDFContext context = new MuPDFContext();
```

This object is `IDisposable`, therefore you should always call the `Dispose()` method on it once you are done with it (or, better yet, wrap it in a `using` directive). In most instances, you will only need one instance of `MuPDFContext` for your whole application.

Amongst other things, MuPDF uses this context to store a cache of "assets" (e.g. images or fonts) that have been used while rendering documents and that may be needed in future. This requires some memory: by default, the maximum size of this cache store is 256MB; however, if you want to restrict how much memory can be used, you can alter this by providing a `long` value to constructor, indicating the size in bites for the store. A value of 0 means that the store can grow up to an unlimited size. Furthermore, you can clear the cache completely by using the `MuPDFContext.ClearCache` method, or partially by using the `MuPDFContext.ShrinkCache` method.

Once you have obtained a `MuPDFContext`, you can use it to open a `MuPDFDocument`. A document can be opened from a file on disk:

```
MuPDFDocument document = new MuPDFDocument(context, "path/to/file");
```

Or from a `byte[]` array (in this case, you will have to specify the format of the document):

```
byte[] data;
...
MuPDFDocument document = new MuPDFDocument(context, data, InputFileTypes.PDF);
```

Or from a `MemoryStream` (in this case too, you will have to specify the format of the document):

```
MemoryStream stream;
...
MuPDFDocument document = new MuPDFDocument(context, ref stream, InputFileTypes.PDF);
```

The `MemoryStream` is passed with the `ref` keyword to indicate that the `MuPDFDocument` will take care of appropriately disposing it once it finishes using it.

A `MuPDFDocument` is also `IDisposable` and should be properly disposed of to avoid memory leaks.

**Important note:** the constructor taking a `byte[]` and the one taking a `MemoryStream` will not copy the data bytes before sending them to the native MuPDF library functions. Rather, they will *pin them in place*. This is a **bad thing** because it will mess up with the Garbage Collector's management of memory. Therefore, this is only suitable for short-lived objects. If you need to initialise a long-lived document object from memory, you should first copy the data to unmanaged memory and then use one of the constructors that take an `IntPtr` parameter, e.g.:

```
byte[] data;
...
//Allocate enough unmanaged memory
IntPtr ptr = Marshal.AllocHGlobal(data.Length);
//Copy the byte array to unmanaged memory
Marshal.Copy(data, 0, ptr, data.Length);
//Wrap the pointer in an IDisposable
IDisposable dispIntPtr = new DisposableIntPtr(ptr);
//Create the document
MuPDFDocument document = new MuPDFDocument(ctx, ptr, data.Length, InputFileTypes.PDF, ref dispIntPtr);
```

The `DisposableIntPtr` class is a wrapper around a pointer that calls `Marshal.FreeHGlobal` on it once it is disposed. Passing it as the final optional parameter of `MuPDFDocument` constructor (again by reference, to indicate that the document takes ownership of the object) makes sure that the memory is properly freed once the document is disposed.

After having obtained a document, you can do many things with it: for example, you can render a page and save the results to a file on disk, or you can collect multiple pages and combine them in a new document. Code to do this can be found in the [Program.cs](#) file of the Demo project.

Furthermore, you can render a page directly to memory:

```
byte[] pixelData = document.Render(0, 1, PixelFormats.RGBA);
```

This method renders page 0 (i.e. the first page of the document) at a 1x resolution (1pt in the document is equivalent to 1px in the image), preserving alpha (transparency) information, and returns the image as an array of the bytes that constitute the pixel data (four bytes per pixel). A variation of this method allows you to supply a rectangular region of the page that you would like to render, rather than the whole page.

Alternatively, if you already know where the image data should be put (e.g. because you are using some kind of graphics library that lets you manipulate the pixel data of its images), you can use the methods that take an `IntPtr` destination:

```
IntPtr destination;
...
document.Render(0, 1, PixelFormats.RGBA, destination);
```

In this case, **you have to make sure that there is enough memory to hold the resulting image!** Otherwise, an `AccessViolationException` will occur and your program will usually fail catastrophically. Since it may sometimes be hard to determine how much memory a particular image will need (especially because of subtle differences in the rounding routines, which can cause images to be 1px larger or shorter than expected), the `GetRenderedSize` method is provided, which returns the number of bytes that will be needed to render a certain page. For example:

```
//Get the number of bytes that will be necessary to hold the rendered page at the given resolution.
int sizeInBytes = document.GetRenderedSize(0, 1, PixelFormats.RGBA);
//Allocate an appropriate amount of memory.
IntPtr destination = Marshal.AllocHGlobal(sizeInBytes);
//Again, we use a DisposableIntPtr to make sure that we are freeing the memory when we are done with it.
using (DisposableIntPtr holder = new DisposableIntPtr(destination))
{
    //Make sure that all the parameters match those of the call to GetRenderedSize, or the size of the
    //resulting image may be different than expected! Even a translation of 1px could have catastrophic
    //consequences.
    document.Render(0, 1, PixelFormats.RGBA, destination);
}
```

Finally, **none of these methods are inherently thread-safe!** E.g. you cannot render multiple pages of the same document (nor multiple regions of a single page) by simply performing multiple calls to `MuPDFDocument.Render` in parallel. For multi-threaded operation, you must instead use a `MuPDFMultiThreadedPageRender`. You can obtain one from a document:

```
MuPDFMultiThreadedPageRenderer renderer = document.GetMultiThreadedRenderer(0, 2);
```

This method obtains an object that can be used to render the first page of the document using two threads. By using the `Render` method of this object, the page can be rendered. The page will be rendered to a number of separate tiles equal to the number of threads, which will then be your responsibility to appropriately "stitch up" (e.g. if you want to display them on screen, you could just place them appropriately). The size of each tile (and the position it should occupy) can be computed by using the `Split` method of the `RoundedSize` struct.

Furthermore, multiple `MuPDFMultiThreadedPageRenderers` can be used in parallel, which makes it possible e.g. to render every page in the document at the same time (while also using multiple threads to render each page). The following example will render all the pages in a document at the same time in RGBA format at a 1.5x zoom, using 2 threads for each page:

```
//Create a MuPDFContext with a using statement, so that it gets disposed at the right time.
using MuPDFContext context = new MuPDFContext();
//Open the document also with a using statement.
using MuPDFDocument document = new MuPDFDocument(context, "path/to/file.pdf");
//Create arrays to hold the objects for the various pages
//Renderers: one per page
MuPDFMultiThreadedPageRenderer[] renderers = new MuPDFMultiThreadedPageRenderer[document.Pages.Count];
//Page size: one per page
RoundedSize[] renderedPageSizes = new RoundedSize[document.Pages.Count];
//Boundaries of the tiles that make up each page: one array per page, with one element per thread
RoundedRectangle[][] tileBounds = new RoundedRectangle[document.Pages.Count][];
//Addresses of the memory areas where the image data of the tiles will be stored: one array per page, with
//one element per thread
IntPtr[][] destinations = new IntPtr[document.Pages.Count][];
//Cycle through the pages in the document to initialise everything
for (int i = 0; i < document.Pages.Count; i++)
{
    //Initialise the renderer for the current page, using two threads (total number of threads: number of
    //pages x 2
    renderers[i] = document.GetMultiThreadedRenderer(i, 2);
    //Determine the boundaries of the page when it is rendered with a 1.5x zoom factor
    RoundedRectangle roundedBounds = document.Pages[i].Bounds.Round(1.5);
    renderedPageSizes[i] = new RoundedSize(roundedBounds.Width, roundedBounds.Height);
    //Determine the boundaries of each tile by splitting the total size of the page by the number of
    //threads.
```

```

tileBounds[i] = renderedPageSizes[i].Split(renderers[i].ThreadCount);
destinations[i] = new IntPtr[renderers[i].ThreadCount];
for (int j = 0; j < renderers[i].ThreadCount; j++)
{
    //Allocate the required memory for the j-th tile of the i-th page.
    //Since we will be rendering with a 24-bit-per-pixel format, the required memory in bytes is height
    x width x 3.
    destinations[i][j] = Marshal.AllocHGlobal(tileBounds[i][j].Height * tileBounds[i][j].Width * 3);
}
}
//Start the actual rendering operations in parallel.
Parallel.For(0, document.Pages.Count, i =>
{
    renderers[i].Render(renderedPageSizes[i], document.Pages[i].Bounds, destinations[i], PixelFormats.RGB);
});
//The code in this for-loop is not really part of MuPDFCore - it just shows an example of using VectSharp to
"stitch" the tiles up and produce the full image.
for (int i = 0; i < document.Pages.Count; i++)
{
    //Create a new (empty) image to hold the whole page.
    VectSharp.Page renderedPage = new VectSharp.Page(renderedPageSizes[i].Width,
        renderedPageSizes[i].Height);
    //Draw each tile onto the image.
    for (int j = 0; j < renderers[i].ThreadCount; j++)
    {
        //Create a raster image object containing the pixel data. Yay, we do not need to copy/marshal
        anything!
        VectSharp.RasterImage tile = new VectSharp.RasterImage(destinations[i][j], tileBounds[i][j].Width,
            tileBounds[i][j].Height, false, false);
        //Draw the tile on the main image page.
        renderedPage.Graphics.DrawRasterImage(tileBounds[i][j].X0, tileBounds[i][j].Y0, tile);
    }
    //Save the full page as a PNG image.
    renderedPage.SaveAsPNG("page" + i.ToString() + ".png");
}
//Clean-up code.
for (int i = 0; i < document.Pages.Count; i++)
{
    //Release the allocated memory.
    for (int j = 0; j < renderers[i].ThreadCount; j++)
    {
        Marshal.FreeHGlobal(destinations[i][j]);
    }
    //Release the renderer (if you skip this, the quiescent renderer's threads will not be stopped, and your
    application will never exit!
    renderers[i].Dispose();
}

```

## 1.2.4 Structured text representation

The `GetStructuredTextPage` method of the `MuPDFDocument` class makes it possible to obtain a "structured text" representation of each page of the document. This consists of a `MuPDFStructuredTextPage` object, which is a collection of 0 or more `MuPDFStructuredTextBlocks`.

Each `MuPDFStructuredTextBlock` either represents an image or a block of text, typically a paragraph (though there is no guarantee that this is the case). `MuPDFStructuredTextBlocks` are themselves collections of `MuPDFStructuredTextLines`, and each line is a collection of `MuPDFStructuredTextCharacters` (in the case of a block representing an image, it will contain a single line with a single character).

`MuPDFStructuredTextBlocks` and `MuPDFStructuredTextLines` have a `BoundingBox` property that defines a rectangle (in page units) that bounds the contents of the block/line in the page. Similarly, `MuPDFStructuredTextCharacters` have a `BoundingQuad` (rather than being a `Rectangle`, this is a `Quad`, i.e. a quadrilateral defined by its four vertices, which may or may not be a rectangle). These can be used e.g. to highlight regions of text in the page.

The `MuPDFStructuredTextPage` also has methods to determine which character contains or is closest to a specified point (useful, for example, to determine on which character the user clicked), to obtain a list of shapes that encompass a specified range of text, and to perform text searches using regular expressions.

The order of the blocks in the page (which affects the definition of a "range" of text and search operations) is the same as returned by the underlying MuPDF library, which is taken from the order the text is drawn in the source file, so may not be accurate. They can be reordered using the `Array.Sort` method on the `StructuredTextBlocks` array contained in the `MuPDFStructuredTextPage` (lines within blocks and characters within lines can be likewise reordered).

### 1.2.5 MuPDFCore.MuPDFRenderer control

To use the `PDFRenderer` control in an [Avalonia](#) application, first of all you need to add it to your [Avalonia](#) Window, e.g. in the XAML:

```
<Window xmlns="https://github.com/avaloniaui"
    ...
    xmlns:mupdf="clr-namespace:MuPDFCore.MuPDFRenderer;assembly=MuPDFCore.MuPDFRenderer"
    Opened="WindowOpened"
    ... >
    <mupdf:PDFRenderer Name="MuPDFRenderer" />
</Window>
```

You then need to initialise it from the backing code, e.g. in a `WindowOpened` event:

```
private void WindowOpened(object sender, EventArgs e)
{
    this.FindControl<PDFRenderer>("MuPDFRenderer").Initialize("path/to/file.pdf");
}
```

This way, the renderer will start showing the first page of the specified document, using a number of rendering threads that is decided based on the number of processors in the computer. There are many other ways to initialise a `PDFRenderer`, so make sure to look at the [documentation](#) to see the other possibilities!

## 1.3 Building from source

Building the [MuPDFCore](#) library from source requires the following steps:

1. Building the `libmupdf` native library
2. Building the `MuPDFWrapper` native library
3. Creating the [MuPDFCore](#) library NuGet package

Steps 1 and 2 need to be performed on all of Windows, macOS and Linux (no cross-compiling)! Otherwise, some native assets will be missing and it will not be possible to build the NuGet package.

### 1.3.1 1. Building libmupdf

You can download the open-source (GNU AGPL) MuPDF source code from [here](#). You will need to uncompress the source file and compile the library on Windows, macOS and Linux. You need the following files:

- From Windows:
  - `libmupdf.lib`
  - `libthirdparty.lib`
- From macOS:
  - `libmupdf.a`
  - `libmupdf-third.a`
- From Linux:
  - `libmupdf.a`
  - `libmupdf-third.a`

Note that the files from macOS and Linux are different, despite sharing the same name.

Depending on your system, on Linux and/or macOS you may need to enable the `-fPIC` compiler option to generate library files that can be included in the `MuPDFWrapper` shared library, otherwise a later step may fail. You can do this in multiple ways, e.g. by opening the `Makefile` included in the MuPDF source and adding `-fPIC` at the end of the line specifying `CFLAGS` (line 23 in the MuPDF 1.17.0 source).

For convenience, these compiled files for MuPDF 1.17.0 are included in the [native/MuPDFWrapper/lib](#) folder of this repository.

### 1.3.2 2. Building MuPDFWrapper

Once you have the required static library files, you should download the [MuPDFCore](#) source code: [MuPDFCore-1.2.0.tar.gz](#) (or clone the repository) and place the library files in the appropriate subdirectories in the `native/MuPDFWrapper/lib/` folder.

To compile `MuPDFWrapper` you will need [CMake](#) and (on Windows) [Ninja](#).

On Windows, the easiest way to get all the required tools is probably to install [Visual Studio](#). By selecting the "Desktop development with C++" workload you should get everything you need.

On macOS, you will need to install at least the Command-Line Tools for Xcode (if necessary, you should be prompted to do this while you perform the following steps) and [CMake](#).

Once you have everything at the ready, you will have to build `MuPDFWrapper` on the three platforms.

#### 1.3.2.1 Windows

1. Assuming you have installed Visual Studio, you should open the "\_\_\_x64\_\_\_ Native Tools Command Prompt for VS" (you should be able to find this in the Start menu). Take care to open the x64 version, otherwise you will not be able to compile the library. A normal command prompt will not work, either.
2. `CD` to the directory where you have downloaded the [MuPDFCore](#) source code.
3. `CD` into the `native` directory.
4. Type `build`. This will start the `build.cmd` batch script that will delete any previous build and compile the library.

After this finishes, you should find a file named `MuPDFWrapper.dll` in the `native/out/build/win-x64/MuPDFWrapper/` directory. Leave it there.

#### 1.3.2.2 macOS and Linux

1. Assuming you have everything ready, open a terminal in the folder where you have downloaded the [MuPDFCore](#) source code.
2. `cd` into the `native` directory.
3. Type `chmod +x build.sh`.
4. Type `./build.sh`. This will delete any previous build and compile the library.

After this finishes, you should find a file named `libMuPDFWrapper.dylib` in the `native/out/build/mac-x64/MuPDFWrapper/` directory (on macOS) and a file named `libMuPDFWrapper.so` in the `native/out/build/linux-x64/MuPDFWrapper/` directory (on Linux). Leave it there.

### 1.3.3 3. Creating the MuPDFCore NuGet package

Once you have the `MuPDFWrapper.dll`, `libMuPDFWrapper.dylib` and `libMuPDFWrapper.so` files, make sure they are in the correct folders (`native/out/build/xxx-x64/MuPDFWrapper/`), **all on the same machine**.

To create the [MuPDFCore](#) NuGet package, you will need the [.NET Core 2.0 SDK or higher](#) for your platform. Once you have installed it and have everything ready, open a terminal in the folder where you have downloaded the [MuPDFCore](#) source code and type:

```
cd MuPDFCore
dotnet pack -c Release
```

This will create a NuGet package in `MuPDFCore/bin/Release`. You can install this package on your projects by adding a local NuGet source.



## 1.4 Note about MuPDFCore and .NET Framework

If you wish to use [MuPDFCore](#) in a .NET Framework project, you will need to manually copy the native MuPDF↔ Wrapper library for the platform you are using to the executable directory (this is done automatically if you target .NET core).

One way to obtain the appropriate library files is:

1. Manually download the NuGet package for [MuPDFCore](#) (click on the "Download package" link on the right).
2. Rename the `.nupkg` file so that it has a `.zip` extension.
3. Extract the zip file.
4. Within the extracted folder, the library files are in the `runtimes/xxx/native/` folder, where `xxx` is either `linux-x64`, `osx-x64` or `win-x64`, depending on the platform you are using.

Make sure you copy the appropriate file to the same folder as the executable!



## Chapter 2

# Namespace Index

### 2.1 Packages

Here are the packages with brief descriptions (if available):

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<a href="#">Avalonia.Animation</a> . . . . .	15
<a href="#">MuPDFCore</a> . . . . .	15
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## Chapter 3

# Hierarchical Index

### 3.1 Class Hierarchy

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MuPDFCore.MuPDFStructuredTextAddress . . . . .	44
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MuPDFCore.MuPDFDocument . . . . .	24
MuPDFCore.MuPDFMultiThreadedPageRenderer . . . . .	39
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IEquatable	
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MuPDFCore.MuPDFTextStructuredTextBlock . . . . .	65
MuPDFCore.MuPDFStructuredTextLine . . . . .	57
MuPDFCore.MuPDFStructuredTextPage . . . . .	61
MuPDFCore.MuPDFStructuredTextAddressSpan . . . . .	51
MuPDFCore.MuPDFStructuredTextCharacter . . . . .	55
MuPDFCore.PointF . . . . .	83
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## Chapter 4

# Class Index

### 4.1 Class List

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A wrapper around a MuPDF context object, which contains the exception stack and the resource cache store . . . . .	22
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A wrapper over a MuPDF document object, which contains possibly multiple pages . . . . .	24
<a href="#">MuPDFCore.MuPDFException</a>	
The exception that is thrown when a MuPDF operation fails . . . . .	37
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Represents a block containing a single image. The block contains a single line with a single character . . . . .	38
<a href="#">MuPDFCore.MuPDFMultiThreadedPageRenderer</a>	
A class that holds the necessary resources to render a page of a MuPDF document using multiple threads . . . . .	39
<a href="#">MuPDFCore.MuPDFPage</a>	
A wrapper over a MuPDF page object, which contains information about the page's boundaries	41
<a href="#">MuPDFCore.MuPDFPageCollection</a>	
A lazy collection of <a href="#">MuPDFPages</a> . Each page is loaded from the document as it is requested for the first time . . . . .	42
<a href="#">MuPDFCore.MuPDFStructuredTextAddress</a>	
Represents the address of a particular character in a <a href="#">MuPDFStructuredTextPage</a> , in terms of block index, line index and character index . . . . .	44
<a href="#">MuPDFCore.MuPDFStructuredTextAddressSpan</a>	
Represents a range of characters in a <a href="#">MuPDFStructuredTextPage</a> . . . . .	51
<a href="#">MuPDFCore.MuPDFStructuredTextBlock</a>	
Represents a structured text block containing text or an image . . . . .	52
<a href="#">MuPDFCore.MuPDFStructuredTextCharacter</a>	
Represents a single text character . . . . .	55
<a href="#">MuPDFCore.MuPDFStructuredTextLine</a>	
Represents a single line of text (i.e. characters that share a common baseline) . . . . .	57
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Represents a structured representation of the text contained in a page . . . . .	61
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A control to render PDF documents (and other formats), potentially using multiple threads . . .	67
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Holds the progress of a single thread . . . . .	101



## Chapter 5

# Namespace Documentation

### 5.1 Avalonia Namespace Reference

### 5.2 Avalonia.Animation Namespace Reference

#### Classes

- class [RectTransition](#)  
*Transition class that handles AvaloniaProperty with Rect types.*

### 5.3 MuPDFCore Namespace Reference

#### Classes

- class [DisposableIntPtr](#)  
*An IDisposable wrapper around an IntPtr that frees the allocated memory when it is disposed.*
- class [MuPDFContext](#)  
*A wrapper around a MuPDF context object, which contains the exception stack and the resource cache store.*
- class [MuPDFDocument](#)  
*A wrapper over a MuPDF document object, which contains possibly multiple pages.*
- class [MuPDFException](#)  
*The exception that is thrown when a MuPDF operation fails.*
- class [MuPDFImageStructuredTextBlock](#)  
*Represents a block containing a single image. The block contains a single line with a single character.*
- class [MuPDFMultiThreadedPageRenderer](#)  
*A class that holds the necessary resources to render a page of a MuPDF document using multiple threads.*
- class [MuPDFPage](#)  
*A wrapper over a MuPDF page object, which contains information about the page's boundaries.*
- class [MuPDFPageCollection](#)  
*A lazy collection of [MuPDFPages](#). Each page is loaded from the document as it is requested for the first time.*
- struct [MuPDFStructuredTextAddress](#)  
*Represents the address of a particular character in a [MuPDFStructuredTextPage](#), in terms of block index, line index and character index.*

- class [MuPDFStructuredTextAddressSpan](#)  
*Represents a range of characters in a [MuPDFStructuredTextPage](#).*
- class [MuPDFStructuredTextBlock](#)  
*Represents a structured text block containing text or an image.*
- class [MuPDFStructuredTextCharacter](#)  
*Represents a single text character.*
- class [MuPDFStructuredTextLine](#)  
*Represents a single line of text (i.e. characters that share a common baseline).*
- class [MuPDFStructuredTextPage](#)  
*Represents a structured representation of the text contained in a page.*
- class [MuPDFTextStructuredTextBlock](#)  
*Represents a block containing multiple lines of text (typically a paragraph).*
- struct [PointF](#)  
*Represents a point.*
- struct [Quad](#)  
*Represents a quadrilater (not necessarily a rectangle).*
- struct [Rectangle](#)  
*Represents a rectangle.*
- class [RenderProgress](#)  
*Holds a summary of the progress of the current rendering operation.*
- struct [RoundedRectangle](#)  
*Represents a rectangle using only integer numbers.*
- struct [RoundedSize](#)  
*Represents the size of a rectangle using only integer numbers.*
- struct [Size](#)  
*Represents the size of a rectangle.*

## Enumerations

- enum [ExitCodes](#) {  
[ExitCodes.ERR\\_CANNOT\\_CREATE\\_CONTEXT](#) = 129, [ExitCodes.ERR\\_CANNOT\\_REGISTER\\_HANDLERS](#) = 130, [ExitCodes.ERR\\_CANNOT\\_OPEN\\_FILE](#) = 131, [ExitCodes.ERR\\_CANNOT\\_COUNT\\_PAGES](#) = 132, [ExitCodes.ERR\\_CANNOT\\_RENDER](#) = 134, [ExitCodes.ERR\\_CANNOT\\_OPEN\\_STREAM](#) = 135, [ExitCodes.ERR\\_CANNOT\\_LOAD\\_DOCUMENT](#) = 136, [ExitCodes.ERR\\_CANNOT\\_COMPUTE\\_BOUNDS](#) = 137, [ExitCodes.ERR\\_CANNOT\\_INIT\\_MUTEX](#) = 138, [ExitCodes.ERR\\_CANNOT\\_CLONE\\_CONTEXT](#) = 139, [ExitCodes.ERR\\_CANNOT\\_SAVE](#) = 140, [ExitCodes.ERR\\_CANNOT\\_CREATE\\_BUFFER](#) = 141, [ExitCodes.ERR\\_CANNOT\\_CREATE\\_WRITER](#) = 142, [ExitCodes.ERR\\_CANNOT\\_CLOSE\\_DOCUMENT](#) = 143, [ExitCodes.ERR\\_CANNOT\\_CREATE\\_PAGE](#) = 144, [ExitCodes.ERR\\_CANNOT\\_POPULATE\\_PAGE](#) = 145, [ExitCodes.EXIT\\_SUCCESS](#) = 0 }  
*Exit codes returned by native methods describing various errors that can occur.*
- enum [InputFileTypes](#) {  
[InputFileTypes.PDF](#) = 0, [InputFileTypes.XPS](#) = 1, [InputFileTypes.CBZ](#) = 2, [InputFileTypes.PNG](#) = 3, [InputFileTypes.JPEG](#) = 4, [InputFileTypes.BMP](#) = 5, [InputFileTypes.GIF](#) = 6, [InputFileTypes.TIFF](#) = 7, [InputFileTypes.PNM](#) = 8, [InputFileTypes.PAM](#) = 9, [InputFileTypes.EPUB](#) = 10, [InputFileTypes.FB2](#) = 11 }  
*File types supported in input by the library.*
- enum [RasterOutputFileTypes](#) { [RasterOutputFileTypes.PNM](#) = 0, [RasterOutputFileTypes.PAM](#) = 1, [RasterOutputFileTypes.PNG](#) = 2, [RasterOutputFileTypes.PSD](#) = 3 }  
*Raster image file types supported in output by the library.*
- enum [DocumentOutputFileTypes](#) { [DocumentOutputFileTypes.PDF](#) = 0, [DocumentOutputFileTypes.SVG](#) = 1, [DocumentOutputFileTypes.CBZ](#) = 2 }  
*Document file types supported in output by the library.*
- enum [PixelFormats](#) { [PixelFormats.RGB](#) = 0, [PixelFormats.RGBA](#) = 1, [PixelFormats.BGR](#) = 2, [PixelFormats.BGRA](#) = 3 }  
*Pixel formats supported by the library.*

### 5.3.1 Enumeration Type Documentation

#### 5.3.1.1 DocumentOutputFileTypes

enum `MuPDFCore.DocumentOutputFileTypes` [strong]

Document file types supported in output by the library.

Enumerator

PDF	Portable Document Format.
SVG	Scalable Vector Graphics.
CBZ	Comic book archive format.

Definition at line 209 of file MuPDF.cs.

#### 5.3.1.2 ExitCodes

enum `MuPDFCore.ExitCodes` [strong]

Exit codes returned by native methods describing various errors that can occur.

Enumerator

ERR_CANNOT_CREATE_CONTEXT	An error occurred while creating the context object.
ERR_CANNOT_REGISTER_HANDLERS	An error occurred while registering the default document handlers with the context.
ERR_CANNOT_OPEN_FILE	An error occurred while opening a file.
ERR_CANNOT_COUNT_PAGES	An error occurred while determining the total number of pages in the document.
ERR_CANNOT_RENDER	An error occurred while rendering the page.
ERR_CANNOT_OPEN_STREAM	An error occurred while opening the stream.
ERR_CANNOT_LOAD_PAGE	An error occurred while loading the page.
ERR_CANNOT_COMPUTE_BOUNDS	An error occurred while computing the page bounds.
ERR_CANNOT_INIT_MUTEX	An error occurred while initialising the mutexes for the lock mechanism.
ERR_CANNOT_CLONE_CONTEXT	An error occurred while cloning the context.
ERR_CANNOT_SAVE	An error occurred while saving the page to a raster image file.
ERR_CANNOT_CREATE_BUFFER	An error occurred while creating the output buffer.
ERR_CANNOT_CREATE_WRITER	An error occurred while creating the document writer.
ERR_CANNOT_CLOSE_DOCUMENT	An error occurred while finalising the document file.
ERR_CANNOT_CREATE_PAGE	An error occurred while creating an empty structured text page.
ERR_CANNOT_POPULATE_PAGE	An error occurred while populating the structured text page
EXIT_SUCCESS	No error occurred. All is well.

Definition at line 26 of file MuPDF.cs.

### 5.3.1.3 InputFileTypes

```
enum MuPDFCore.InputFileTypes [strong]
```

File types supported in input by the library.

#### Enumerator

PDF	Portable Document Format.
XPS	XML Paper Specification document.
CBZ	Comic book archive file (ZIP archive containing page scans).
PNG	Portable Network Graphics format.
JPEG	Joint Photographic Experts Group image.
BMP	Bitmap image.
GIF	Graphics Interchange Format.
TIFF	Tagged Image File Format.
PNM	Portable aNyMap graphics format.
PAM	Portable Arbitrary Map graphics format.
EPUB	Electronic PUBlication document.
FB2	FictionBook document.

Definition at line 117 of file MuPDF.cs.

### 5.3.1.4 PixelFormats

```
enum MuPDFCore.PixelFormats [strong]
```

Pixel formats supported by the library.

#### Enumerator

RGB	24bpp RGB format.
RGBA	32bpp RGBA format.
BGR	24bpp BGR format.
BGRA	32bpp BGRA format.

Definition at line 230 of file MuPDF.cs.

### 5.3.1.5 RasterOutputFileTypes

```
enum MuPDFCore.RasterOutputFileTypes [strong]
```

Raster image file types supported in output by the library.

#### Enumerator

PNM	Portable aNyMap graphics format.
PAM	Portable Arbitrary Map graphics format.
PNG	Portable Network Graphics format.
PSD	PhotoShop Document format.

Definition at line 183 of file MuPDF.cs.

## 5.4 MuPDFCore.MuPDFRenderer Namespace Reference

### Classes

- class [PDFRenderer](#)

*A control to render PDF documents (and other formats), potentially using multiple threads.*



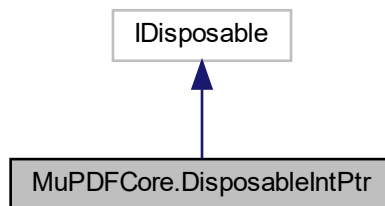
## Chapter 6

# Class Documentation

### 6.1 MuPDFCore.DisposableIntPtr Class Reference

An IDisposable wrapper around an IntPtr that frees the allocated memory when it is disposed.

Inheritance diagram for MuPDFCore.DisposableIntPtr:



#### Public Member Functions

- [DisposableIntPtr](#) (IntPtr pointer)  
*Create a new [DisposableIntPtr](#).*
- void **Dispose** ()

#### 6.1.1 Detailed Description

An IDisposable wrapper around an IntPtr that frees the allocated memory when it is disposed.

Definition at line 307 of file MuPDF.cs.

#### 6.1.2 Constructor & Destructor Documentation

### 6.1.2.1 DisposableIntPtr()

```
MuPDFCore.DisposableIntPtr,DisposableIntPtr (
    IntPtr pointer )
```

Create a new [DisposableIntPtr](#).

#### Parameters

<i>pointer</i>	The pointer that should be freed upon disposing of this object.
----------------	---

Definition at line 318 of file MuPDF.cs.

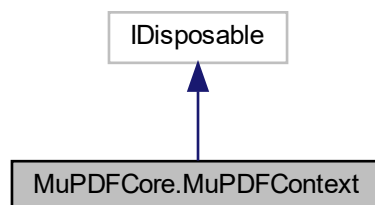
The documentation for this class was generated from the following file:

- MuPDFCore/MuPDF.cs

## 6.2 MuPDFCore.MuPDFContext Class Reference

A wrapper around a MuPDF context object, which contains the exception stack and the resource cache store.

Inheritance diagram for MuPDFCore.MuPDFContext:



### Public Member Functions

- [MuPDFContext](#) (long storeSize=256<< 20)  
*Create a new [MuPDFContext](#) instance with the specified cache store size.*
- void [ClearStore](#) ()  
*Evict all items from the resource cache store (freeing the memory where they were held).*
- void [ShrinkStore](#) (double fraction)  
*Evict items from the resource cache store (freeing the memory where they were held) until the the size of the store drops to the specified fraction of the current size.*
- void **Dispose** ()



## Properties

- long [StoreSize](#) [get]  
*The current size in bytes of the resource cache store. Read-only.*
- long [StoreMaxSize](#) [get]  
*The maximum size in bytes of the resource cache store. Read-only.*

### 6.2.1 Detailed Description

A wrapper around a MuPDF context object, which contains the exception stack and the resource cache store.

Definition at line 25 of file MuPDFContext.cs.

### 6.2.2 Constructor & Destructor Documentation

#### 6.2.2.1 MuPDFContext()

```
MuPDFCore.MuPDFContext.MuPDFContext (
    long storeSize = 256 << 20 )
```

Create a new [MuPDFContext](#) instance with the specified cache store size.

##### Parameters

<i>storeSize</i>	The maximum size in bytes of the resource cache store. The default value is 256 MiB.
------------------	--

Definition at line 58 of file MuPDFContext.cs.

### 6.2.3 Member Function Documentation

#### 6.2.3.1 ClearStore()

```
void MuPDFCore.MuPDFContext.ClearStore ( )
```

Evict all items from the resource cache store (freeing the memory where they were held).

Definition at line 87 of file MuPDFContext.cs.

#### 6.2.3.2 ShrinkStore()

```
void MuPDFCore.MuPDFContext.ShrinkStore (
    double fraction )
```

Evict items from the resource cache store (freeing the memory where they were held) until the the size of the store drops to the specified fraction of the current size.

**Parameters**

<i>fraction</i>	The fraction of the current size that constitutes the target size of the store. If this is $\leq 0$ , the cache is cleared. If this is $\geq 1$ , nothing happens.
-----------------	--

Definition at line 96 of file MuPDFContext.cs.

**6.2.4 Property Documentation****6.2.4.1 StoreMaxSize**

```
long MuPDFCore.MuPDFContext.StoreMaxSize [get]
```

The maximum size in bytes of the resource cache store. Read-only.

Definition at line 46 of file MuPDFContext.cs.

**6.2.4.2 StoreSize**

```
long MuPDFCore.MuPDFContext.StoreSize [get]
```

The current size in bytes of the resource cache store. Read-only.

Definition at line 35 of file MuPDFContext.cs.

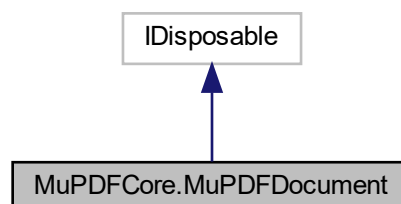
The documentation for this class was generated from the following file:

- MuPDFCore/MuPDFContext.cs

**6.3 MuPDFCore.MuPDFDocument Class Reference**

A wrapper over a MuPDF document object, which contains possibly multiple pages.

Inheritance diagram for MuPDFCore.MuPDFDocument:



## Public Member Functions

- [MuPDFDocument](#) ([MuPDFContext](#) context, IntPtr dataAddress, long dataLength, [InputFileTypes](#) fileType)  
*Create a new [MuPDFDocument](#) from data bytes accessible through the specified pointer.*
- [MuPDFDocument](#) ([MuPDFContext](#) context, IntPtr dataAddress, long dataLength, [InputFileTypes](#) fileType, ref IDisposable dataHolder)  
*Create a new [MuPDFDocument](#) from data bytes accessible through the specified pointer.*
- [MuPDFDocument](#) ([MuPDFContext](#) context, byte[] data, [InputFileTypes](#) fileType)  
*Create a new [MuPDFDocument](#) from an array of bytes.*
- [MuPDFDocument](#) ([MuPDFContext](#) context, ref MemoryStream data, [InputFileTypes](#) fileType)  
*Create a new [MuPDFDocument](#) from a [MemoryStream](#).*
- [MuPDFDocument](#) ([MuPDFContext](#) context, string fileName)  
*Create a new [MuPDFDocument](#) from a file.*
- void [ClearCache](#) ()  
*Discard all the display lists that have been loaded from the document, possibly freeing some memory in the case of a huge document.*
- byte[] [Render](#) (int pageNumber, [Rectangle](#) region, double zoom, [PixelFormat](#) pixelFormat, bool includeAnnotations=true)  
*Render (part of) a page to an array of bytes.*
- byte[] [Render](#) (int pageNumber, double zoom, [PixelFormat](#) pixelFormat, bool includeAnnotations=true)  
*Render a page to an array of bytes.*
- void [Render](#) (int pageNumber, [Rectangle](#) region, double zoom, [PixelFormat](#) pixelFormat, IntPtr destination, bool includeAnnotations=true)  
*Render (part of) a page to the specified destination.*
- void [Render](#) (int pageNumber, double zoom, [PixelFormat](#) pixelFormat, IntPtr destination, bool includeAnnotations=true)  
*Render a page the specified destination.*
- [MuPDFMultiThreadedPageRenderer](#) [GetMultiThreadedRenderer](#) (int pageNumber, int threadCount, bool includeAnnotations=true)  
*Create a new [MuPDFMultiThreadedPageRenderer](#) that renders the specified page with the specified number of threads.*
- int [GetRenderedSize](#) (int pageNumber, double zoom, [PixelFormat](#) pixelFormat)  
*Determine how many bytes will be necessary to render the specified page at the specified zoom level, using the the specified pixel format.*
- void [SaveImage](#) (int pageNumber, [Rectangle](#) region, double zoom, [PixelFormat](#) pixelFormat, string fileName, [RasterOutputFileTypes](#) fileType, bool includeAnnotations=true)  
*Save (part of) a page to an image file in the specified format.*
- void [SaveImage](#) (int pageNumber, double zoom, [PixelFormat](#) pixelFormat, string fileName, [RasterOutputFileTypes](#) fileType, bool includeAnnotations=true)  
*Save a page to an image file in the specified format.*
- void [WriteImage](#) (int pageNumber, [Rectangle](#) region, double zoom, [PixelFormat](#) pixelFormat, Stream outputStream, [RasterOutputFileTypes](#) fileType, bool includeAnnotations=true)  
*Write (part of) a page to an image stream in the specified format.*
- void [WriteImage](#) (int pageNumber, double zoom, [PixelFormat](#) pixelFormat, Stream outputStream, [RasterOutputFileTypes](#) fileType, bool includeAnnotations=true)  
*Write a page to an image stream in the specified format.*
- [MuPDFStructuredTextPage](#) [GetStructuredTextPage](#) (int pageNumber, bool includeAnnotations=true)  
*Creates a new [MuPDFStructuredTextPage](#) from the specified page. This contains information about the text layout that can be used for highlighting and searching. The reading order is taken from the order the text is drawn in the source file, so may not be accurate.*
- void [Dispose](#) ()

## Static Public Member Functions

- static int [GetRenderedSize](#) ([Rectangle](#) region, double zoom, [PixelFormat](#) pixelFormat)  
*Determine how many bytes will be necessary to render the specified region in page units at the specified zoom level, using the the specified pixel format.*
- static void [CreateDocument](#) ([MuPDFContext](#) context, string fileName, [DocumentOutputFileTypes](#) fileType, bool includeAnnotations=true, params([MuPDFPage](#) page, [Rectangle](#) region, float zoom)[] pages)  
*Create a new document containing the specified (parts of) pages from other documents.*
- static void [CreateDocument](#) ([MuPDFContext](#) context, string fileName, [DocumentOutputFileTypes](#) fileType, bool includeAnnotations=true, params [MuPDFPage](#)[] pages)  
*Create a new document containing the specified pages from other documents.*

## Properties

- [MuPDFPageCollection Pages](#) [get]  
*The pages contained in the document.*
- bool [ClipToPageBounds](#) = true [get, set]  
*Defines whether the images resulting from rendering operations should be clipped to the page boundaries.*

### 6.3.1 Detailed Description

A wrapper over a MuPDF document object, which contains possibly multiple pages.

Definition at line 27 of file MuPDFDocument.cs.

### 6.3.2 Constructor & Destructor Documentation

#### 6.3.2.1 MuPDFDocument() [1/5]

```
MuPDFCore.MuPDFDocument.MuPDFDocument (
    MuPDFContext context,
    IntPtr dataAddress,
    long dataLength,
    InputFileTypes fileType )
```

Create a new [MuPDFDocument](#) from data bytes accessible through the specified pointer.

#### Parameters

<i>context</i>	The context that will own this document.
<i>dataAddress</i>	A pointer to the data bytes that make up the document.
<i>dataLength</i>	The number of bytes to read from the specified address.
<i>fileType</i>	The type of the document to read.

Definition at line 105 of file MuPDFDocument.cs.

**6.3.2.2 MuPDFDocument()** [2/5]

```
MuPDFCore.MuPDFDocument.MuPDFDocument (
    MuPDFContext context,
    IntPtr dataAddress,
    long dataLength,
    InputFileTypes fileType,
    ref IDisposable dataHolder )
```

Create a new [MuPDFDocument](#) from data bytes accessible through the specified pointer.

**Parameters**

<i>context</i>	The context that will own this document.
<i>dataAddress</i>	A pointer to the data bytes that make up the document.
<i>dataLength</i>	The number of bytes to read from the specified address.
<i>fileType</i>	The type of the document to read.
<i>dataHolder</i>	An IDisposable that will be disposed when the <a href="#">MuPDFDocument</a> is disposed.

Definition at line 115 of file MuPDFDocument.cs.

**6.3.2.3 MuPDFDocument()** [3/5]

```
MuPDFCore.MuPDFDocument.MuPDFDocument (
    MuPDFContext context,
    byte[] data,
    InputFileTypes fileType )
```

Create a new [MuPDFDocument](#) from an array of bytes.

**Parameters**

<i>context</i>	The context that will own this document.
<i>data</i>	An array containing the data bytes that make up the document. This must not be altered until after the <a href="#">MuPDFDocument</a> has been disposed! The address of the array will be pinned, which may cause degradation in the Garbage Collector's performance, and is thus only advised for short-lived documents. To avoid this issue, marshal the bytes to unmanaged memory and use one of the IntPtr constructors.
<i>fileType</i>	The type of the document to read.

Definition at line 148 of file MuPDFDocument.cs.

**6.3.2.4 MuPDFDocument()** [4/5]

```
MuPDFCore.MuPDFDocument.MuPDFDocument (
```

```

    MuPDFContext context,
    ref MemoryStream data,
    InputFileTypes fileType )

```

Create a new [MuPDFDocument](#) from a [MemoryStream](#).

#### Parameters

<i>context</i>	The context that will own this document.
<i>data</i>	The <a href="#">MemoryStream</a> containing the data that makes up the document. This will be disposed when the <a href="#">MuPDFDocument</a> has been disposed and must not be disposed externally! The address of the <a href="#">MemoryStream</a> 's buffer will be pinned, which may cause degradation in the Garbage Collector's performance, and is thus only advised for short-lived documents. To avoid this issue, marshal the bytes to unmanaged memory and use one of the <a href="#">IntPtr</a> constructors.
<i>fileType</i>	The type of the document to read.

Definition at line 183 of file [MuPDFDocument.cs](#).

#### 6.3.2.5 MuPDFDocument() [5/5]

```

MuPDFCore.MuPDFDocument.MuPDFDocument (
    MuPDFContext context,
    string fileName )

```

Create a new [MuPDFDocument](#) from a file.

#### Parameters

<i>context</i>	The context that will own this document.
<i>fileName</i>	The path to the file to open.

Definition at line 221 of file [MuPDFDocument.cs](#).

### 6.3.3 Member Function Documentation

#### 6.3.3.1 ClearCache()

```

void MuPDFCore.MuPDFDocument.ClearCache ( )

```

Discard all the display lists that have been loaded from the document, possibly freeing some memory in the case of a huge document.

Definition at line 246 of file [MuPDFDocument.cs](#).

**6.3.3.2 CreateDocument() [1/2]**

```
static void MuPDFCore.MuPDFDocument.CreateDocument (
    MuPDFContext context,
    string fileName,
    DocumentOutputFileTypes fileType,
    bool includeAnnotations = true,
    params MuPDFPage[] pages ) [static]
```

Create a new document containing the specified pages from other documents.

**Parameters**

<i>context</i>	The context that was used to open the documents.
<i>fileName</i>	The output file name.
<i>fileType</i>	The output file format.
<i>pages</i>	The pages to include in the document.
<i>includeAnnotations</i>	If this is <code>true</code> , annotations (e.g. signatures) are included in the display list that is generated. Otherwise, only the page contents are included.

Definition at line 655 of file MuPDFDocument.cs.

**6.3.3.3 CreateDocument() [2/2]**

```
static void MuPDFCore.MuPDFDocument.CreateDocument (
    MuPDFContext context,
    string fileName,
    DocumentOutputFileTypes fileType,
    bool includeAnnotations = true,
    params (MuPDFPage page, Rectangle region, float zoom)[] pages ) [static]
```

Create a new document containing the specified (parts of) pages from other documents.

**Parameters**

<i>context</i>	The context that was used to open the documents.
<i>fileName</i>	The output file name.
<i>fileType</i>	The output file format.
<i>includeAnnotations</i>	If this is <code>true</code> , annotations (e.g. signatures) are included in the display list that is generated. Otherwise, only the page contents are included.
<i>pages</i>	The pages to include in the document. The "page" element specifies the page, the "region" element the area of the page that should be included in the document, and the "zoom" element how much the region should be scaled.

Definition at line 562 of file MuPDFDocument.cs.

#### 6.3.3.4 GetMultiThreadedRenderer()

```
MuPDFMultiThreadedPageRenderer MuPDFCore.MuPDFDocument.GetMultiThreadedRenderer (
    int pageNumber,
    int threadCount,
    bool includeAnnotations = true )
```

Create a new [MuPDFMultiThreadedPageRenderer](#) that renders the specified page with the specified number of threads.

##### Parameters

<i>pageNumber</i>	The number of the page to render (starting at 0).
<i>threadCount</i>	The number of threads to use. This must be factorisable using only powers of 2, 3, 5 or 7. Otherwise, the biggest number smaller than <i>threadCount</i> that satisfies this condition is used.

##### Returns

A [MuPDFMultiThreadedPageRenderer](#) that can be used to render the specified page with the specified number of threads.

##### Parameters

<i>includeAnnotations</i>	If this is <code>true</code> , annotations (e.g. signatures) are included in the display list that is generated. Otherwise, only the page contents are included.
---------------------------	--

Definition at line 362 of file MuPDFDocument.cs.

#### 6.3.3.5 GetRenderedSize() [1/2]

```
int MuPDFCore.MuPDFDocument.GetRenderedSize (
    int pageNumber,
    double zoom,
    PixelFormats pixelFormat )
```

Determine how many bytes will be necessary to render the specified page at the specified zoom level, using the the specified pixel format.

##### Parameters

<i>pageNumber</i>	The number of the page to render (starting at 0).
<i>zoom</i>	The scale at which the page will be rendered. This will determine the size in pixel of the image.
<i>pixelFormat</i>	The format of the pixels data.

##### Returns

An integer representing the number of bytes that will be necessary to store the pixel data of the rendered image.



Definition at line 379 of file MuPDFDocument.cs.

#### 6.3.3.6 GetRenderedSize() [2/2]

```
static int MuPDFCore.MuPDFDocument.GetRenderedSize (
    Rectangle region,
    double zoom,
    PixelFormats pixelFormat ) [static]
```

Determine how many bytes will be necessary to render the specified region in page units at the specified zoom level, using the the specified pixel format.

##### Parameters

<i>region</i>	The region that will be rendered.
<i>zoom</i>	The scale at which the region will be rendered. This will determine the size in pixel of the image.
<i>pixelFormat</i>	The format of the pixels data.

##### Returns

An integer representing the number of bytes that will be necessary to store the pixel data of the rendered image.

Definition at line 391 of file MuPDFDocument.cs.

#### 6.3.3.7 GetStructuredTextPage()

```
MuPDFStructuredTextPage MuPDFCore.MuPDFDocument.GetStructuredTextPage (
    int pageNumber,
    bool includeAnnotations = true )
```

Creates a new [MuPDFStructuredTextPage](#) from the specified page. This contains information about the text layout that can be used for highlighting and searching. The reading order is taken from the order the text is drawn in the source file, so may not be accurate.

##### Parameters

<i>pageNumber</i>	The number of the page (starting at 0)
<i>includeAnnotations</i>	If this is <code>true</code> , annotations (e.g. signatures) are included. Otherwise, only the page contents are included.

##### Returns

A [MuPDFStructuredTextPage](#) containing a structured text representation of the page.

Definition at line 674 of file MuPDFDocument.cs.

**6.3.3.8 Render()** [1/4]

```
byte [] MuPDFCore.MuPDFDocument.Render (
    int pageNumber,
    double zoom,
    PixelFormats pixelFormat,
    bool includeAnnotations = true )
```

Render a page to an array of bytes.

**Parameters**

<i>pageNumber</i>	The number of the page to render (starting at 0).
<i>zoom</i>	The scale at which the page will be rendered. This will determine the size in pixel of the image.
<i>pixelFormat</i>	The format of the pixel data.
<i>includeAnnotations</i>	If this is <code>true</code> , annotations (e.g. signatures) are included in the display list that is generated. Otherwise, only the page contents are included.

**Returns**

A byte array containing the raw values for the pixels of the rendered image.

Definition at line 293 of file MuPDFDocument.cs.

**6.3.3.9 Render()** [2/4]

```
void MuPDFCore.MuPDFDocument.Render (
    int pageNumber,
    double zoom,
    PixelFormats pixelFormat,
    IntPtr destination,
    bool includeAnnotations = true )
```

Render a page the specified destination.

**Parameters**

<i>pageNumber</i>	The number of the page to render (starting at 0).
<i>zoom</i>	The scale at which the page will be rendered. This will determine the size in pixel of the image.
<i>pixelFormat</i>	The format of the pixel data.
<i>destination</i>	The address of the buffer where the pixel data will be written. There must be enough space available to write the values for all the pixels, otherwise this will fail catastrophically!
<i>includeAnnotations</i>	If this is <code>true</code> , annotations (e.g. signatures) are included in the display list that is generated. Otherwise, only the page contents are included.

Definition at line 349 of file MuPDFDocument.cs.

**6.3.3.10 Render() [3/4]**

```
byte [] MuPDFCore.MuPDFDocument.Render (
    int pageNumber,
    Rectangle region,
    double zoom,
    PixelFormats pixelFormat,
    bool includeAnnotations = true )
```

Render (part of) a page to an array of bytes.

**Parameters**

<i>pageNumber</i>	The number of the page to render (starting at 0).
<i>region</i>	The region of the page to render in page units.
<i>zoom</i>	The scale at which the page will be rendered. This will determine the size in pixel of the image.
<i>pixelFormat</i>	The format of the pixel data.
<i>includeAnnotations</i>	If this is <code>true</code> , annotations (e.g. signatures) are included in the display list that is generated. Otherwise, only the page contents are included.

**Returns**

A byte array containing the raw values for the pixels of the rendered image.

Definition at line 264 of file MuPDFDocument.cs.

**6.3.3.11 Render() [4/4]**

```
void MuPDFCore.MuPDFDocument.Render (
    int pageNumber,
    Rectangle region,
    double zoom,
    PixelFormats pixelFormat,
    IntPtr destination,
    bool includeAnnotations = true )
```

Render (part of) a page to the specified destination.

**Parameters**

<i>pageNumber</i>	The number of the page to render (starting at 0).
<i>region</i>	The region of the page to render in page units.
<i>zoom</i>	The scale at which the page will be rendered. This will determine the size in pixel of the image.
<i>pixelFormat</i>	The format of the pixel data.
<i>destination</i>	The address of the buffer where the pixel data will be written. There must be enough space available to write the values for all the pixels, otherwise this will fail catastrophically!
<i>includeAnnotations</i>	If this is <code>true</code> , annotations (e.g. signatures) are included in the display list that is generated. Otherwise, only the page contents are included.

Definition at line 308 of file MuPDFDocument.cs.

### 6.3.3.12 SaveImage() [1/2]

```
void MuPDFCore.MuPDFDocument.SaveImage (
    int pageNumber,
    double zoom,
    PixelFormats pixelFormat,
    string fileName,
    RasterOutputFileTypes fileType,
    bool includeAnnotations = true )
```

Save a page to an image file in the specified format.

#### Parameters

<i>pageNumber</i>	The number of the page to render (starting at 0).
<i>zoom</i>	The scale at which the page will be rendered. This will determine the size in pixel of the image.
<i>pixelFormat</i>	The format of the pixel data.
<i>fileName</i>	The path to the output file.
<i>fileType</i>	The output format of the file.
<i>includeAnnotations</i>	If this is <code>true</code> , annotations (e.g. signatures) are included in the display list that is generated. Otherwise, only the page contents are included.

Definition at line 472 of file MuPDFDocument.cs.

### 6.3.3.13 SaveImage() [2/2]

```
void MuPDFCore.MuPDFDocument.SaveImage (
    int pageNumber,
    Rectangle region,
    double zoom,
    PixelFormats pixelFormat,
    string fileName,
    RasterOutputFileTypes fileType,
    bool includeAnnotations = true )
```

Save (part of) a page to an image file in the specified format.

#### Parameters

<i>pageNumber</i>	The number of the page to render (starting at 0).
<i>region</i>	The region of the page to render in page units.
<i>zoom</i>	The scale at which the page will be rendered. This will determine the size in pixel of the image.
<i>pixelFormat</i>	The format of the pixel data.

## Parameters

<i>fileName</i>	The path to the output file.
<i>fileType</i>	The output format of the file.
<i>includeAnnotations</i>	If this is <code>true</code> , annotations (e.g. signatures) are included in the display list that is generated. Otherwise, only the page contents are included.

Definition at line 429 of file MuPDFDocument.cs.

## 6.3.3.14 WriteImage() [1/2]

```
void MuPDFCore.MuPDFDocument.WriteImage (
    int pageNumber,
    double zoom,
    PixelFormats pixelFormat,
    Stream outputStream,
    RasterOutputFileTypes fileType,
    bool includeAnnotations = true )
```

Write a page to an image stream in the specified format.

## Parameters

<i>pageNumber</i>	The number of the page to render (starting at 0).
<i>zoom</i>	The scale at which the page will be rendered. This will determine the size in pixel of the image.
<i>pixelFormat</i>	The format of the pixel data.
<i>outputStream</i>	The stream to which the image data will be written.
<i>fileType</i>	The output format of the image.
<i>includeAnnotations</i>	If this is <code>true</code> , annotations (e.g. signatures) are included in the display list that is generated. Otherwise, only the page contents are included.

Definition at line 548 of file MuPDFDocument.cs.

## 6.3.3.15 WriteImage() [2/2]

```
void MuPDFCore.MuPDFDocument.WriteImage (
    int pageNumber,
    Rectangle region,
    double zoom,
    PixelFormats pixelFormat,
    Stream outputStream,
    RasterOutputFileTypes fileType,
    bool includeAnnotations = true )
```

Write (part of) a page to an image stream in the specified format.

## Parameters

<i>pageNumber</i>	The number of the page to render (starting at 0).
<i>region</i>	The region of the page to render in page units.
<i>zoom</i>	The scale at which the page will be rendered. This will determine the size in pixel of the image.
<i>pixelFormat</i>	The format of the pixel data.
<i>outputStream</i>	The stream to which the image data will be written.
<i>fileType</i>	The output format of the image.
<i>includeAnnotations</i>	If this is <code>true</code> , annotations (e.g. signatures) are included in the display list that is generated. Otherwise, only the page contents are included.

Definition at line 488 of file MuPDFDocument.cs.

### 6.3.4 Property Documentation

#### 6.3.4.1 ClipToPageBounds

```
bool MuPDFCore.MuPDFDocument.ClipToPageBounds = true [get], [set]
```

Defines whether the images resulting from rendering operations should be clipped to the page boundaries.

Definition at line 96 of file MuPDFDocument.cs.

#### 6.3.4.2 Pages

```
MuPDFPageCollection MuPDFCore.MuPDFDocument.Pages [get]
```

The pages contained in the document.

Definition at line 91 of file MuPDFDocument.cs.

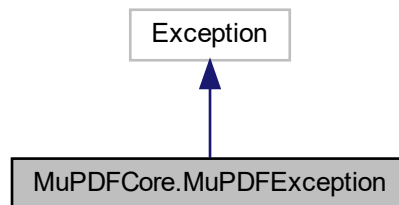
The documentation for this class was generated from the following file:

- MuPDFCore/MuPDFDocument.cs

## 6.4 MuPDFCore.MuPDFException Class Reference

The exception that is thrown when a MuPDF operation fails.

Inheritance diagram for MuPDFCore.MuPDFException:



### Public Attributes

- readonly [ExitCodes](#) `ErrorCode`  
*The [ExitCodes](#) returned by the native function.*

### 6.4.1 Detailed Description

The exception that is thrown when a MuPDF operation fails.

Definition at line 352 of file `MuPDF.cs`.

### 6.4.2 Member Data Documentation

#### 6.4.2.1 ErrorCode

readonly [ExitCodes](#) `MuPDFCore.MuPDFException.ErrorCode`

The [ExitCodes](#) returned by the native function.

Definition at line 357 of file `MuPDF.cs`.

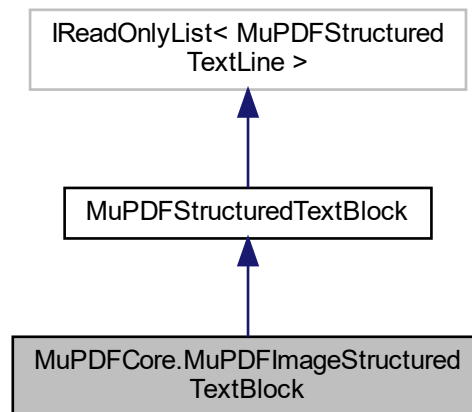
The documentation for this class was generated from the following file:

- `MuPDFCore/MuPDF.cs`

## 6.5 MuPDFCore.MuPDFImageStructuredTextBlock Class Reference

Represents a block containing a single image. The block contains a single line with a single character.

Inheritance diagram for MuPDFCore.MuPDFImageStructuredTextBlock:



### Public Member Functions

- override IEnumerator< [MuPDFStructuredTextLine](#) > [GetEnumerator](#) ()

### Public Attributes

- override [Types](#) [Type](#) => [Types.Image](#)
- override int [Count](#) => 1

### Properties

- override [MuPDFStructuredTextLine](#) [this\[int index\]](#) [get]

### Additional Inherited Members

#### 6.5.1 Detailed Description

Represents a block containing a single image. The block contains a single line with a single character.

Definition at line 569 of file MuPDFStructuredTextPage.cs.

The documentation for this class was generated from the following file:

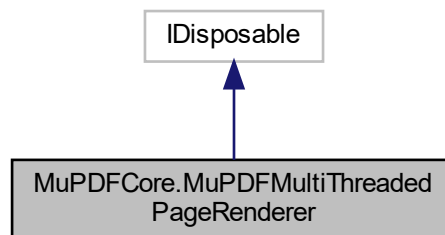
- MuPDFCore/MuPDFStructuredTextPage.cs



## 6.6 MuPDFCore.MuPDFMultiThreadedPageRenderer Class Reference

A class that holds the necessary resources to render a page of a MuPDF document using multiple threads.

Inheritance diagram for MuPDFCore.MuPDFMultiThreadedPageRenderer:



### Public Member Functions

- void [Render](#) ([RoundedSize](#) targetSize, [Rectangle](#) region, IntPtr[] destinations, [PixelFormat](#) pixelFormat)  
*Render the specified region to an image of the specified size, split in a number of tiles equal to the number of threads used by this [MuPDFMultiThreadedPageRenderer](#), without marshaling. This method will not return until all the rendering threads have finished.*
- void [Abort](#) ()  
*Signal to the rendering threads that they should abort rendering as soon as possible.*
- [RenderProgress](#) [GetProgress](#) ()  
*Get the current rendering progress of all the threads.*
- void **Dispose** ()

### Properties

- int [ThreadCount](#) [get]  
*The number of threads that are used to render the image.*

#### 6.6.1 Detailed Description

A class that holds the necessary resources to render a page of a MuPDF document using multiple threads.

Definition at line 268 of file MuPDFMultiThreadedPageRenderer.cs.

#### 6.6.2 Member Function Documentation

### 6.6.2.1 Abort()

```
void MuPDFCore.MuPDFMultiThreadedPageRenderer.Abort ( )
```

Signal to the rendering threads that they should abort rendering as soon as possible.

Definition at line 465 of file MuPDFMultiThreadedPageRenderer.cs.

### 6.6.2.2 GetProgress()

```
RenderProgress MuPDFCore.MuPDFMultiThreadedPageRenderer.GetProgress ( )
```

Get the current rendering progress of all the threads.

#### Returns

A [RenderProgress](#) object containing the rendering progress of all the threads.

Definition at line 477 of file MuPDFMultiThreadedPageRenderer.cs.

### 6.6.2.3 Render()

```
void MuPDFCore.MuPDFMultiThreadedPageRenderer.Render (
    RoundedSize targetSize,
    Rectangle region,
    IntPtr[] destinations,
    PixelFormats pixelFormat )
```

Render the specified region to an image of the specified size, split in a number of tiles equal to the number of threads used by this [MuPDFMultiThreadedPageRenderer](#), without marshaling. This method will not return until all the rendering threads have finished.

#### Parameters

<i>targetSize</i>	The total size of the image that should be rendered.
<i>region</i>	The region in page units that should be rendered.
<i>destinations</i>	An array containing the addresses of the buffers where the rendered tiles will be written. There must be enough space available in each buffer to write the values for all the pixels of the tile, otherwise this will fail catastrophically! As long as the <i>targetSize</i> is the same, the size in pixel of the tiles is guaranteed to also be the same.
<i>pixelFormat</i>	The format of the pixel data.

Definition at line 360 of file MuPDFMultiThreadedPageRenderer.cs.

## 6.6.3 Property Documentation

### 6.6.3.1 ThreadCount

```
int MuPDFCore.MuPDFMultiThreadedPageRenderer.ThreadCount [get]
```

The number of threads that are used to render the image.

Definition at line 298 of file MuPDFMultiThreadedPageRenderer.cs.

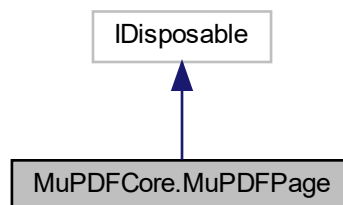
The documentation for this class was generated from the following file:

- MuPDFCore/MuPDFMultiThreadedPageRenderer.cs

## 6.7 MuPDFCore.MuPDFPage Class Reference

A wrapper over a MuPDF page object, which contains information about the page's boundaries.

Inheritance diagram for MuPDFCore.MuPDFPage:



### Public Member Functions

- void **Dispose** ()

### Properties

- [Rectangle Bounds](#) [get]  
*The page's bounds in page units. Read-only.*
- int [PageNumber](#) [get]  
*The number of this page in the original document.*

### 6.7.1 Detailed Description

A wrapper over a MuPDF page object, which contains information about the page's boundaries.

Definition at line 27 of file MuPDFPage.cs.

### 6.7.2 Property Documentation

#### 6.7.2.1 Bounds

`Rectangle MuPDFCore.MuPDFPage.Bounds [get]`

The page's bounds in page units. Read-only.

Definition at line 32 of file MuPDFPage.cs.

#### 6.7.2.2 PageNumber

`int MuPDFCore.MuPDFPage.PageNumber [get]`

The number of this page in the original document.

Definition at line 37 of file MuPDFPage.cs.

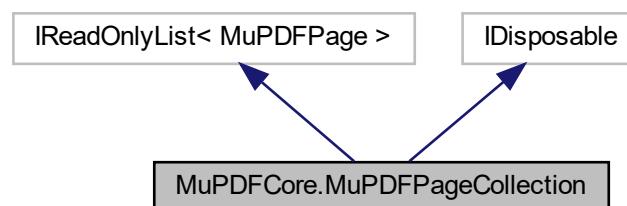
The documentation for this class was generated from the following file:

- MuPDFCore/MuPDFPage.cs

## 6.8 MuPDFCore.MuPDFPageCollection Class Reference

A lazy collection of [MuPDFPage](#)s. Each page is loaded from the document as it is requested for the first time.

Inheritance diagram for MuPDFCore.MuPDFPageCollection:



## Public Member Functions

- `IEnumerator< MuPDFPage > GetEnumerator ()`  
*inheritdoc/*
- `void Dispose ()`

## Properties

- `int Length [get]`  
*The number of pages in the collection.*
- `int Count [get]`  
*The number of pages in the collection.*
- `MuPDFPage this[int index] [get]`  
*Get a page from the collection.*

### 6.8.1 Detailed Description

A lazy collection of [MuPDFPages](#). Each page is loaded from the document as it is requested for the first time.

Definition at line 119 of file MuPDFPage.cs.

### 6.8.2 Property Documentation

#### 6.8.2.1 Count

```
int MuPDFCore.MuPDFPageCollection.Count [get]
```

The number of pages in the collection.

Definition at line 144 of file MuPDFPage.cs.

#### 6.8.2.2 Length

```
int MuPDFCore.MuPDFPageCollection.Length [get]
```

The number of pages in the collection.

Definition at line 139 of file MuPDFPage.cs.

#### 6.8.2.3 this[int index]

```
MuPDFPage MuPDFCore.MuPDFPageCollection.this[int index] [get]
```

Get a page from the collection.

## Parameters

<i>index</i>	The number of the page (starting at 0).
--------------	---

## Returns

The specified [MuPDFPage](#).

Definition at line 151 of file MuPDFPage.cs.

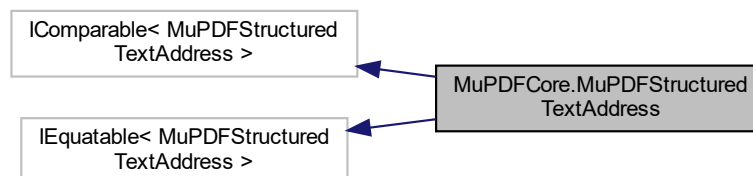
The documentation for this class was generated from the following file:

- MuPDFCore/MuPDFPage.cs

## 6.9 MuPDFCore.MuPDFStructuredTextAddress Struct Reference

Represents the address of a particular character in a [MuPDFStructuredTextPage](#), in terms of block index, line index and character index.

Inheritance diagram for MuPDFCore.MuPDFStructuredTextAddress:



### Public Member Functions

- [MuPDFStructuredTextAddress](#) (int blockIndex, int lineIndex, int characterIndex)  
*Creates a new [MuPDFStructuredTextAddress](#) from the specified indices.*
- int [CompareTo](#) ([MuPDFStructuredTextAddress](#) other)  
*Compares this [MuPDFStructuredTextAddress](#) with another [MuPDFStructuredTextAddress](#).*
- override int [GetHashCode](#) ()
- [MuPDFStructuredTextAddress?](#) [Increment](#) ([MuPDFStructuredTextPage](#) page)  
*Returns a [MuPDFStructuredTextAddress](#) corresponding to the next character in the specified page.*
- bool [Equals](#) ([MuPDFStructuredTextAddress](#) other)  
*Compares the current [MuPDFStructuredTextAddress](#) with another [MuPDFStructuredTextAddress](#).*
- override bool [Equals](#) (object other)

## Static Public Member Functions

- static bool `operator>` ([MuPDFStructuredTextAddress](#) first, [MuPDFStructuredTextAddress](#) second)  
*Compares two [MuPDFStructuredTextAddress](#).*
- static bool `operator>=` ([MuPDFStructuredTextAddress](#) first, [MuPDFStructuredTextAddress](#) second)  
*Compares two [MuPDFStructuredTextAddress](#).*
- static bool `operator<` ([MuPDFStructuredTextAddress](#) first, [MuPDFStructuredTextAddress](#) second)  
*Compares two [MuPDFStructuredTextAddress](#).*
- static bool `operator<=` ([MuPDFStructuredTextAddress](#) first, [MuPDFStructuredTextAddress](#) second)  
*Compares two [MuPDFStructuredTextAddress](#).*
- static bool `operator==` ([MuPDFStructuredTextAddress](#) first, [MuPDFStructuredTextAddress](#) second)  
*Compares two [MuPDFStructuredTextAddress](#).*
- static bool `operator!=` ([MuPDFStructuredTextAddress](#) first, [MuPDFStructuredTextAddress](#) second)  
*Compares two [MuPDFStructuredTextAddress](#).*

## Public Attributes

- readonly int [BlockIndex](#)  
*The index of the block.*
- readonly int [LineIndex](#)  
*The index of the line within the block.*
- readonly int [CharacterIndex](#)  
*The index of the character within the line.*

### 6.9.1 Detailed Description

Represents the address of a particular character in a [MuPDFStructuredTextPage](#), in terms of block index, line index and character index.

Definition at line 915 of file `MuPDFStructuredTextPage.cs`.

### 6.9.2 Constructor & Destructor Documentation

#### 6.9.2.1 MuPDFStructuredTextAddress()

```
MuPDFCore.MuPDFStructuredTextAddress.MuPDFStructuredTextAddress (
    int blockIndex,
    int lineIndex,
    int characterIndex )
```

Creates a new [MuPDFStructuredTextAddress](#) from the specified indices.

#### Parameters

<i>blockIndex</i>	The index of the block.
<i>lineIndex</i>	The index of the line within the block.
<i>characterIndex</i>	The index of the character within the line.

Definition at line 938 of file MuPDFStructuredTextPage.cs.

## 6.9.3 Member Function Documentation

### 6.9.3.1 CompareTo()

```
int MuPDFCore.MuPDFStructuredTextAddress.CompareTo (
    MuPDFStructuredTextAddress other )
```

Compares this [MuPDFStructuredTextAddress](#) with another [MuPDFStructuredTextAddress](#).

#### Parameters

<i>other</i>	The <a href="#">MuPDFStructuredTextAddress</a> to compare with the current instance.
--------------	--

#### Returns

-1 if the *other* [MuPDFStructuredTextAddress](#) comes after the current instance, 1 if it comes before, or 0 if they represent the same address.

Definition at line 950 of file MuPDFStructuredTextPage.cs.

### 6.9.3.2 Equals()

```
bool MuPDFCore.MuPDFStructuredTextAddress.Equals (
    MuPDFStructuredTextAddress other )
```

Compares the current [MuPDFStructuredTextAddress](#) with another [MuPDFStructuredTextAddress](#).

#### Parameters

<i>other</i>	The other <a href="#">MuPDFStructuredTextAddress</a> to compare with the current instance.
--------------	--

#### Returns

`true` if the two [MuPDFStructuredTextAddresses](#) represent the same address; otherwise, `false`.

Definition at line 1193 of file MuPDFStructuredTextPage.cs.



### 6.9.3.3 Increment()

```
MuPDFStructuredTextAddress? MuPDFCore.MuPDFStructuredTextAddress.Increment (
    MuPDFStructuredTextPage page )
```

Returns a [MuPDFStructuredTextAddress](#) corresponding to the next character in the specified page.

## Parameters

<i>page</i>	The page the address refers to.
-------------	---------------------------------

## Returns

A [MuPDFStructuredTextAddress](#) corresponding to the next character in the specified page.

Definition at line 1162 of file MuPDFStructuredTextPage.cs.

### 6.9.3.4 operator"!=()

```
static bool MuPDFCore.MuPDFStructuredTextAddress.operator!= (
    MuPDFStructuredTextAddress first,
    MuPDFStructuredTextAddress second ) [static]
```

Compares two [MuPDFStructuredTextAddress](#).

## Parameters

<i>first</i>	The first <a href="#">MuPDFStructuredTextAddress</a> to compare.
<i>second</i>	The second <a href="#">MuPDFStructuredTextAddress</a> to compare.

## Returns

`true` if the two [MuPDFStructuredTextAddresses](#) represent different addresses; otherwise, `false`.

Definition at line 1143 of file MuPDFStructuredTextPage.cs.

### 6.9.3.5 operator<()

```
static bool MuPDFCore.MuPDFStructuredTextAddress.operator< (
    MuPDFStructuredTextAddress first,
    MuPDFStructuredTextAddress second ) [static]
```

Compares two [MuPDFStructuredTextAddress](#).

## Parameters

<i>first</i>	The first <a href="#">MuPDFStructuredTextAddress</a> to compare.
<i>second</i>	The second <a href="#">MuPDFStructuredTextAddress</a> to compare.

**Returns**

true if the *first* [MuPDFStructuredTextAddress](#) comes before the *second* one; otherwise, false.

Definition at line 1052 of file MuPDFStructuredTextPage.cs.

**6.9.3.6 operator<=()**

```
static bool MuPDFCore.MuPDFStructuredTextAddress.operator<= (
    MuPDFStructuredTextAddress first,
    MuPDFStructuredTextAddress second ) [static]
```

Compares two [MuPDFStructuredTextAddress](#).

**Parameters**

<i>first</i>	The first <a href="#">MuPDFStructuredTextAddress</a> to compare.
<i>second</i>	The second <a href="#">MuPDFStructuredTextAddress</a> to compare.

**Returns**

true if the *first* [MuPDFStructuredTextAddress](#) comes before the *second* one or if they represent the same address; otherwise, false.

Definition at line 1092 of file MuPDFStructuredTextPage.cs.

**6.9.3.7 operator==( )**

```
static bool MuPDFCore.MuPDFStructuredTextAddress.operator==(
    MuPDFStructuredTextAddress first,
    MuPDFStructuredTextAddress second ) [static]
```

Compares two [MuPDFStructuredTextAddress](#).

**Parameters**

<i>first</i>	The first <a href="#">MuPDFStructuredTextAddress</a> to compare.
<i>second</i>	The second <a href="#">MuPDFStructuredTextAddress</a> to compare.

**Returns**

true if the two [MuPDFStructuredTextAddresses](#) represent the same address; otherwise, false.

Definition at line 1132 of file MuPDFStructuredTextPage.cs.

### 6.9.3.8 operator>()

```
static bool MuPDFCore.MuPDFStructuredTextAddress.operator> (
    MuPDFStructuredTextAddress first,
    MuPDFStructuredTextAddress second ) [static]
```

Compares two [MuPDFStructuredTextAddress](#).

#### Parameters

<i>first</i>	The first <a href="#">MuPDFStructuredTextAddress</a> to compare.
<i>second</i>	The second <a href="#">MuPDFStructuredTextAddress</a> to compare.

#### Returns

`true` if the *first* [MuPDFStructuredTextAddress](#) comes after the *second* one; otherwise, `false`.

Definition at line 972 of file `MuPDFStructuredTextPage.cs`.

### 6.9.3.9 operator>=()

```
static bool MuPDFCore.MuPDFStructuredTextAddress.operator>= (
    MuPDFStructuredTextAddress first,
    MuPDFStructuredTextAddress second ) [static]
```

Compares two [MuPDFStructuredTextAddress](#).

#### Parameters

<i>first</i>	The first <a href="#">MuPDFStructuredTextAddress</a> to compare.
<i>second</i>	The second <a href="#">MuPDFStructuredTextAddress</a> to compare.

#### Returns

`true` if the *first* [MuPDFStructuredTextAddress](#) comes after the *second* one or if they represent the same address; otherwise, `false`.

Definition at line 1012 of file `MuPDFStructuredTextPage.cs`.

## 6.9.4 Member Data Documentation

### 6.9.4.1 BlockIndex

```
readonly int MuPDFCore.MuPDFStructuredTextAddress.BlockIndex
```

The index of the block.

Definition at line 920 of file `MuPDFStructuredTextPage.cs`.

### 6.9.4.2 CharacterIndex

```
readonly int MuPDFCore.MuPDFStructuredTextAddress.CharacterIndex
```

The index of the character within the line.

Definition at line 930 of file MuPDFStructuredTextPage.cs.

### 6.9.4.3 LineIndex

```
readonly int MuPDFCore.MuPDFStructuredTextAddress.LineIndex
```

The index of the line within the block.

Definition at line 925 of file MuPDFStructuredTextPage.cs.

The documentation for this struct was generated from the following file:

- MuPDFCore/MuPDFStructuredTextPage.cs

## 6.10 MuPDFCore.MuPDFStructuredTextAddressSpan Class Reference

Represents a range of characters in a [MuPDFStructuredTextPage](#).

### Public Member Functions

- [MuPDFStructuredTextAddressSpan](#) ([MuPDFStructuredTextAddress](#) start, [MuPDFStructuredTextAddress?](#) end)  
*Creates a new [MuPDFStructuredTextAddressSpan](#) corresponding to the specified character range.*

### Public Attributes

- readonly [MuPDFStructuredTextAddress](#) Start  
*The address of the start of the range.*
- readonly? [MuPDFStructuredTextAddress](#) End  
*The address of the end of the range (inclusive), or `null` to signify an empty range.*

### 6.10.1 Detailed Description

Represents a range of characters in a [MuPDFStructuredTextPage](#).

Definition at line 1208 of file MuPDFStructuredTextPage.cs.

### 6.10.2 Constructor & Destructor Documentation

#### 6.10.2.1 MuPDFStructuredTextAddressSpan()

```
MuPDFCore.MuPDFStructuredTextAddressSpan.MuPDFStructuredTextAddressSpan (
    MuPDFStructuredTextAddress start,
    MuPDFStructuredTextAddress? end )
```

Creates a new [MuPDFStructuredTextAddressSpan](#) corresponding to the specified character range.

**Parameters**

<i>start</i>	The address of the start of the range.
<i>end</i>	The address of the end of the range (inclusive), or <code>null</code> to signify an empty range.

Definition at line 1225 of file MuPDFStructuredTextPage.cs.

**6.10.3 Member Data Documentation****6.10.3.1 End**

readonly? [MuPDFStructuredTextAddress](#) MuPDFCore.MuPDFStructuredTextAddressSpan.End

The address of the end of the range (inclusive), or `null` to signify an empty range.

Definition at line 1218 of file MuPDFStructuredTextPage.cs.

**6.10.3.2 Start**

readonly [MuPDFStructuredTextAddress](#) MuPDFCore.MuPDFStructuredTextAddressSpan.Start

The address of the start of the range.

Definition at line 1213 of file MuPDFStructuredTextPage.cs.

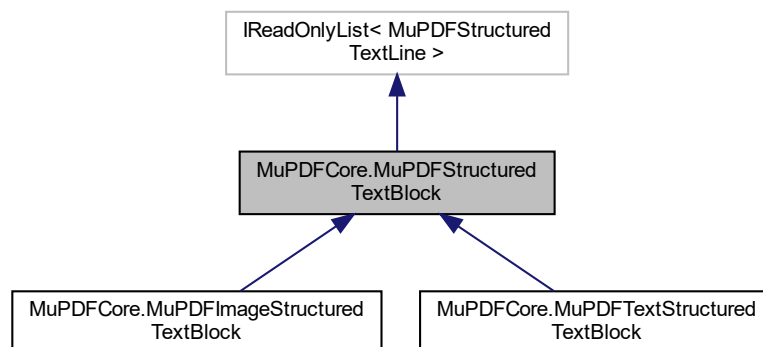
The documentation for this class was generated from the following file:

- MuPDFCore/MuPDFStructuredTextPage.cs

**6.11 MuPDFCore.MuPDFStructuredTextBlock Class Reference**

Represents a structured text block containing text or an image.

Inheritance diagram for MuPDFCore.MuPDFStructuredTextBlock:



## Public Types

- enum [Types](#) { [Types.Text](#) = 0, [Types.Image](#) = 1 }
- Defines the type of the block.*

## Public Member Functions

- abstract IEnumerator< [MuPDFStructuredTextLine](#) > [GetEnumerator](#) ()

## Properties

- abstract [Types](#) [Type](#) [get]  
*The type of the block.*
- [Rectangle](#) [BoundingBox](#) [get]  
*The bounding box of the block.*
- abstract int [Count](#) [get]  
*The number of lines in the block.*
- abstract [MuPDFStructuredTextLine](#) [this\[int index\]](#) [get]  
*Gets the specified line from the block.*

### 6.11.1 Detailed Description

Represents a structured text block containing text or an image.

Definition at line 510 of file MuPDFStructuredTextPage.cs.

### 6.11.2 Member Enumeration Documentation

#### 6.11.2.1 Types

```
enum MuPDFCore.MuPDFStructuredTextBlock.Types [strong]
```

Defines the type of the block.

#### Enumerator

Text	The block contains text.
Image	The block contains an image.

Definition at line 515 of file MuPDFStructuredTextPage.cs.

### 6.11.3 Property Documentation

### 6.11.3.1 BoundingBox

`Rectangle` MuPDFCore.MuPDFStructuredTextBlock.BoundingBox [get]

The bounding box of the block.

Definition at line 536 of file MuPDFStructuredTextPage.cs.

### 6.11.3.2 Count

`abstract int` MuPDFCore.MuPDFStructuredTextBlock.Count [get]

The number of lines in the block.

Definition at line 541 of file MuPDFStructuredTextPage.cs.

### 6.11.3.3 this[int index]

`abstract MuPDFStructuredTextLine` MuPDFCore.MuPDFStructuredTextBlock.this[int index] [get]

Gets the specified line from the block.

#### Parameters

<i>index</i>	The index of the line to extract.
--------------	-----------------------------------

#### Returns

The `MuPDFStructuredTextLine` with the specified *index* .

Definition at line 548 of file MuPDFStructuredTextPage.cs.

### 6.11.3.4 Type

`abstract Types` MuPDFCore.MuPDFStructuredTextBlock.Type [get]

The type of the block.

Definition at line 531 of file MuPDFStructuredTextPage.cs.

The documentation for this class was generated from the following file:

- MuPDFCore/MuPDFStructuredTextPage.cs



## 6.12 MuPDFCore.MuPDFStructuredTextCharacter Class Reference

Represents a single text character.

### Public Member Functions

- override string [ToString](#) ()  
*Returns a string representation of the character.*

### Properties

- int [CodePoint](#) [get]  
*The unicode code point of the character.*
- string [Character](#) [get]  
*A string representation of the character. It may consist of a single char or of a surrogate pair of chars.*
- int [Color](#) [get]  
*An sRGB hex representation of the colour of the character.*
- [PointF Origin](#) [get]  
*The baseline origin of the character.*
- [Quad BoundingQuad](#) [get]  
*A quadrilater bound for the character. This may or may not be a rectangle.*
- float [Size](#) [get]  
*The size in points of the character.*

### 6.12.1 Detailed Description

Represents a single text character.

Definition at line 860 of file MuPDFStructuredTextPage.cs.

### 6.12.2 Member Function Documentation

#### 6.12.2.1 ToString()

```
override string MuPDFCore.MuPDFStructuredTextCharacter.ToString ( )
```

Returns a string representation of the character.

#### Returns

A string representation of the character.

Definition at line 906 of file MuPDFStructuredTextPage.cs.

### 6.12.3 Property Documentation

#### 6.12.3.1 BoundingBox

`BoundingBox MuPDFCore.MuPDFStructuredTextCharacter.BoundingBox [get]`

A quadrilater bound for the character. This may or may not be a rectangle.

Definition at line 885 of file MuPDFStructuredTextPage.cs.

#### 6.12.3.2 Character

`string MuPDFCore.MuPDFStructuredTextCharacter.Character [get]`

A string representation of the character. It may consist of a single char or of a surrogate pair of chars.

Definition at line 870 of file MuPDFStructuredTextPage.cs.

#### 6.12.3.3 CodePoint

`int MuPDFCore.MuPDFStructuredTextCharacter.CodePoint [get]`

The unicode code point of the character.

Definition at line 865 of file MuPDFStructuredTextPage.cs.

#### 6.12.3.4 Color

`int MuPDFCore.MuPDFStructuredTextCharacter.Color [get]`

An sRGB hex representation of the colour of the character.

Definition at line 875 of file MuPDFStructuredTextPage.cs.

#### 6.12.3.5 Origin

`PointF MuPDFCore.MuPDFStructuredTextCharacter.Origin [get]`

The baseline origin of the character.

Definition at line 880 of file MuPDFStructuredTextPage.cs.

### 6.12.3.6 Size

```
float MuPDFCore.MuPDFStructuredTextCharacter.Size [get]
```

The size in points of the character.

Definition at line 890 of file MuPDFStructuredTextPage.cs.

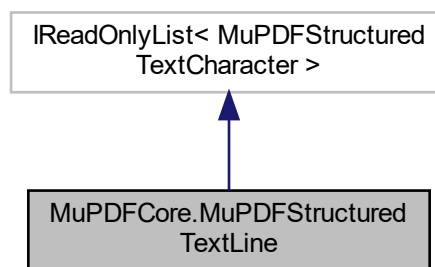
The documentation for this class was generated from the following file:

- MuPDFCore/MuPDFStructuredTextPage.cs

## 6.13 MuPDFCore.MuPDFStructuredTextLine Class Reference

Represents a single line of text (i.e. characters that share a common baseline).

Inheritance diagram for MuPDFCore.MuPDFStructuredTextLine:



### Public Types

- enum [WritingModes](#) { [WritingModes.Horizontal](#) = 0, [WritingModes.Vertical](#) = 1 }
- Defines the writing mode of the text.*

### Public Member Functions

- override string [ToString](#) ()  
*Returns a string representation of the line.*
- IEnumerator< [MuPDFStructuredTextCharacter](#) > [GetEnumerator](#) ()

### Public Attributes

- int [Count](#) => ((IReadOnlyCollection<[MuPDFStructuredTextCharacter](#)>)[Characters](#)).Count  
*The number of characters in the line.*
- [MuPDFStructuredTextCharacter](#) [this\[int index\]](#) => ((IReadOnlyList<[MuPDFStructuredTextCharacter](#)>)[Characters](#))[index]  
*Gets the specified character from the line.*

## Properties

- [WritingModes WritingMode](#) [get]  
*The writing mode of the text.*
- [PointF Direction](#) [get]  
*The normalised direction of the text baseline.*
- [Rectangle BoundingBox](#) [get]  
*The bounding box of the line.*
- [MuPDFStructuredTextCharacter\[\] Characters](#) [get]  
*The characters contained in the line.*
- string [Text](#) [get]  
*A string representation of the characters contained in the line.*

### 6.13.1 Detailed Description

Represents a single line of text (i.e. characters that share a common baseline).

Definition at line 706 of file MuPDFStructuredTextPage.cs.

### 6.13.2 Member Enumeration Documentation

#### 6.13.2.1 WritingModes

```
enum MuPDFCore.MuPDFStructuredTextLine.WritingModes [strong]
```

Defines the writing mode of the text.

Enumerator

Horizontal	The text is written horizontally.
Vertical	The text is written vertically.

Definition at line 711 of file MuPDFStructuredTextPage.cs.

### 6.13.3 Member Function Documentation

#### 6.13.3.1 ToString()

```
override string MuPDFCore.MuPDFStructuredTextLine.ToString ( )
```

Returns a string representation of the line.

**Returns**

A string representation of the line.

Definition at line 840 of file MuPDFStructuredTextPage.cs.

**6.13.4 Member Data Documentation****6.13.4.1 Count**

```
int MuPDFCore.MuPDFStructuredTextLine.Count => ((IReadOnlyCollection<MuPDFStructuredTextCharacter>) Characters)
```

The number of characters in the line.

Definition at line 752 of file MuPDFStructuredTextPage.cs.

**6.13.4.2 this[int index]**

```
MuPDFStructuredTextCharacter MuPDFCore.MuPDFStructuredTextLine.this[int index] => ((IReadOnlyList<MuPDFStructuredTextCharacter>) Characters)[index]
```

Gets the specified character from the line.

**Parameters**

<i>index</i>	The index of the character.
--------------	-----------------------------

**Returns**

The [MuPDFStructuredTextCharacter](#) with the specified *index* .

Definition at line 759 of file MuPDFStructuredTextPage.cs.

**6.13.5 Property Documentation****6.13.5.1 BoundingBox**

```
Rectangle MuPDFCore.MuPDFStructuredTextLine.BoundingBox [get]
```

The bounding box of the line.

Definition at line 737 of file MuPDFStructuredTextPage.cs.

### 6.13.5.2 Characters

```
MuPDFStructuredTextCharacter [] MuPDFCore.MuPDFStructuredTextLine.Characters [get]
```

The characters contained in the line.

Definition at line 742 of file MuPDFStructuredTextPage.cs.

### 6.13.5.3 Direction

```
PointF MuPDFCore.MuPDFStructuredTextLine.Direction [get]
```

The normalised direction of the text baseline.

Definition at line 732 of file MuPDFStructuredTextPage.cs.

### 6.13.5.4 Text

```
string MuPDFCore.MuPDFStructuredTextLine.Text [get]
```

A string representation of the characters contained in the line.

Definition at line 747 of file MuPDFStructuredTextPage.cs.

### 6.13.5.5 WritingMode

```
WritingModes MuPDFCore.MuPDFStructuredTextLine.WritingMode [get]
```

The writing mode of the text.

Definition at line 727 of file MuPDFStructuredTextPage.cs.

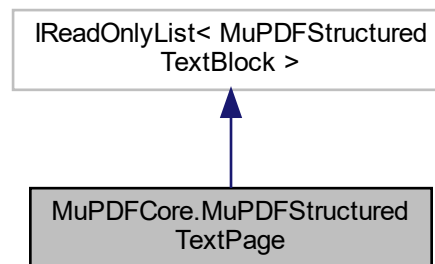
The documentation for this class was generated from the following file:

- MuPDFCore/MuPDFStructuredTextPage.cs

## 6.14 MuPDFCore.MuPDFStructuredTextPage Class Reference

Represents a structured representation of the text contained in a page.

Inheritance diagram for MuPDFCore.MuPDFStructuredTextPage:



### Public Member Functions

- [MuPDFStructuredTextAddress?](#) [GetHitAddress](#) ([PointF](#) point, bool includeImages)  
*Gets the address of the character that contains the specified point in page units.*
- [MuPDFStructuredTextAddress?](#) [GetClosestHitAddress](#) ([PointF](#) point, bool includeImages)  
*Gets the address of the character that contains the specified point in page units.*
- [IEnumerable< Quad >](#) [GetHighlightQuads](#) ([MuPDFStructuredTextAddressSpan](#) range, bool includeImages)  
*Gets a collection of [Quads](#) delimiting the specified character range . Where possible, these are collapsed at the line and block level. Each [Quad](#) may or may not be a rectangle.*
- string [GetText](#) ([MuPDFStructuredTextAddressSpan](#) range)  
*Gets the text corresponding to the specified character range . Blocks containing images are ignored.*
- [IEnumerable< MuPDFStructuredTextAddressSpan >](#) [Search](#) (Regex needle)  
*Searches for the specified Regex in the text of the page. A single match cannot span multiple lines.*
- [IEnumerator< MuPDFStructuredTextBlock >](#) [GetEnumerator](#) ()

### Public Attributes

- int [Count](#) => (([IReadOnlyCollection< MuPDFStructuredTextBlock >](#))[StructuredTextBlocks](#)).Count  
*The number of blocks in the page.*
- [MuPDFStructuredTextBlock](#) [this\[int index\]](#) => (([IReadOnlyList< MuPDFStructuredTextBlock >](#))[StructuredTextBlocks](#))[index]  
*Gets the specified block in the page.*

### Properties

- [MuPDFStructuredTextBlock\[\]](#) [StructuredTextBlocks](#) [get]  
*The blocks contained in the page.*
- [MuPDFStructuredTextCharacter](#) [this\[MuPDFStructuredTextAddress address\]](#) [get]  
*Gets the specified character in the page.*

### 6.14.1 Detailed Description

Represents a structured representation of the text contained in a page.

Definition at line 13 of file MuPDFStructuredTextPage.cs.

### 6.14.2 Member Function Documentation

#### 6.14.2.1 GetClosestHitAddress()

```
MuPDFStructuredTextAddress? MuPDFCore.MuPDFStructuredTextPage.GetClosestHitAddress (
    PointF point,
    bool includeImages )
```

Gets the address of the character that contains the specified *point* in page units.

##### Parameters

<i>point</i>	The point that must be closest to the character. This is expressed in page units (i.e. with a zoom factor of 1).
<i>includeImages</i>	If this is <code>true</code> , blocks containing images may be returned. Otherwise, only blocks containing text are considered.

##### Returns

The address of the character closest to the specified *point*. This is `null` only if the page contains no characters.

Definition at line 162 of file MuPDFStructuredTextPage.cs.

#### 6.14.2.2 GetHighlightQuads()

```
IEnumerable<Quad> MuPDFCore.MuPDFStructuredTextPage.GetHighlightQuads (
    MuPDFStructuredTextAddressSpan range,
    bool includeImages )
```

Gets a collection of [Quads](#) delimiting the specified character *range*. Where possible, these are collapsed at the line and block level. Each [Quad](#) may or may not be a rectangle.

##### Parameters

<i>range</i>	A <a href="#">MuPDFStructuredTextAddressSpan</a> representing the character range
<i>includeImages</i>	If this is <code>true</code> , the bounding boxes for blocks containing images are also returned. Otherwise, only blocks containing text are considered.



### Returns

A lazy collection of [Quads](#) delimiting the characters in the specified *includeImages* .

Definition at line 235 of file MuPDFStructuredTextPage.cs.

#### 6.14.2.3 GetHitAddress()

```
MuPDFStructuredTextAddress? MuPDFCore.MuPDFStructuredTextPage.GetHitAddress (
    PointF point,
    bool includeImages )
```

Gets the address of the character that contains the specified *point* in page units.

### Parameters

<i>point</i>	The point that must be contained by the character. This is expressed in page units (i.e. with a zoom factor of 1).
<i>includeImages</i>	If this is <code>true</code> , blocks containing images may be returned. Otherwise, only blocks containing text are considered.

### Returns

The address of the character containing the specified *point* , or `null` if no character contains the *point* .

Definition at line 128 of file MuPDFStructuredTextPage.cs.

#### 6.14.2.4 GetText()

```
string MuPDFCore.MuPDFStructuredTextPage.GetText (
    MuPDFStructuredTextAddressSpan range )
```

Gets the text corresponding to the specified character *range* . Blocks containing images are ignored.

### Parameters

<i>range</i>	A <a href="#">MuPDFStructuredTextAddressSpan</a> representing the range of text to extract.
--------------	---

### Returns

A string representation of the text contained in the specified *range* .

Definition at line 340 of file MuPDFStructuredTextPage.cs.

### 6.14.2.5 Search()

```
IEnumerable<MuPDFStructuredTextAddressSpan> MuPDFCore.MuPDFStructuredTextPage.Search (
    Regex needle )
```

Searches for the specified Regex in the text of the page. A single match cannot span multiple lines.

#### Parameters

<i>needle</i>	The Regex to search for.
---------------	--------------------------

#### Returns

A lazy collection of [MuPDFStructuredTextAddressSpans](#) representing all the occurrences of the *needle* in the text.

Definition at line 451 of file MuPDFStructuredTextPage.cs.

## 6.14.3 Member Data Documentation

### 6.14.3.1 Count

```
int MuPDFCore.MuPDFStructuredTextPage.Count => ((ICollection<MuPDFStructuredTextBlock>) StructuredTextBlocks).Count
```

The number of blocks in the page.

Definition at line 23 of file MuPDFStructuredTextPage.cs.

### 6.14.3.2 this[int index]

```
MuPDFStructuredTextBlock MuPDFCore.MuPDFStructuredTextPage.this[int index] => ((ICollection<MuPDFStructuredTextBlock>) StructuredTextBlocks)[index]
```

Gets the specified block in the page.

#### Parameters

<i>index</i>	The index of the block.
--------------	-------------------------

#### Returns

The block with the specified *index* .

Definition at line 30 of file MuPDFStructuredTextPage.cs.

## 6.14.4 Property Documentation

### 6.14.4.1 StructuredTextBlocks

`MuPDFStructuredTextBlock` [ ] `MuPDFCore.MuPDFStructuredTextPage.StructuredTextBlocks` [get]

The blocks contained in the page.

Definition at line 18 of file `MuPDFStructuredTextPage.cs`.

### 6.14.4.2 this[MuPDFStructuredTextAddress address]

`MuPDFStructuredTextCharacter` `MuPDFCore.MuPDFStructuredTextPage.this[MuPDFStructuredTextAddress address]` [get]

Gets the specified character in the page.

#### Parameters

<i>address</i>	The address (block, line and character index) of the character.
----------------	---

#### Returns

A `MuPDFStructuredTextCharacter` representing the specified character.

Definition at line 37 of file `MuPDFStructuredTextPage.cs`.

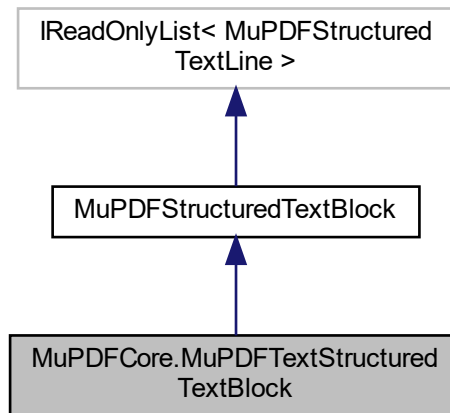
The documentation for this class was generated from the following file:

- `MuPDFCore/MuPDFStructuredTextPage.cs`

## 6.15 MuPDFCore.MuPDFTextStructuredTextBlock Class Reference

Represents a block containing multiple lines of text (typically a paragraph).

Inheritance diagram for MuPDFCore.MuPDFTextStructuredTextBlock:



## Public Member Functions

- override `IEnumerator< MuPDFStructuredTextLine > GetEnumerator ()`
- override `string ToString ()`

*Returns the text contained in the block as a string.*

## Public Attributes

- override `Types Type => Types.Text`
- override `int Count => ((IReadOnlyCollection<MuPDFStructuredTextLine>)Lines).Count`
- override `MuPDFStructuredTextLine this[int index] => ((IReadOnlyList<MuPDFStructuredTextLine>)Lines)[index]`

## Properties

- `MuPDFStructuredTextLine[] Lines` [get]

*The lines of text in the block.*

## Additional Inherited Members

### 6.15.1 Detailed Description

Represents a block containing multiple lines of text (typically a paragraph).

Definition at line 610 of file MuPDFStructuredTextPage.cs.

## 6.15.2 Member Function Documentation

### 6.15.2.1 ToString()

```
override string MuPDFCore.MuPDFTextStructuredTextBlock.ToString ( )
```

Returns the text contained in the block as a string.

#### Returns

The text contained in the block as a string. If the block contains at least one line, the return value has a line terminator at the end.

Definition at line 690 of file MuPDFStructuredTextPage.cs.

## 6.15.3 Property Documentation

### 6.15.3.1 Lines

```
MuPDFStructuredTextLine [ ] MuPDFCore.MuPDFTextStructuredTextBlock.Lines [get]
```

The lines of text in the block.

Definition at line 618 of file MuPDFStructuredTextPage.cs.

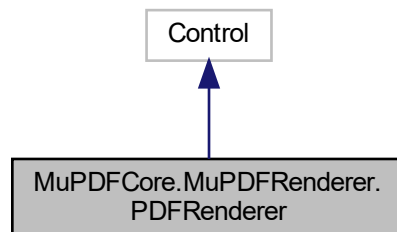
The documentation for this class was generated from the following file:

- MuPDFCore/MuPDFStructuredTextPage.cs

## 6.16 MuPDFCore.MuPDFRenderer.PDFRenderer Class Reference

A control to render PDF documents (and other formats), potentially using multiple threads.

Inheritance diagram for MuPDFCore.MuPDFRenderer.PDFRenderer:



## Public Types

- enum [PointerEventHandlers](#) { [PointerEventHandlers.Pan](#), [PointerEventHandlers.Highlight](#), [PointerEventHandlers.PanHighlight](#), [PointerEventHandlers.Custom](#) }

*Identifies the action to perform on pointer events.*

## Public Member Functions

- [PDFRenderer](#) ()

*Initializes a new instance of the [PDFRenderer](#) class.*

- void [Initialize](#) ([MuPDFDocument](#) document, int threadCount=0, int pageNumber=0, double resolutionMultiplier=1, bool includeAnnotations=true)

*Set up the [PDFRenderer](#) to display a page of a [MuPDFDocument](#).*

- void [Initialize](#) (string fileName, int threadCount=0, int pageNumber=0, double resolutionMultiplier=1, bool includeAnnotations=true)

*Set up the [PDFRenderer](#) to display a page of a document that will be loaded from disk.*

- void [Initialize](#) (MemoryStream ms, [InputFileTypes](#) fileType, int threadCount=0, int pageNumber=0, double resolutionMultiplier=1, bool includeAnnotations=true)

*Set up the [PDFRenderer](#) to display a page of a document that will be loaded from a [MemoryStream](#).*

- void [Initialize](#) (byte[] dataBytes, [InputFileTypes](#) fileType, int offset=0, int length=-1, int threadCount=0, int pageNumber=0, double resolutionMultiplier=1, bool includeAnnotations=true)

*Set up the [PDFRenderer](#) to display a page of a document that will be loaded from an array of bytes.*

- void [ReleaseResources](#) ()

*Release resources held by this [PDFRenderer](#). This is not an irreversible step: using one of the [Initialize](#) overloads after calling this method will restore functionality.*

- void [SetDisplayAreaNow](#) (Rect value)

*Set the current display area to the specified value , skipping all transitions.*

- void [ZoomStep](#) (double count, Point? center=null)

*Zoom around a point.*

- void [Contain](#) ()

*Alter the display area so that the whole page fits on screen.*

- void [Cover](#) ()

*Alter the display area so that the page covers the whole surface of the [PDFRenderer](#) (even though parts of the page may be outside it).*

- [RenderProgress](#) [GetProgress](#) ()

*Get the current rendering progress.*

- string [GetSelectedText](#) ()

*Get the currently selected text.*

- void [SelectAll](#) ()

*Selects all the text in the document.*

- int [Search](#) (Regex needle)

*Highlights all matches of the specified [Regex](#) in the text and returns the number of matches found. Matches cannot span multiple lines.*

- override void [Render](#) (DrawingContext context)

*Draw the rendered document.*

## Static Public Attributes

- static readonly DependencyProperty< PDFRenderer, int > [RenderThreadCountProperty](#) = AvaloniaProperty.RegisterDirect<PDFRenderer, int>(nameof([RenderThreadCount](#)), o => o.RenderThreadCount)  
*Defines the [RenderThreadCount](#) property.*
- static readonly DependencyProperty< PDFRenderer, int > [PageNumberProperty](#) = AvaloniaProperty.RegisterDirect<PDFRenderer, int>(nameof([PageNumber](#)), o => o.PageNumber)  
*Defines the [PageNumber](#) property.*
- static readonly DependencyProperty< PDFRenderer, bool > [IsViewerInitializedProperty](#) = AvaloniaProperty.RegisterDirect<PDFRenderer, bool>(nameof([IsViewerInitialized](#)), o => o.IsViewerInitialized)  
*Defines the [IsViewerInitialized](#) property.*
- static readonly DependencyProperty< PDFRenderer, Rect > [PageSizeProperty](#) = AvaloniaProperty.RegisterDirect<PDFRenderer, Rect>(nameof([PageSize](#)), o => o.PageSize)  
*Defines the [PageSize](#) property.*
- static readonly StyledProperty< Rect > [DisplayAreaProperty](#) = AvaloniaProperty.Register<PDFRenderer, Rect>(nameof([DisplayArea](#)))  
*Defines the [DisplayArea](#) property.*
- static readonly StyledProperty< double > [ZoomIncrementProperty](#) = AvaloniaProperty.Register<PDFRenderer, double>(nameof([ZoomIncrement](#)), Math.Pow(2, 1.0 / 3.0), defaultBindingMode: Avalonia.Data.BindingMode.TwoWay)  
*Defines the [ZoomIncrement](#) property.*
- static readonly StyledProperty< IBrush > [BackgroundProperty](#) = AvaloniaProperty.Register<PDFRenderer, IBrush>(nameof([Background](#)))  
*Defines the [Background](#) property.*
- static readonly StyledProperty< IBrush > [PageBackgroundProperty](#) = AvaloniaProperty.Register<PDFRenderer, IBrush>(nameof([PageBackground](#)))  
*Defines the [PageBackground](#) property.*
- static readonly DependencyProperty< PDFRenderer, double > [ZoomProperty](#) = AvaloniaProperty.RegisterDirect<PDFRenderer, double>(nameof([Zoom](#)), o => o.Zoom, (o, v) => o.Zoom = v, defaultBindingMode: Avalonia.Data.BindingMode.TwoWay)  
*Defines the [Zoom](#) property.*
- static readonly StyledProperty< PointerEventHandlers > [PointerEventHandlerTypeProperty](#) = AvaloniaProperty.Register<PDFRenderer, PointerEventHandlers>(nameof([PointerEventHandlerType](#)), [PointerEventHandlers.PanHigh](#))  
*Defines the [PointerEventHandlerType](#) property.*
- static readonly StyledProperty< bool > [ZoomEnabledProperty](#) = AvaloniaProperty.Register<PDFRenderer, bool>(nameof([ZoomEnabled](#)), true)  
*Defines the [ZoomEnabled](#) property.*
- static readonly StyledProperty< MuPDFStructuredTextAddressSpan > [SelectionProperty](#) = AvaloniaProperty.Register<PDFRenderer, MuPDFStructuredTextAddressSpan>(nameof([Selection](#)), null)  
*Defines the [Selection](#) property.*
- static readonly StyledProperty< IBrush > [SelectionBrushProperty](#) = AvaloniaProperty.Register<PDFRenderer, IBrush>(nameof([SelectionBrush](#)), new SolidColorBrush(Color.FromArgb(96, 86, 180, 233)))  
*Defines the [SelectionBrush](#) property.*
- static readonly StyledProperty< IEnumerable< MuPDFStructuredTextAddressSpan > > [HighlightedRegionsProperty](#) = AvaloniaProperty.Register<PDFRenderer, IEnumerable<MuPDFStructuredTextAddressSpan>>(nameof([HighlightedRegions](#)), null)  
*Defines the [HighlightedRegions](#) property.*
- static readonly StyledProperty< IBrush > [HighlightBrushProperty](#) = AvaloniaProperty.Register<PDFRenderer, IBrush>(nameof([HighlightBrush](#)), new SolidColorBrush(Color.FromArgb(96, 230, 159, 0)))  
*Defines the [HighlightBrush](#) property.*

## Properties

- int [RenderThreadCount](#) [get]  
*Exposes the number of threads that the current instance is using to render the document. Read-only.*
- int [PageNumber](#) [get]  
*Exposes the number of the page that the current instance is rendering. Read-only.*
- bool [IsViewerInitialized](#) [get]  
*Whether the current instance has been initialised with a document to render or not. Read-only.*
- Rect [PageSize](#) [get]  
*Exposes the size of the page that is drawn by the current instance (in page units).*
- Rect [DisplayArea](#) [get, set]  
*The region of the page (in page units) that is currently displayed by the current instance. This always has the same aspect ratio of the bounds of this control. When this is set, the value is sanitised so that the smallest rectangle with the correct aspect ratio containing the requested value is chosen.*
- double [ZoomIncrement](#) [get, set]  
*Determines by how much the scale will be increased/decreased by the [ZoomStep\(double, Point?\)](#) method. Set this to a value smaller than 1 to invert the zoom in/out direction.*
- IBrush [Background](#) [get, set]  
*The background colour of the control.*
- IBrush [PageBackground](#) [get, set]  
*The background colour to use for the page drawn by the control.*
- double [Zoom](#) [get, set]  
*The current zoom level. Setting this will change the [DisplayArea](#) appropriately, zooming around the center of the [DisplayArea](#).*
- [PointerEventHandlers](#) [PointerEventHandlersType](#) [get, set]  
*Whether the default handlers for pointer events (which are used for panning around the page) should be enabled. If this is false, you will have to implement your own way to pan around the document by changing the [DisplayArea](#).*
- bool [ZoomEnabled](#) [get, set]  
*Whether the default handlers for pointer wheel events (which are used for zooming in/out) should be enabled. If this is false, you will have to implement your own way to zoom by changing the [DisplayArea](#).*
- [MuPDFStructuredTextAddressSpan](#) [Selection](#) [get, set]  
*The start and end of the currently selected text.*
- IBrush [SelectionBrush](#) [get, set]  
*The colour used to highlight the [Selection](#).*
- IEnumerable< [MuPDFStructuredTextAddressSpan](#) > [HighlightedRegions](#) [get, set]  
*A collection of highlighted regions, e.g. as a result of a text search.*
- IBrush [HighlightBrush](#) [get, set]  
*The colour used to highlight the [HighlightedRegions](#).*

### 6.16.1 Detailed Description

A control to render PDF documents (and other formats), potentially using multiple threads.

Definition at line 41 of file PDFRenderer.cs.

### 6.16.2 Member Enumeration Documentation

#### 6.16.2.1 PointerEventHandlers

```
enum MuPDFCore.MuPDFRenderer.PDFRenderer.PointerEventHandlers [strong]
```

Identifies the action to perform on pointer events.



## Enumerator

Pan	Pointer events will be used to pan around the page.
Highlight	Pointer events will be used to highlight text.
PanHighlight	Pointer events will be used to pan around the page or to highlight text, depending on where they start.
Custom	Pointer events will be ignored. If you use this value, you will have to implement your own way to pan around the document by changing the <a href="#">DisplayArea</a> or to select text.

Definition at line 246 of file PDFRenderer.Properties.cs.

## 6.16.3 Constructor & Destructor Documentation

### 6.16.3.1 PDFRenderer()

```
MuPDFCore.MuPDFRenderer.PDFRenderer.PDFRenderer ( )
```

Initializes a new instance of the [PDFRenderer](#) class.

Definition at line 202 of file PDFRenderer.cs.

## 6.16.4 Member Function Documentation

### 6.16.4.1 Contain()

```
void MuPDFCore.MuPDFRenderer.PDFRenderer.Contain ( )
```

Alter the display area so that the whole page fits on screen.

Definition at line 503 of file PDFRenderer.cs.

### 6.16.4.2 Cover()

```
void MuPDFCore.MuPDFRenderer.PDFRenderer.Cover ( )
```

Alter the display area so that the page covers the whole surface of the [PDFRenderer](#) (even though parts of the page may be outside it).

Definition at line 512 of file PDFRenderer.cs.

### 6.16.4.3 GetProgress()

```
RenderProgress MuPDFCore.MuPDFRenderer.PDFRenderer.GetProgress ( )
```

Get the current rendering progress.

#### Returns

A [RenderProgress](#) object with information about the rendering progress of each thread.

Definition at line 533 of file PDFRenderer.cs.

### 6.16.4.4 GetSelectedText()

```
string MuPDFCore.MuPDFRenderer.PDFRenderer.GetSelectedText ( )
```

Get the currently selected text.

#### Returns

The currently selected text.

Definition at line 542 of file PDFRenderer.cs.

### 6.16.4.5 Initialize() [1/4]

```
void MuPDFCore.MuPDFRenderer.PDFRenderer.Initialize (
    byte[] dataBytes,
    InputFileTypes fileType,
    int offset = 0,
    int length = -1,
    int threadCount = 0,
    int pageNumber = 0,
    double resolutionMultiplier = 1,
    bool includeAnnotations = true )
```

Set up the [PDFRenderer](#) to display a page of a document that will be loaded from an array of bytes.

#### Parameters

<i>dataBytes</i>	The bytes of the document that should be opened. The array will be copied and can be safely discarded/alterd after this method returns.
<i>fileType</i>	The format of the document.
<i>offset</i>	The offset in the byte array at which the document starts.
<i>length</i>	The length of the document in bytes. If this is < 0, the whole array is used.
<i>threadCount</i>	The number of threads to use in the rendering. If this is 0, an appropriate number of threads based on the number of processors in the computer will be used. Otherwise, this must be factorisable using only powers of 2, 3, 5 or 7. If this is not the case, the biggest number smaller than <i>threadCount</i> that satisfies this condition is used. <small>Generated by Doxygen</small>
<i>pageNumber</i>	The index of the page that should be rendered. The first page has index 0.
<i>resolutionMultiplier</i>	This value can be used to increase or decrease the resolution at which the static renderisation of the page will be produced. If <i>resolutionMultiplier</i> is 1, the resolution will match the size (in screen units) of the <a href="#">PDFRenderer</a> .

Definition at line 324 of file PDFRenderer.cs.

#### 6.16.4.6 Initialize() [2/4]

```
void MuPDFCore.MuPDFRenderer.PDFRenderer.Initialize (
    MemoryStream ms,
    InputFileTypes fileType,
    int threadCount = 0,
    int pageNumber = 0,
    double resolutionMultiplier = 1,
    bool includeAnnotations = true )
```

Set up the [PDFRenderer](#) to display a page of a document that will be loaded from a [MemoryStream](#).

##### Parameters

<i>ms</i>	The <a href="#">MemoryStream</a> containing the document that should be opened. This can be safely disposed after this method returns.
<i>fileType</i>	The format of the document.
<i>threadCount</i>	The number of threads to use in the rendering. If this is 0, an appropriate number of threads based on the number of processors in the computer will be used. Otherwise, this must be factorisable using only powers of 2, 3, 5 or 7. If this is not the case, the biggest number smaller than <i>threadCount</i> that satisfies this condition is used.
<i>pageNumber</i>	The index of the page that should be rendered. The first page has index 0.
<i>resolutionMultiplier</i>	This value can be used to increase or decrease the resolution at which the static renderisation of the page will be produced. If <i>resolutionMultiplier</i> is 1, the resolution will match the size (in screen units) of the <a href="#">PDFRenderer</a> .
<i>includeAnnotations</i>	If this is <code>true</code> , annotations (e.g. signatures) are included in the rendering. Otherwise, only the page contents are included.

Definition at line 303 of file PDFRenderer.cs.

#### 6.16.4.7 Initialize() [3/4]

```
void MuPDFCore.MuPDFRenderer.PDFRenderer.Initialize (
    MuPDFDocument document,
    int threadCount = 0,
    int pageNumber = 0,
    double resolutionMultiplier = 1,
    bool includeAnnotations = true )
```

Set up the [PDFRenderer](#) to display a page of a [MuPDFDocument](#).

##### Parameters

<i>document</i>	The <a href="#">MuPDFDocument</a> to render.
<i>threadCount</i>	The number of threads to use in the rendering. If this is 0, an appropriate number of threads based on the number of processors in the computer will be used. Otherwise, this must be factorisable using only powers of 2, 3, 5 or 7. If this is not the case, the biggest number smaller than <i>threadCount</i> that satisfies this condition is used.

## Parameters

<i>pageNumber</i>	The index of the page that should be rendered. The first page has index 0.
<i>resolutionMultiplier</i>	This value can be used to increase or decrease the resolution at which the static renderisation of the page will be produced. If <i>resolutionMultiplier</i> is 1, the resolution will match the size (in screen units) of the <a href="#">PDFRenderer</a> .
<i>includeAnnotations</i>	If this is <code>true</code> , annotations (e.g. signatures) are included in the rendering. Otherwise, only the page contents are included.

Definition at line 256 of file PDFRenderer.cs.

#### 6.16.4.8 Initialize() [4/4]

```
void MuPDFCore.MuPDFRenderer.PDFRenderer.Initialize (
    string fileName,
    int threadCount = 0,
    int pageNumber = 0,
    double resolutionMultiplier = 1,
    bool includeAnnotations = true )
```

Set up the [PDFRenderer](#) to display a page of a document that will be loaded from disk.

## Parameters

<i>fileName</i>	The path to the document that should be opened.
<i>threadCount</i>	The number of threads to use in the rendering. If this is 0, an appropriate number of threads based on the number of processors in the computer will be used. Otherwise, this must be factorisable using only powers of 2, 3, 5 or 7. If this is not the case, the biggest number smaller than <i>threadCount</i> that satisfies this condition is used.
<i>pageNumber</i>	The index of the page that should be rendered. The first page has index 0.
<i>resolutionMultiplier</i>	This value can be used to increase or decrease the resolution at which the static renderisation of the page will be produced. If <i>resolutionMultiplier</i> is 1, the resolution will match the size (in screen units) of the <a href="#">PDFRenderer</a> .
<i>includeAnnotations</i>	If this is <code>true</code> , annotations (e.g. signatures) are included in the rendering. Otherwise, only the page contents are included.

Definition at line 279 of file PDFRenderer.cs.

#### 6.16.4.9 ReleaseResources()

```
void MuPDFCore.MuPDFRenderer.PDFRenderer.ReleaseResources ( )
```

Release resources held by this [PDFRenderer](#). This is not an irreversible step: using one of the Initialize overloads after calling this method will restore functionality.

Definition at line 424 of file PDFRenderer.cs.

#### 6.16.4.10 Render()

```
override void MuPDFCore.MuPDFRenderer.PDFRenderer.Render (
    DrawingContext context )
```

Draw the rendered document.

##### Parameters

<i>context</i>	The drawing context on which to draw.
----------------	---------------------------------------

Definition at line 1104 of file PDFRenderer.cs.

#### 6.16.4.11 Search()

```
int MuPDFCore.MuPDFRenderer.PDFRenderer.Search (
    Regex needle )
```

Highlights all matches of the specified Regex in the text and returns the number of matches found. Matches cannot span multiple lines.

##### Parameters

<i>needle</i>	The Regex to search for.
---------------	--------------------------

##### Returns

The number of matches that have been found.

Definition at line 571 of file PDFRenderer.cs.

#### 6.16.4.12 SelectAll()

```
void MuPDFCore.MuPDFRenderer.PDFRenderer.SelectAll ( )
```

Selects all the text in the document.

Definition at line 550 of file PDFRenderer.cs.

#### 6.16.4.13 SetDisplayAreaNow()

```
void MuPDFCore.MuPDFRenderer.PDFRenderer.SetDisplayAreaNow (
    Rect value )
```

Set the current display area to the specified *value* , skipping all transitions.

**Parameters**

<i>value</i>	The new display area.
--------------	-----------------------

Definition at line 465 of file PDFRenderer.cs.

**6.16.4.14 ZoomStep()**

```
void MuPDFCore.MuPDFRenderer.PDFRenderer.ZoomStep (
    double count,
    Point? center = null )
```

Zoom around a point.

**Parameters**

<i>count</i>	Number of steps to zoom. Positive values indicate a zoom in, negative values a zoom out.
<i>center</i>	The point around which to center the zoom operation. If this is null, the center of the control is used.

Definition at line 478 of file PDFRenderer.cs.

**6.16.5 Member Data Documentation****6.16.5.1 BackgroundProperty**

```
readonly StyledProperty<IBrush> MuPDFCore.MuPDFRenderer.PDFRenderer.BackgroundProperty =
AvaloniaProperty.Register<PDFRenderer, IBrush>(nameof(Background)) [static]
```

Defines the [Background](#) property.

Definition at line 182 of file PDFRenderer.Properties.cs.

**6.16.5.2 DisplayAreaProperty**

```
readonly StyledProperty<Rect> MuPDFCore.MuPDFRenderer.PDFRenderer.DisplayAreaProperty = Avalonia↵
Property.Register<PDFRenderer, Rect>(nameof(DisplayArea)) [static]
```

Defines the [DisplayArea](#) property.

Definition at line 128 of file PDFRenderer.Properties.cs.

### 6.16.5.3 HighlightBrushProperty

```
readonly StyledProperty<IBrush> MuPDFCore.MuPDFRenderer.PDFRenderer.HighlightBrushProperty  
= AvaloniaProperty.Register<PDFRenderer, IBrush>(nameof(HighlightBrush), new SolidColorBrush  
Brush(Color.FromArgb(96, 230, 159, 0))) [static]
```

Defines the [HighlightBrush](#) property.

Definition at line 337 of file PDFRenderer.Properties.cs.

### 6.16.5.4 HighlightedRegionsProperty

```
readonly StyledProperty<IEnumerable<MuPDFStructuredTextAddressSpan> > MuPDFCore.MuPDFRenderer.PDFRenderer.HighlightedRegionsProperty = AvaloniaProperty.Register<PDFRenderer, IEnumerable<MuPDFStructuredTextAddressSpan> >(nameof(HighlightedRegionsProperty), null) [static]
```

Defines the [HighlightedRegions](#) property.

Definition at line 324 of file PDFRenderer.Properties.cs.

### 6.16.5.5 IsViewerInitializedProperty

```
readonly DirectProperty<PDFRenderer, bool> MuPDFCore.MuPDFRenderer.PDFRenderer.IsViewerInitializedProperty = AvaloniaProperty.RegisterDirect<PDFRenderer, bool>(nameof(IsViewerInitialized), o => o.IsViewerInitialized) [static]
```

Defines the [IsViewerInitialized](#) property.

Definition at line 80 of file PDFRenderer.Properties.cs.

### 6.16.5.6 PageBackgroundProperty

```
readonly StyledProperty<IBrush> MuPDFCore.MuPDFRenderer.PDFRenderer.PageBackgroundProperty = AvaloniaProperty.Register<PDFRenderer, IBrush>(nameof(PageBackground)) [static]
```

Defines the [PageBackground](#) property.

Definition at line 195 of file PDFRenderer.Properties.cs.

#### 6.16.5.7 PageNumberProperty

```
readonly DependencyProperty<PDFRenderer, int> MuPDFCore.MuPDFRenderer.PDFRenderer.PageNumber↵  
Property = AvaloniaProperty.RegisterDirect<PDFRenderer, int>(nameof(PageNumber), o => o.↵  
PageNumber) [static]
```

Defines the [PageNumber](#) property.

Definition at line 56 of file PDFRenderer.Properties.cs.

#### 6.16.5.8 PageSizeProperty

```
readonly DependencyProperty<PDFRenderer, Rect> MuPDFCore.MuPDFRenderer.PDFRenderer.PageSize↵  
Property = AvaloniaProperty.RegisterDirect<PDFRenderer, Rect>(nameof(PageSize), o => o.Page↵  
Size) [static]
```

Defines the [PageSize](#) property.

Definition at line 104 of file PDFRenderer.Properties.cs.

#### 6.16.5.9 PointerEventHandlerTypeProperty

```
readonly StyledProperty<PointerEventHandlers> MuPDFCore.MuPDFRenderer.PDFRenderer.Pointer↵  
EventHandlerTypeProperty = AvaloniaProperty.Register<PDFRenderer, PointerEventHandlers>(nameof(PointerEventHa↵  
PointerEventHandlers.PanHighlight) [static]
```

Defines the [PointerEventHandlersType](#) property.

Definition at line 272 of file PDFRenderer.Properties.cs.

#### 6.16.5.10 RenderThreadCountProperty

```
readonly DependencyProperty<PDFRenderer, int> MuPDFCore.MuPDFRenderer.PDFRenderer.RenderThread↵  
CountProperty = AvaloniaProperty.RegisterDirect<PDFRenderer, int>(nameof(RenderThreadCount), o ↵  
=> o.RenderThreadCount) [static]
```

Defines the [RenderThreadCount](#) property.

Definition at line 32 of file PDFRenderer.Properties.cs.



### 6.16.5.11 SelectionBrushProperty

```
readonly StyledProperty<IBrush> MuPDFCore.MuPDFRenderer.PDFRenderer.SelectionBrushProperty  
= AvaloniaProperty.Register<PDFRenderer, IBrush>(nameof(SelectionBrush), new SolidColorBrush↵  
Brush(Color.FromArgb(96, 86, 180, 233))) [static]
```

Defines the [SelectionBrush](#) property.

Definition at line 311 of file PDFRenderer.Properties.cs.

### 6.16.5.12 SelectionProperty

```
readonly StyledProperty<MuPDFStructuredTextAddressSpan> MuPDFCore.MuPDFRenderer.PDFRenderer.↵  
SelectionProperty = AvaloniaProperty.Register<PDFRenderer, MuPDFStructuredTextAddressSpan>(nameof(Selection),  
null) [static]
```

Defines the [Selection](#) property.

Definition at line 298 of file PDFRenderer.Properties.cs.

### 6.16.5.13 ZoomEnabledProperty

```
readonly StyledProperty<bool> MuPDFCore.MuPDFRenderer.PDFRenderer.ZoomEnabledProperty = Avalonia↵  
Property.Register<PDFRenderer, bool>(nameof(ZoomEnabled), true) [static]
```

Defines the [ZoomEnabled](#) property.

Definition at line 285 of file PDFRenderer.Properties.cs.

### 6.16.5.14 ZoomIncrementProperty

```
readonly StyledProperty<double> MuPDFCore.MuPDFRenderer.PDFRenderer.ZoomIncrementProperty =  
AvaloniaProperty.Register<PDFRenderer, double>(nameof(ZoomIncrement), Math.Pow(2, 1.0 / 3.0),  
defaultBindingMode: Avalonia.Data.BindingMode.TwoWay) [static]
```

Defines the [ZoomIncrement](#) property.

Definition at line 160 of file PDFRenderer.Properties.cs.

### 6.16.5.15 ZoomProperty

```
readonly DependencyProperty<PDFRenderer, double> MuPDFCore.MuPDFRenderer.PDFRenderer.ZoomProperty
= AvaloniaProperty.RegisterDirect<PDFRenderer, double>(nameof(Zoom), o => o.Zoom, (o, v) =>
o.Zoom = v, defaultBindingMode: Avalonia.Data.BindingMode.TwoWay) [static]
```

Defines the [Zoom](#) property.

Definition at line 208 of file PDFRenderer.Properties.cs.

## 6.16.6 Property Documentation

### 6.16.6.1 Background

```
IBrush MuPDFCore.MuPDFRenderer.PDFRenderer.Background [get], [set]
```

The background colour of the control.

Definition at line 186 of file PDFRenderer.Properties.cs.

### 6.16.6.2 DisplayArea

```
Rect MuPDFCore.MuPDFRenderer.PDFRenderer.DisplayArea [get], [set]
```

The region of the page (in page units) that is currently displayed by the current instance. This always has the same aspect ratio of the bounds of this control. When this is set, the value is sanitised so that the smallest rectangle with the correct aspect ratio containing the requested value is chosen.

Definition at line 133 of file PDFRenderer.Properties.cs.

### 6.16.6.3 HighlightBrush

```
IBrush MuPDFCore.MuPDFRenderer.PDFRenderer.HighlightBrush [get], [set]
```

The colour used to highlight the [HighlightedRegions](#).

Definition at line 341 of file PDFRenderer.Properties.cs.

#### 6.16.6.4 HighlightedRegions

```
IEnumerable<MuPDFStructuredTextAddressSpan> MuPDFCore.MuPDFRenderer.PDFRenderer.HighlightedRegions [get], [set]
```

A collection of highlighted regions, e.g. as a result of a text search.

Definition at line 328 of file PDFRenderer.Properties.cs.

#### 6.16.6.5 IsViewerInitialized

```
bool MuPDFCore.MuPDFRenderer.PDFRenderer.IsViewerInitialized [get]
```

Whether the current instance has been initialised with a document to render or not. Read-only.

Definition at line 88 of file PDFRenderer.Properties.cs.

#### 6.16.6.6 PageBackground

```
IBrush MuPDFCore.MuPDFRenderer.PDFRenderer.PageBackground [get], [set]
```

The background colour to use for the page drawn by the control.

Definition at line 199 of file PDFRenderer.Properties.cs.

#### 6.16.6.7 PageNumber

```
int MuPDFCore.MuPDFRenderer.PDFRenderer.PageNumber [get]
```

Exposes the number of the page that the current instance is rendering. Read-only.

Definition at line 64 of file PDFRenderer.Properties.cs.

#### 6.16.6.8 PageSize

```
Rect MuPDFCore.MuPDFRenderer.PDFRenderer.PageSize [get]
```

Exposes the size of the page that is drawn by the current instance (in page units).

Definition at line 112 of file PDFRenderer.Properties.cs.

#### 6.16.6.9 PointerEventHandlersType

`PointerEventHandlers` `MuPDFCore.MuPDFRenderer.PDFRenderer.PointerEventHandlersType` [get], [set]

Whether the default handlers for pointer events (which are used for panning around the page) should be enabled. If this is false, you will have to implement your own way to pan around the document by changing the [DisplayArea](#).

Definition at line 276 of file `PDFRenderer.Properties.cs`.

#### 6.16.6.10 RenderThreadCount

`int` `MuPDFCore.MuPDFRenderer.PDFRenderer.RenderThreadCount` [get]

Exposes the number of threads that the current instance is using to render the document. Read-only.

Definition at line 40 of file `PDFRenderer.Properties.cs`.

#### 6.16.6.11 Selection

`MuPDFStructuredTextAddressSpan` `MuPDFCore.MuPDFRenderer.PDFRenderer.Selection` [get], [set]

The start and end of the currently selected text.

Definition at line 302 of file `PDFRenderer.Properties.cs`.

#### 6.16.6.12 SelectionBrush

`IBrush` `MuPDFCore.MuPDFRenderer.PDFRenderer.SelectionBrush` [get], [set]

The colour used to highlight the [Selection](#).

Definition at line 315 of file `PDFRenderer.Properties.cs`.

#### 6.16.6.13 Zoom

`double` `MuPDFCore.MuPDFRenderer.PDFRenderer.Zoom` [get], [set]

The current zoom level. Setting this will change the [DisplayArea](#) appropriately, zooming around the center of the [DisplayArea](#).

Definition at line 216 of file `PDFRenderer.Properties.cs`.

#### 6.16.6.14 ZoomEnabled

```
bool MuPDFCore.MuPDFRenderer.PDFRenderer.ZoomEnabled [get], [set]
```

Whether the default handlers for pointer wheel events (which are used for zooming in/out) should be enabled. If this is false, you will have to implement your own way to zoom by changing the [DisplayArea](#).

Definition at line 289 of file PDFRenderer.Properties.cs.

#### 6.16.6.15 ZoomIncrement

```
double MuPDFCore.MuPDFRenderer.PDFRenderer.ZoomIncrement [get], [set]
```

Determines by how much the scale will be increased/decreased by the [ZoomStep\(double, Point?\)](#) method. Set this to a value smaller than 1 to invert the zoom in/out direction.

Definition at line 164 of file PDFRenderer.Properties.cs.

The documentation for this class was generated from the following files:

- MuPDFCore.MuPDFRenderer/PDFRenderer.cs
- MuPDFCore.MuPDFRenderer/PDFRenderer.Properties.cs

## 6.17 MuPDFCore.PointF Struct Reference

Represents a point.

### Public Member Functions

- [PointF](#) (float x, float y)  
*Create a new [PointF](#) from the specified coordinates.*

### Public Attributes

- float [X](#)  
*The horizontal coordinate of the point.*
- float [Y](#)  
*The vertical coordinate of the point.*

#### 6.17.1 Detailed Description

Represents a point.

Definition at line 566 of file Rectangles.cs.

#### 6.17.2 Constructor & Destructor Documentation

##### 6.17.2.1 PointF()

```
MuPDFCore.PointF.PointF (  
    float x,  
    float y )
```

Create a new [PointF](#) from the specified coordinates.

**Parameters**

<i>x</i>	The horizontal coordinate of the point.
<i>y</i>	The vertical coordinate of the point.

Definition at line 583 of file Rectangles.cs.

## 6.17.3 Member Data Documentation

### 6.17.3.1 X

```
float MuPDFCore.PointF.X
```

The horizontal coordinate of the point.

Definition at line 571 of file Rectangles.cs.

### 6.17.3.2 Y

```
float MuPDFCore.PointF.Y
```

The vertical coordinate of the point.

Definition at line 576 of file Rectangles.cs.

The documentation for this struct was generated from the following file:

- MuPDFCore/Rectangles.cs

## 6.18 MuPDFCore.Quad Struct Reference

Represents a quadrilater (not necessarily a rectangle).

### Public Member Functions

- [Quad](#) ([PointF](#) lowerLeft, [PointF](#) upperLeft, [PointF](#) upperRight, [PointF](#) lowerRight)  
*Creates a new [Quad](#) from the specified points.*
- [bool Contains](#) ([PointF](#) point)  
*Checks whether this [Quad](#) contains a [PointF](#).*

## Public Attributes

- [PointF LowerLeft](#)  
*The lower left point of the quadrilater.*
- [PointF UpperLeft](#)  
*The upper left point of the quadrilater.*
- [PointF UpperRight](#)  
*The upper right point of the quadrilater.*
- [PointF LowerRight](#)  
*The lower right point of the quadrilater.*

### 6.18.1 Detailed Description

Represents a quadrilater (not necessarily a rectangle).

Definition at line 593 of file Rectangles.cs.

### 6.18.2 Constructor & Destructor Documentation

#### 6.18.2.1 Quad()

```
MuPDFCore.Quad.Quad (
    PointF lowerLeft,
    PointF upperLeft,
    PointF upperRight,
    PointF lowerRight )
```

Creates a new [Quad](#) from the specified points.

#### Parameters

<i>lowerLeft</i>	The lower left point of the quadrilater.
<i>upperLeft</i>	The upper left point of the quadrilater.
<i>upperRight</i>	The upper right point of the quadrilater.
<i>lowerRight</i>	The lower right point of the quadrilater.

Definition at line 622 of file Rectangles.cs.

### 6.18.3 Member Function Documentation

### 6.18.3.1 Contains()

```
bool MuPDFCore.Quad.Contains (
    PointF point )
```

Checks whether this [Quad](#) contains a [PointF](#).

#### Parameters

<i>point</i>	The <a href="#">PointF</a> to check.
--------------	--------------------------------------

#### Returns

A boolean value indicating whether this [Quad](#) contains the *point* .

Definition at line 635 of file Rectangles.cs.

## 6.18.4 Member Data Documentation

### 6.18.4.1 LowerLeft

```
PointF MuPDFCore.Quad.LowerLeft
```

The lower left point of the quadrilater.

Definition at line 598 of file Rectangles.cs.

### 6.18.4.2 LowerRight

```
PointF MuPDFCore.Quad.LowerRight
```

The lower right point of the quadrilater.

Definition at line 613 of file Rectangles.cs.

### 6.18.4.3 UpperLeft

```
PointF MuPDFCore.Quad.UpperLeft
```

The upper left point of the quadrilater.

Definition at line 603 of file Rectangles.cs.



#### 6.18.4.4 UpperRight

`PointF` MuPDFCore.Quad.UpperRight

The upper right point of the quadrilater.

Definition at line 608 of file Rectangles.cs.

The documentation for this struct was generated from the following file:

- MuPDFCore/Rectangles.cs

## 6.19 MuPDFCore.Rectangle Struct Reference

Represents a rectangle.

### Public Member Functions

- [Rectangle](#) (float x0, float y0, float x1, float y1)  
*Create a new [Rectangle](#) from the specified coordinates.*
- [Rectangle](#) (double x0, double y0, double x1, double y1)  
*Create a new [Rectangle](#) from the specified coordinates.*
- [RoundedRectangle Round](#) ()  
*Round the rectangle's coordinates to the closest integers.*
- [RoundedRectangle Round](#) (double zoom)  
*Round the rectangle's coordinates to the closest integers, applying the specified zoom factor.*
- [Rectangle\[\] Split](#) (int divisions)  
*Split the rectangle into the specified number of [Rectangles](#).*
- [Rectangle Intersect](#) ([Rectangle](#) other)  
*Compute the intersection between this [Rectangle](#) and another one.*
- bool [Contains](#) ([Rectangle](#) other)  
*Checks whether this [Rectangle](#) contains another [Rectangle](#).*
- bool [Contains](#) ([PointF](#) point)  
*Checks whether this [Rectangle](#) contains a [PointF](#).*
- [Quad ToQuad](#) ()  
*Converts the [Rectangle](#) to a [Quad](#).*

### Public Attributes

- float [X0](#)  
*The left coordinate of the rectangle.*
- float [Y0](#)  
*The top coordinate of the rectangle.*
- float [X1](#)  
*The right coordinate of the rectangle.*
- float [Y1](#)  
*The bottom coordinate of the rectangle.*
- float [Width](#) => [X1](#) - [X0](#)  
*The width of the rectangle.*
- float [Height](#) => [Y1](#) - [Y0](#)  
*The height of the rectangle.*

### 6.19.1 Detailed Description

Represents a rectangle.

Definition at line 326 of file Rectangles.cs.

### 6.19.2 Constructor & Destructor Documentation

#### 6.19.2.1 Rectangle() [1/2]

```
MuPDFCore.Rectangle.Rectangle (
    float x0,
    float y0,
    float x1,
    float y1 )
```

Create a new [Rectangle](#) from the specified coordinates.

##### Parameters

<i>x0</i>	The left coordinate of the rectangle.
<i>y0</i>	The top coordinate of the rectangle.
<i>x1</i>	The right coordinate of the rectangle.
<i>y1</i>	The bottom coordinate of the rectangle.

Definition at line 365 of file Rectangles.cs.

#### 6.19.2.2 Rectangle() [2/2]

```
MuPDFCore.Rectangle.Rectangle (
    double x0,
    double y0,
    double x1,
    double y1 )
```

Create a new [Rectangle](#) from the specified coordinates.

##### Parameters

<i>x0</i>	The left coordinate of the rectangle.
<i>y0</i>	The top coordinate of the rectangle.
<i>x1</i>	The right coordinate of the rectangle.
<i>y1</i>	The bottom coordinate of the rectangle.

Definition at line 380 of file Rectangles.cs.

### 6.19.3 Member Function Documentation

#### 6.19.3.1 Contains() [1/2]

```
bool MuPDFCore.Rectangle.Contains (
    PointF point )
```

Checks whether this [Rectangle](#) contains a [PointF](#).

##### Parameters

<i>point</i>	The <a href="#">PointF</a> to check.
--------------	--------------------------------------

##### Returns

A boolean value indicating whether this [Rectangle](#) contains the *point* .

Definition at line 476 of file Rectangles.cs.

#### 6.19.3.2 Contains() [2/2]

```
bool MuPDFCore.Rectangle.Contains (
    Rectangle other )
```

Checks whether this [Rectangle](#) contains another [Rectangle](#).

##### Parameters

<i>other</i>	The <a href="#">Rectangle</a> to check.
--------------	---

##### Returns

A boolean value indicating whether this [Rectangle](#) contains the *other* [Rectangle](#).

Definition at line 466 of file Rectangles.cs.

#### 6.19.3.3 Intersect()

```
Rectangle MuPDFCore.Rectangle.Intersect (
    Rectangle other )
```

Compute the intersection between this [Rectangle](#) and another one.

**Parameters**

<i>other</i>	The other <a href="#">Rectangle</a> to intersect with this instance.
--------------	--

**Returns**

The intersection between the two [Rectangles](#).

Definition at line 443 of file Rectangles.cs.

**6.19.3.4 Round() [1/2]**

```
RoundedRectangle MuPDFCore.Rectangle.Round ( )
```

Round the rectangle's coordinates to the closest integers.

**Returns**

A [RoundedRectangle](#) with the rounded coordinates.

Definition at line 392 of file Rectangles.cs.

**6.19.3.5 Round() [2/2]**

```
RoundedRectangle MuPDFCore.Rectangle.Round (  
    double zoom )
```

Round the rectangle's coordinates to the closest integers, applying the specified zoom factor.

**Parameters**

<i>zoom</i>	The zoom factor to apply.
-------------	---------------------------

**Returns**

A [RoundedRectangle](#) with the rounded coordinates.

Definition at line 407 of file Rectangles.cs.

**6.19.3.6 Split()**

```
Rectangle [ ] MuPDFCore.Rectangle.Split (  
    int divisions )
```

Split the rectangle into the specified number of [Rectangles](#).

## Parameters

<i>divisions</i>	The number of rectangles in which the rectangle should be split. This must be factorisable using only powers of 2, 3, 5 or 7. Otherwise, the biggest number smaller than <i>divisions</i> that satisfies this condition is used.
------------------	--

## Returns

An array of [Rectangles](#) that when positioned properly cover the same area as this object.

Definition at line 422 of file Rectangles.cs.

### 6.19.3.7 ToQuad()

```
Quad MuPDFCore.Rectangle.ToQuad ( )
```

Converts the [Rectangle](#) to a [Quad](#).

## Returns

A [Quad](#) corresponding to the current [Rectangle](#).

Definition at line 485 of file Rectangles.cs.

## 6.19.4 Member Data Documentation

### 6.19.4.1 Height

```
float MuPDFCore.Rectangle.Height => Y1 - Y0
```

The height of the rectangle.

Definition at line 356 of file Rectangles.cs.

### 6.19.4.2 Width

```
float MuPDFCore.Rectangle.Width => X1 - X0
```

The width of the rectangle.

Definition at line 351 of file Rectangles.cs.

#### 6.19.4.3 X0

```
float MuPDFCore.Rectangle.X0
```

The left coordinate of the rectangle.

Definition at line 331 of file Rectangles.cs.

#### 6.19.4.4 X1

```
float MuPDFCore.Rectangle.X1
```

The right coordinate of the rectangle.

Definition at line 341 of file Rectangles.cs.

#### 6.19.4.5 Y0

```
float MuPDFCore.Rectangle.Y0
```

The top coordinate of the rectangle.

Definition at line 336 of file Rectangles.cs.

#### 6.19.4.6 Y1

```
float MuPDFCore.Rectangle.Y1
```

The bottom coordinate of the rectangle.

Definition at line 346 of file Rectangles.cs.

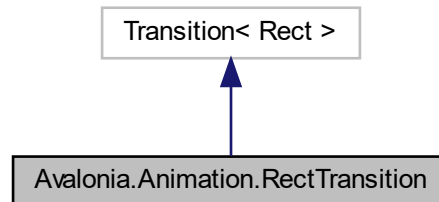
The documentation for this struct was generated from the following file:

- MuPDFCore/Rectangles.cs

## 6.20 Avalonia.Animation.RectTransition Class Reference

Transition class that handles AvaloniaProperty with Rect types.

Inheritance diagram for Avalonia.Animation.RectTransition:



### Public Member Functions

- override `IObservable< Rect > DoTransition` (`IObservable< double > progress`, `Rect oldValue`, `Rect newValue`)

#### 6.20.1 Detailed Description

Transition class that handles AvaloniaProperty with Rect types.

Definition at line 26 of file RectTransition.cs.

The documentation for this class was generated from the following file:

- MuPDFCore.MuPDFRenderer/RectTransition.cs

## 6.21 MuPDFCore.RenderProgress Class Reference

Holds a summary of the progress of the current rendering operation.

### Classes

- struct `ThreadRenderProgress`  
*Holds the progress of a single thread.*

### Properties

- `ThreadRenderProgress[] ThreadRenderProgresses` [get]  
*Contains the progress of all the threads used in rendering the document.*

### 6.21.1 Detailed Description

Holds a summary of the progress of the current rendering operation.

Definition at line 269 of file MuPDF.cs.

### 6.21.2 Property Documentation

#### 6.21.2.1 ThreadRenderProgresses

```
ThreadRenderProgress [ ] MuPDFCore.RenderProgress.ThreadRenderProgresses [get]
```

Contains the progress of all the threads used in rendering the document.

Definition at line 296 of file MuPDF.cs.

The documentation for this class was generated from the following file:

- MuPDFCore/MuPDF.cs

## 6.22 MuPDFCore.RoundedRectangle Struct Reference

Represents a rectangle using only integer numbers.

### Public Member Functions

- [RoundedRectangle](#) (int x0, int y0, int x1, int y1)  
*Create a new [RoundedRectangle](#) from the specified coordinates.*
- [RoundedRectangle\[\] Split](#) (int divisions)  
*Split the rectangle into the specified number of [RoundedRectangles](#).*

### Public Attributes

- int [X0](#)  
*The left coordinate of the rectangle.*
- int [Y0](#)  
*The top coordinate of the rectangle.*
- int [X1](#)  
*The right coordinate of the rectangle.*
- int [Y1](#)  
*The bottom coordinate of the rectangle.*
- int [Width](#) => [X1](#) - [X0](#)  
*The width of the rectangle.*
- int [Height](#) => [Y1](#) - [Y0](#)  
*The height of the rectangle.*



### 6.22.1 Detailed Description

Represents a rectangle using only integer numbers.

Definition at line 494 of file Rectangles.cs.

### 6.22.2 Constructor & Destructor Documentation

#### 6.22.2.1 RoundedRectangle()

```
MuPDFCore.RoundedRectangle.RoundedRectangle (
    int x0,
    int y0,
    int x1,
    int y1 )
```

Create a new [RoundedRectangle](#) from the specified coordinates.

##### Parameters

<i>x0</i>	The left coordinate of the rectangle.
<i>y0</i>	The top coordinate of the rectangle.
<i>x1</i>	The right coordinate of the rectangle.
<i>y1</i>	The bottom coordinate of the rectangle.

Definition at line 533 of file Rectangles.cs.

### 6.22.3 Member Function Documentation

#### 6.22.3.1 Split()

```
RoundedRectangle [ ] MuPDFCore.RoundedRectangle.Split (
    int divisions )
```

Split the rectangle into the specified number of [RoundedRectangles](#).

##### Parameters

<i>divisions</i>	The number of rectangles in which the rectangle should be split. This must be factorisable using only powers of 2, 3, 5 or 7. Otherwise, the biggest number smaller than <i>divisions</i> that satisfies this condition is used.
------------------	--

### Returns

An array of [RoundedRectangles](#) that when positioned properly cover the same area as this object.

Definition at line 546 of file Rectangles.cs.

## 6.22.4 Member Data Documentation

### 6.22.4.1 Height

```
int MuPDFCore.RoundedRectangle.Height => Y1 - Y0
```

The height of the rectangle.

Definition at line 524 of file Rectangles.cs.

### 6.22.4.2 Width

```
int MuPDFCore.RoundedRectangle.Width => X1 - X0
```

The width of the rectangle.

Definition at line 519 of file Rectangles.cs.

### 6.22.4.3 X0

```
int MuPDFCore.RoundedRectangle.X0
```

The left coordinate of the rectangle.

Definition at line 499 of file Rectangles.cs.

### 6.22.4.4 X1

```
int MuPDFCore.RoundedRectangle.X1
```

The right coordinate of the rectangle.

Definition at line 509 of file Rectangles.cs.

#### 6.22.4.5 Y0

```
int MuPDFCore.RoundedRectangle.Y0
```

The top coordinate of the rectangle.

Definition at line 504 of file Rectangles.cs.

#### 6.22.4.6 Y1

```
int MuPDFCore.RoundedRectangle.Y1
```

The bottom coordinate of the rectangle.

Definition at line 514 of file Rectangles.cs.

The documentation for this struct was generated from the following file:

- MuPDFCore/Rectangles.cs

## 6.23 MuPDFCore.RoundedSize Struct Reference

Represents the size of a rectangle using only integer numbers.

### Public Member Functions

- [RoundedSize](#) (int width, int height)  
*Create a new [RoundedSize](#) with the specified width and height.*
- [RoundedRectangle\[\] Split](#) (int divisions)  
*Split the size into the specified number of [RoundedRectangles](#).*

### Public Attributes

- int [Width](#)  
*The width of the rectangle.*
- int [Height](#)  
*The height of the rectangle.*

### 6.23.1 Detailed Description

Represents the size of a rectangle using only integer numbers.

Definition at line 181 of file Rectangles.cs.

### 6.23.2 Constructor & Destructor Documentation

#### 6.23.2.1 RoundedSize()

```
MuPDFCore.RoundedSize.RoundedSize (
    int width,
    int height )
```

Create a new [RoundedSize](#) with the specified width and height.

**Parameters**

<i>width</i>	The width of the rectangle.
<i>height</i>	The height of the rectangle.

Definition at line 198 of file Rectangles.cs.

### 6.23.3 Member Function Documentation

#### 6.23.3.1 Split()

```
RoundedRectangle [ ] MuPDFCore.RoundedSize.Split (
    int divisions )
```

Split the size into the specified number of [RoundedRectangles](#).

**Parameters**

<i>divisions</i>	The number of rectangles in which the size should be split. This must be factorisable using only powers of 2, 3, 5 or 7. Otherwise, the biggest number smaller than <i>divisions</i> that satisfies this condition is used.
------------------	---

**Returns**

An array of [RoundedRectangles](#) that when positioned properly cover an area of the size of this object.

Definition at line 209 of file Rectangles.cs.

### 6.23.4 Member Data Documentation

#### 6.23.4.1 Height

```
int MuPDFCore.RoundedSize.Height
```

The height of the rectangle.

Definition at line 191 of file Rectangles.cs.

### 6.23.4.2 Width

```
int MuPDFCore.RoundedSize.Width
```

The width of the rectangle.

Definition at line 186 of file Rectangles.cs.

The documentation for this struct was generated from the following file:

- MuPDFCore/Rectangles.cs

## 6.24 MuPDFCore.Size Struct Reference

Represents the size of a rectangle.

### Public Member Functions

- [Size](#) (float width, float height)  
*Create a new [Size](#) with the specified width and height.*
- [Size](#) (double width, double height)  
*Create a new [Size](#) with the specified width and height.*
- [Rectangle\[\] Split](#) (int divisions)  
*Split the size into the specified number of [Rectangles](#).*

### Public Attributes

- float [Width](#)  
*The width of the rectangle.*
- float [Height](#)  
*The height of the rectangle.*

### 6.24.1 Detailed Description

Represents the size of a rectangle.

Definition at line 25 of file Rectangles.cs.

### 6.24.2 Constructor & Destructor Documentation

#### 6.24.2.1 Size() [1/2]

```
MuPDFCore.Size.Size (
    float width,
    float height )
```

Create a new [Size](#) with the specified width and height.

**Parameters**

<i>width</i>	The width of the rectangle.
<i>height</i>	The height of the rectangle.

Definition at line 42 of file Rectangles.cs.

**6.24.2.2 Size() [2/2]**

```
MuPDFCore.Size.Size (
    double width,
    double height )
```

Create a new [Size](#) with the specified width and height.

**Parameters**

<i>width</i>	The width of the rectangle.
<i>height</i>	The height of the rectangle.

Definition at line 53 of file Rectangles.cs.

**6.24.3 Member Function Documentation****6.24.3.1 Split()**

```
Rectangle [ ] MuPDFCore.Size.Split (
    int divisions )
```

Split the size into the specified number of [Rectangles](#).

**Parameters**

<i>divisions</i>	The number of rectangles in which the size should be split. This must be factorisable using only powers of 2, 3, 5 or 7. Otherwise, the biggest number smaller than <i>divisions</i> that satisfies this condition is used.
------------------	---

**Returns**

An array of [Rectangles](#) that when positioned properly cover an area of the size of this object.

Definition at line 64 of file Rectangles.cs.

## 6.24.4 Member Data Documentation

### 6.24.4.1 Height

```
float MuPDFCore.Size.Height
```

The height of the rectangle.

Definition at line 35 of file Rectangles.cs.

### 6.24.4.2 Width

```
float MuPDFCore.Size.Width
```

The width of the rectangle.

Definition at line 30 of file Rectangles.cs.

The documentation for this struct was generated from the following file:

- MuPDFCore/Rectangles.cs

## 6.25 MuPDFCore.RenderProgress.ThreadRenderProgress Struct Reference

Holds the progress of a single thread.

### Public Attributes

- int [Progress](#)  
*The current progress.*
- long [MaxProgress](#)  
*The maximum progress. If this is 0, this value could not be determined (yet).*

### 6.25.1 Detailed Description

Holds the progress of a single thread.

Definition at line 274 of file MuPDF.cs.

## 6.25.2 Member Data Documentation

### 6.25.2.1 MaxProgress

```
long MuPDFCore.RenderProgress.ThreadRenderProgress.MaxProgress
```

The maximum progress. If this is 0, this value could not be determined (yet).

Definition at line 284 of file MuPDF.cs.

### 6.25.2.2 Progress

```
int MuPDFCore.RenderProgress.ThreadRenderProgress.Progress
```

The current progress.

Definition at line 279 of file MuPDF.cs.

The documentation for this struct was generated from the following file:

- MuPDFCore/MuPDF.cs



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