### TWAIN Specification

**Version 2.3**

This document was ratified by the TWAIN Working Group on November 21, 2013



### Acknowledgments

The TWAIN Working Group acknowledges the following individuals and their respective companies for their contributions to this document. Their hard work in defining, designing, editing, proofreading, and discussing the evolution of the document have been invaluable.

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| --- | --- |
| **Adobe Systems Incorporated**  Scott Foshee  **Atalasoft**  Glenn Chittenden Jr.  Adam Scarborough Spike McLarty  **Avision inc.** Leo Liao  Jun Huang  **Dynamsoft Corporation** Catherine Sea  **Kodak Alaris, Inc.**  Mark McLaughlin | **Fujitsu Computer Products of America**  Pamela Doyle  **Hewlett-Packard** Sarah Schwartz  **JFL Peripheral Solutions Inc.**  Jon Harju  Rebecca Holz  Mihail Mikov  Pete Patterson  **PFU Limited, a Fujitsu Company** Daisuke Kutsuwada  **The TWAIN Working Group**  Hilary Minugh |

**Epson**

Tak Shiozaki

We would also like to thank the TWAIN Working Group Technical Committee for their opinions and contributions..

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**1**

**Introduction**

**Chapter Contents**

Need for Consistency . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . 1-1

Elements of TWAIN . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . 1-1

Benefits of Using TWAIN. . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . 1-2

Creation of TWAIN. . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . 1-3

#### Need for Consistency

With the introduction of scanners, digital cameras, and other image acquisition devices, users eagerly discovered the value of incorporating images into their documents and other work. However, supporting the display and manipulation of this raster data placed a high cost on application developers. They needed to create user interfaces and build in device control for the wide assortment of available image devices. Once their application was prepared to support a given device, they faced the discouraging reality that devices continue to be upgraded with new capabilities and features. Application developers found themselves continually revising their product to stay current.

Developers of both the image acquisition devices and the software applications recognized the need for a standard communication between the image devices and the applications. A standard would benefit both groups as well as the users of their products. It would allow the device vendors’ products to be accessed by more applications and application vendors could access data from those devices without concern for which type of device, or particular device, provided it. TWAIN was developed because of this need for consistency and simplification.

#### Elements of TWAIN

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

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*Chapter 1*

The three key elements in TWAIN are:

* **Application software**

An application must be modified to use TWAIN.

* **Source Manager software**

This software manages the interactions between the application and the Source. This code is provided in the TWAIN Developer’s Toolkit and should be shipped for free with each TWAIN application and Source.

* **Source software**

This software controls the image acquisition device and is written by the device developer to comply with TWAIN specifications. Traditional device drivers are now included with the Source software and do not need to be shipped by applications.

Image

Application

*Data Source*

*Manager*

Fax

Application

Word Processor

Application

Digital Camera

Data Source

Scanner

Data Source

Image Database

Data Source

Producers of

Image Data

Consumers of

Image Data

HW Dependant I/O Layer

(

)

SCSI, Parallel, Serial, etc.

**Source Manager**

**Software**

**Data Source**

**Software**

**Application**

**Software**

TWAIN

Interfaces

Figure 1-1 TWAIN Elements

#### Benefits of Using TWAIN

**For the Application Developer**

* Allows you to offer users of your application a simple way to incorporate images from any compatible raster device without leaving your application.
* Saves time and dollars. If you currently provide low-level device drivers for scanners, etc., you no longer need to write, support, or ship these drivers. The TWAIN-compliant image acquisition devices will provide Source software modules that eliminate the need for you to create and ship device drivers.
* Permits your application to access data from any TWAIN-compliant image peripheral simply by modifying your application code once using the high-level TWAIN application programming interface. No customization by product is necessary. TWAIN image peripherals

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can include desktop scanners, hand scanners, digital cameras, frame grabbers, image databases, or any other raster image source that complies to the TWAIN protocol and API.

* Allows you to determine the features and capabilities that an image acquisition device can provide. Your application can then restrict the Source to offer only those capabilities that are compatible with your application’s needs and abilities.
* Eliminates the need for your application to provide a user interface to control the image acquisition process. There is a software user interface module shipped with every TWAINcompliant Source device to handle that process. Of course, you may provide your own user interface for acquisition, if desired.

**For the Source Developer**

* Increases the use and support of your product. More applications will become image consumers as a result of the ease of implementation and breadth of device integration that TWAIN provides.
* Allows you to provide a proprietary user interface for your device. This lets you present the newest features to the user without waiting for the applications to incorporate them into their interfaces.
* Saves money by reducing your implementation costs. Rather than create and support various versions of your device control software to integrate with various applications, you create just a single TWAIN-compliant Source.

**For the End User**

* Gives users a simple way to incorporate images into their documents. They can access the image in fewer steps because they never need to leave your application.

**Note:** TWAIN is supported on all versions of Microsoft Windows and Apple Mac OS X.

TWAIN 2.x and higher includes support for Linux and 64-bit operating systems. Information about supporting TWAIN on 16-bit operating systems and older versions of the Apple Macintosh OS are no longer described in the current TWAIN specification. Please refer to version 1.9 of the Specification for support of older operating systems.

#### Creation of TWAIN

TWAIN was created by a small group of software and hardware companies in response to the need for a proposed specification for the imaging industry. The Working Group’s goal was to provide an open, multi-platform solution to interconnect the needs of raster input devices with application software. The original Working Group was comprised of representatives from five companies: Aldus, Caere, Kodak Alaris, Hewlett-Packard, and Logitech. Three other companies, Adobe, Howtek, and Software Architects also contributed significantly.

The design of TWAIN began in January, 1991. Review of the original TWAIN Developer’s Toolkit occurred from April, 1991 through January, 1992. The original Toolkit was reviewed by the TWAIN Coalition. The Coalition includes approximately 300 individuals representing 200 companies who continue to influence and guide the future direction of TWAIN.

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*Chapter 1*

The current version of TWAIN was written by members of the TWAIN Working Group including Adobe, Kodak Alaris, Inc., Fujitsu Computer Products of America, Hewlett-Packard Company, JFL Peripheral Solutions Inc., Ricoh Corporation, Xerox Corporation, and Lizardtech Corporation.

In May, 1998, an agreement was announced between Microsoft and the TWAIN Working Group which provided for the inclusion of the TWAIN Data Source Manager in Microsoft Windows 98 and Microsoft Windows NT 5.0.

During the creation of TWAIN, the following architecture objectives were adhered to:

* **Ease of Adoption** — Allow an application vendor to make their application TWAINcompliant with a reasonable amount of development and testing effort. The basic features of TWAIN should be implemented just by making modest changes to the application. To take advantage of a more complete set of functionality and control capabilities, more development effort should be anticipated.
* **Extensibility** — The architecture must include the flexibility to embrace multiple windowing environments spanning various host platforms (Mac OS X, Microsoft Windows, Linux with KDE or Gnome, etc.) and facilitate the exchange of various data types between Source devices and destination applications. Currently, only the raster image data type is supported but suggestions for future extensions include text, facsimile, vector graphics, and others.
* **Integration** — Key elements of the TWAIN implementation “belong” in the operating system. The agreement between Microsoft and the TWAIN Working Group indicates that this integration into the operating system is beginning. TWAIN must be implemented to encourage backward compatibility (extensibility) and smooth migration into the operating system. An implementation that minimizes the use of platform-specific mechanisms will have enhanced longevity and adoptability.
* **Easy Application <-> Source Interconnect** — A straight-forward Source identification and selection mechanism will be supplied. The application will drive this mechanism through a simple API. This mechanism will also establish the data and control links between the application and Source. It will support capability and configuration communication and negotiation between the application and Source.
* **Encapsulated Human Interface** — A device-native user interface will be required in each Source. The application can optionally override this native user interface while still using the Source to control the physical device.

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**2**

**Technical Overview**

**Chapter Contents**

TWAIN Architecture. . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . 2-1

TWAIN User Interface . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . 2-4 Communication Between the Elements of TWAIN . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . 2-5 Using Operation Triplets . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . 2-10

The State-Based Protocol . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . 2-11 Capabilities. . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . 2-14

The TWAIN protocol and API are easiest to understand when you see the overall picture. This chapter provides a technical overview of TWAIN.

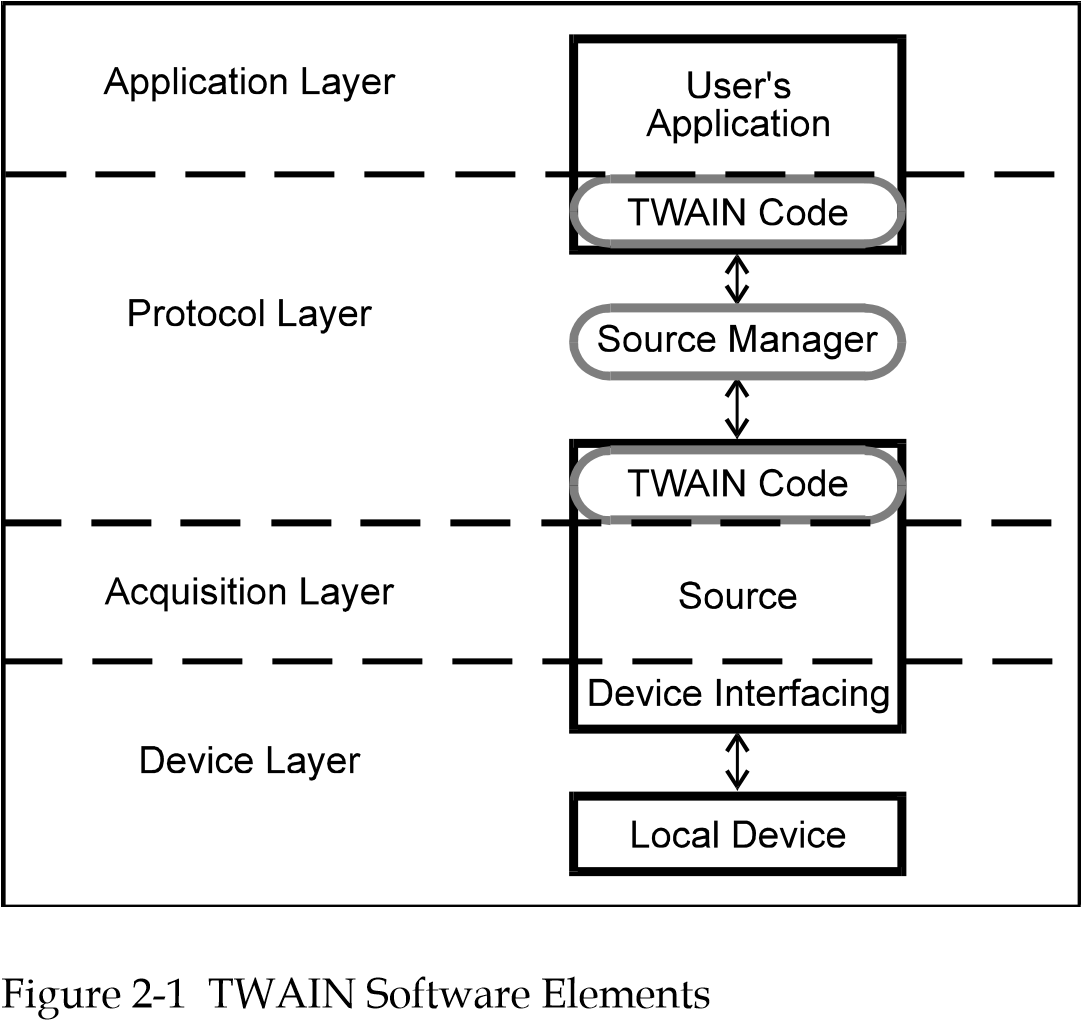
#### TWAIN Architecture

The transfer of data is made possible by three software elements that work together in TWAIN: the application, the Source Manager, and the Source.

These elements use the architecture of TWAIN to communicate. The TWAIN architecture consists of four layers:

* Application
* Protocol
* Acquisition
* Device

The TWAIN software elements occupy the layers as illustrated below. Each layer is described in the sections that follow.



**Application**

The user’s software application executes in this layer.

TWAIN describes user interface guidelines for the application developer regarding how users access TWAIN functionality and how a particular Source is selected.

[TWAIN is not concerned with how the application is implemented. TWAIN has no effect on any inter-application communication scheme that the application may use.](http://www.twain.org/)

**Protocol**

The protocol is the “language” spoken and syntax used by TWAIN. It implements precise instructions and communications required for the transfer of data.

The protocol layer includes:

* The portion of application software that provides the interface between the application and

TWAIN

* The TWAIN Source Manager provided by TWAIN
* The software included with the Source device to receive instructions from the Source Manager and transfer back data and Return Codes

The contents of the protocol layer are discussed in more detail in “Communication Between the Elements of TWAIN” on page 2-5.

**Acquisition**

Acquisition devices may be physical (like a scanner or digital camera) or logical (like an image database). The software elements written to control acquisitions are called Sources and reside primarily in this layer.

The Source transfers data for the application. It uses the format and transfer mechanism agreed upon by the Source and application.

The Source always provides a built-in user interface that controls the device(s) the Source was written to drive. An application can override this and present its own user interface for acquisition, if desired.

**Device**

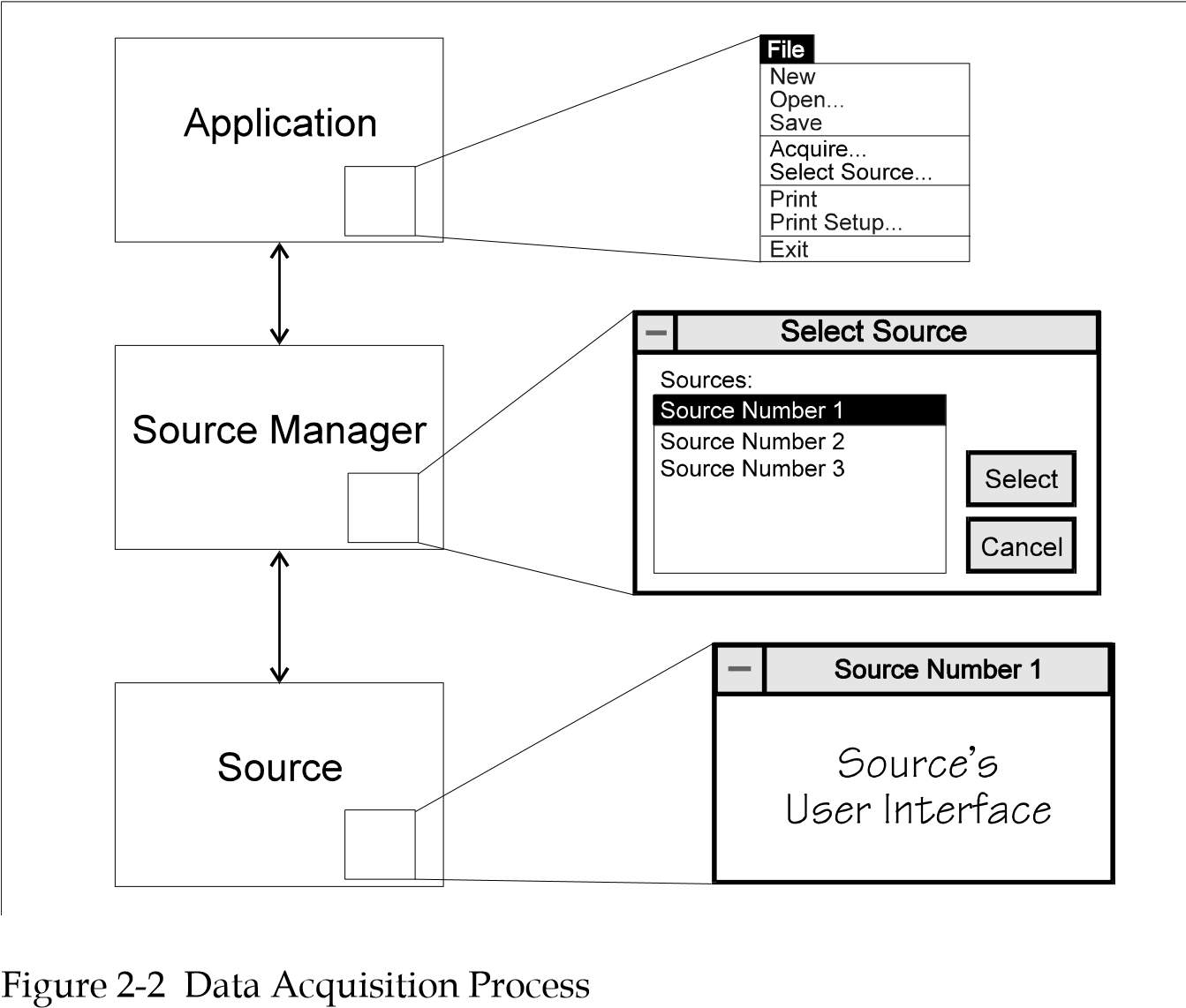
This is the location of traditional low-level device drivers. They convert device-specific commands into hardware commands and actions specific to the particular device the driver was written to accompany. Applications that use TWAIN no longer need to ship device drivers because they are part of the Source.

TWAIN is not concerned with the device layer at all. The Source hides the device layer from the application. The Source provides the translation from TWAIN operations and interactions with the Source’s user interface into the equivalent commands for the device driver that cause the device to behave as desired.

**Note:** The Protocol layer is the most thoroughly and rigidly defined to allow precise communications between applications and Sources. The information in this document concentrates on the Protocol and Acquisition layers.

#### TWAIN User Interface

When an application uses TWAIN to acquire data, the acquisition process may be visible to the application’s users in the following three areas:



**The Application**

The user needs to select the device from which they intend to acquire the data. They also need to signal when they are ready to have the data transferred. To allow this, TWAIN strongly recommends the application developer add two options to their File menu:

* **Select Source** - to select the device
* **Acquire** - to begin the transfer process

**The Source Manager**

When the user chooses the Select Source option, the application requests that the Source Manager display its Select Source dialog box. This lists all available devices and allows the user to highlight and select one device. If desired, the application can write its own version of this user interface.

**The Source**

Every TWAIN-compliant Source provides a user interface specific to its particular device. When the application user selects the Acquire option, the **Source’s User Interface** may be displayed. If desired, the application can write its own version of this interface, too.

#### Communication Between the Elements of TWAIN

Communication between elements of TWAIN is possible through two entry points. They are called DSM\_Entry( ) and DS\_Entry( ). DSM means Data Source Manager and DS means Data Source.

Figure 2-3 Entry Points for Communicating Between Elements

**The Application**

The goal of the application is to acquire data from a Source. However, applications cannot contact the Source directly. All requests for data, capability information, error information, etc. must be handled through the Source Manager.

Approximately 140 operations are defined by TWAIN. The application sends them to the Source Manager for transmission. The application specifies which element, Source Manager or Source, is the final destination for each requested operation.

The application communicates to the Source Manager through the Source Manager’s only entry point, the DSM\_Entry( ) function.

The parameter list of the DSM\_Entry function contains:

* An identifier structure providing information about the application that originated the function call
* The destination of this request (Source Manager or Source)
* A triplet that describes the requested operation. The triplet specifies:
* Data Group for the Operation (DG\_ )
* Data Argument Type for the Operation (DAT\_ )
* Message for the Operation (MSG\_ )
* (These are described more in the section called Using Operation Triplets located later in this chapter.)
* A pointer field to allow the transfer of data

The function call returns a value (the Return Code) indicating the success or failure of the operation.

TW\_UINT16 TW\_CALLINGSTYLE DSM\_Entry

|  |  |  |
| --- | --- | --- |
| ( pTW\_IDENTITY | pOrigin, | // source of message |
| pTW\_IDENTITY | pDest, | // destination of message |
| TW\_UINT32 | DG, | // data group ID: DG\_xxxx |
| TW\_UINT16 | DAT, | // data argument type: DAT\_xxxx |
| TW\_UINT16 | MSG, | // message ID: MSG\_xxxx |
| TW\_MEMREF  ); | pData | // pointer to data |

**Note:** Data type definitions are covered in Chapter 8, "Data Types and Data Structures", and in the file called TWAIN.H which can be downloaded from the TWAIN Working Group web site http://www.twain.org.)

**The Source Manager**

The Source Manager provides the communication path between the application and the Source, supports the user’s selection of a Source, and loads the Source for access by the application.

Communications from application to Source Manager arrive in the DSM\_Entry( ) entry point.

* **If the destination in the DSM\_Entry call is the Source Manager** The Source Manager processes the operation itself.
* **If the destination in the DSM\_Entry call is the Source**

The Source Manager translates the parameter list of information, removes the destination parameter and calls the appropriate Source. To reach the Source, the Source Manager calls the Source’s DS\_Entry( ) function. TWAIN requires each Source to have this entry point.

Written in C code form, the DS\_Entry function call looks like this:

TW\_UINT16 TW\_CALLINGSTYLE DSM\_Entry

|  |  |
| --- | --- |
| (pTW\_IDENTITY pOrigin, | // source of message |
| TW\_UINT32 DG, | // data group ID: DG\_xxxx |
| TW\_UINT16 DAT, | // data argument type: DAT\_xxxx |
| TW\_UINT16 MSG, | // message ID: MSG\_xxxx |
| TW\_MEMREF pData  ); | // pointer to data |

In addition, the Source Manager can initiate three operations that were not originated by the application. These operation triplets exist just for Source Manager to Source communications and are executed by the Source Manager while it is displaying its Select Source dialog box. The operations are used to identify the available Sources and to open or close Sources.

The implementation of the Source Manager differs between the supported systems:

##### On Windows

* The Source Manager is a Dynamic Link Library (TWAINDSM.DLL).
* The Source Manager can manage simultaneous sessions between an applications and many Sources.

**On Macintosh**

* The Source Manager is a Mach-O framework (TWAIN.framework).

##### On Linux

* The Source Manager is a shared library (/usr/local/lib/libtwaindsm.so).
* The Source Manager can manage simultaneous sessions between an application and many Sources.

**The Source**

The Source receives operations either from the application, via the Source Manager, or directly from the Source Manager. It processes the request and returns the appropriate Return Code (the codes are prefixed with TWRC\_) indicating the results of the operation to the Source Manager. If the originator of the operation was the application, then the Return Code is passed back to the application as the return value of its DSM\_Entry( ) function call. If the operation was unsuccessful, a Condition Code (the codes are prefixed with TWCC\_) containing more specific information is set by the Source. Although the Condition Code is set, it is not automatically passed back. The application must invoke an operation to inquire about the contents of the Condition Code.

The implementation of the Source is the same as the implementation of the Source Manager:

**On Windows**

• The Source is a Dynamic Link Library (DLL) with a .ds extension.

##### On Macintosh

* The Source is implemented as a bundle (preferably Mach-O) with a .ds extension. **On Linux**
* The Source is a shared library (.so) with a .ds extension.

**Communication Flowing from Source to Application**

The majority of operation requests are initiated by the application and flow to the Source Manager and Source. The Source, via the Source Manager, is able to pass back data and Return Codes.

However, there are four times when the Source needs to interrupt the application and request that an action occur. These situations are:

* **Notify the application that a data transfer is ready to occur.** The time required for a Source to prepare data for a transfer will vary. Rather than have the application wait for the preparation to be complete, the Source just notifies it when everything is ready. The MSG\_XFERREADY notice is used for this purpose.
* **Request that the Source’s user interface be disabled.** This notification should be sent by the Source to the application when the user clicks on the “Close” button of the Source’s user interface. The MSG\_CLOSEDSREQ notice is used for this purpose.
* **Notify the application that the OK button has been pressed, accepting the changes the user has made.** This is only used if the Source is opened with DG\_CONTROL /

DAT\_USERINTERFACE / MSG\_ENABLEDSUIONLY. The MSG\_CLOSEDSOK notice is used for this purpose.

* **A Device Event has occurred.** This notification is sent by the Source to the Application when a specific event has occurred, but only if the Application gave the Source prior instructions to pass along such events. The MSG\_DEVICEEVENT notice is used for this purpose.

These notices are presented to the application in its event (or message) loop. The process used for these notifications is covered more fully in Chapter 12, "Operating System Dependencies", in the discussion of the application’s event loop.

**Identifying TWAIN 2.0 Elements**

It is not sufficient to test the TW\_IDENTITY.ProtocolMajor field to determine if an Application, a

Data Source Manager or a Source is TWAIN 2.0 compliant. Check the

TW\_IDENTITY.SupportedGroups field for the Application or the Source, and look for the following:

* DF\_APP2, indicating that the Application is 2.0 compliant
* DF\_DSM2, indicating that the Data Source Manager is 2.0 compliant
* DF\_DS2, indicating that the Data Source is 2.0 compliant

##### Applications

All TWAIN 2.0 compliant Applications must report DF\_APP2 in their TW\_IDENTITY.SupportedGroups field.

All TWAIN 2.0 compliant Applications must test for the DF\_DSM2 flag in the

TW\_IDENTITY.SupportedGroups field, after a call to DG\_CONTROL / DAT\_PARENT / MSG\_OPENDSM. If this flag is not found, then follow the legacy behavior for 1.x Applications, using the memory management functions detailed in the TWAIN Specification.

If the flag is found, then the Application must call DG\_CONTROL / DAT\_ENTRYPOINT / MSG\_GET in State 3, before performing any other operation, to obtain pointers to the memory management functions.

##### Sources

All TWAIN 2.0 compliant Sources must report DF\_DS2 in their TW\_IDENTITY.SupportedGroups field.

All TWAIN 2.0 compliant Sources must be prepared to receive the DG\_CONTROL /

DAT\_ENTRYPOINT / MSG\_SET call in State 3, before DG\_CONTROL / DAT\_IDENTITY /

MSG\_OPENDS is called. If this operation is not called, then follow the legacy behavior for 1.x Sources, using the memory management functions detailed in the TWAIN Specification, and locating the Data Source Manager as indicated.

If the operation is called then the Source must use the pointers to the memory management functions, and must use the supplied entry point to access DSM\_Entry.

**Using DAT\_CALLBACK to Messages from the Source to the Application**

##### Applications

TWAIN Applications running on Linux or Apple Macintosh OS X must use DG\_CONTROL / DAT\_CALLBACK / MSG\_REGISTER\_CALLBACK to register to receive asynchronous notifications for events like MSG\_XFERREADY.

TWAIN Sources using older versions of the Data Source Manager (no DF\_DSM2 flag detected) must use legacy behavior. Please refer to Chapter 12, "Operating System Dependencies" for more information.

Please note that TWAIN Applications are advised to return as soon as possible from a callback function. Events like MSG\_XFERREADY should initiate the image transfer on the same thread that did MSG\_ENABLEDS so that the callback can return immediately.

##### Sources

TWAIN Sources that detect the presence of the DF\_DSM2 flag inside of

TW\_IDENTITY.SupportedGroups must use DG\_CONTROL / DAT\_NULL with the appropriate message to return events like MSG\_XFERREADY.

TWAIN Source using older versions of the Data Source Manager (no DF\_DSM2 flag detected) must use legacy behavior. Please refer to Chapter 12, "Operating System Dependencies" for more information.

**Installation of the Data Source Manager**

*TWAIN Applications and Sources should install the latest version of the Data Source Manager.* Please check the TWAIN website http://www.twain.org to see if your Operating System or distro is represented, and if not, please consider making a submission to the TWAIN Working Group.

Refer to Chapter 12, "Operating System Dependencies".

**Memory Management in TWAIN 2.0 and Higher**

TWAIN requires Applications and Sources to manage each other’s memory. The chief problem is guaranteeing agreement on the API’s to use.

TWAIN 2.0 introduces four new functions that are obtained from the Source Manager through DAT\_ENTRYPOINT.

TW\_HANDLE TW\_CALLINGSTYLE DSM\_MemAllocate (TW\_UINT32) void TW\_CALLINGSTYLE DSM\_MemFree (TW\_HANDLE) TW\_MEMREF TW\_CALLINGSTYLE DSM\_MemLock (TW\_HANDLE) void TW\_CALLINGSTYLE DSM\_MemUnlock (TW\_HANDLE)

The Source Manager takes the responsibility to make sure that all components are using the same memory management API’s.

If DAT\_ENTRYPOINT is not obtained from the Source Manager then Applications and Sources must use the legacy calls. Refer to Chapter 12, "Operating System Dependencies".

Also see DSMInterface.cpp sample source here: [http://twain-samples.svn.sourceforge.net/](http://twain-samples.svn.sourceforge.net/viewvc/twain-samples/trunk/TWAIN-Samples/Twain_DS_sample01/src/DSMInterface.cpp?view=markup)

#### Using Operation Triplets

The DSM\_Entry( ) and DS\_Entry( ) functions are used to communicate operations. An operation is an action that the application or Source Manager invokes. Typically, but not always, it involves using data or modifying data that is indicated by the last parameter (pData) in the function call.

Requests for actions occur in one of these ways:

|  |  |  |
| --- | --- | --- |
| **From** | **To** | **Using this function** |
| The application | The Source Manager | DSM\_Entry with the pDest parameter set to  NULL |
| The application | The Source (via the Source Manager) | DSM\_Entry with the pDest parameter set to point to a valid structure that identifies the Source |
| The Source Manager | The Source | DS\_Entry |

The desired action is defined by an operation triplet passed as three parameters in the function call. Each triplet uniquely, and without ambiguity, specifies a particular action. No operation is specified by more than a single triplet. The three parameters that make up the triplet are Data Group, Data Argument Type, and Message ID. Each parameter conveys specific information.

##### Data Group (DG\_xxxx)

Operations are divided into large categories by the Data Group identifier. The following are the currently defined Data Groups in TWAIN:

* **CONTROL** (The identifier is DG\_CONTROL.): These operations involve control of the TWAIN session. An example where DG\_CONTROL is used as the Data Group identifier is the operation to open the Source Manager.
* **IMAGE** (The identifier is DG\_IMAGE.): These operations work with image data. An example where DG\_IMAGE is used as a Data Group is an operation that requests the transfer of image data.
* **AUDIO** (The identifier is DG\_AUDIO): These operations work with audio data (supported by some digital cameras). An example where DG\_AUDIO is used as a Data Group is an operation that requests the transfer of audio data.

##### Data Argument Type (DAT\_xxxx)

This parameter of the triplet identifies the type of data that is being passed or operated upon. The argument type may reference a data structure or a variable. There are many data argument types. One example is DAT\_IDENTITY.

The DAT\_IDENTITY type is used to identify a TWAIN element such as a Source. Data is typically passed or modified through the pData parameter of the DSM\_Entry and DSM\_Entry. In this case, the pData parameter would point to a data structure of type TW\_IDENTITY. The data argument type begins with DAT\_xxxx and the associated data structure begins with TW\_xxxx and duplicates the second part of the name. This pattern is followed consistently for most data argument types and their data structures. Any exceptions are noted on the reference pages in Chapter 7, "Operation Triplets" and Chapter 8, "Data Types and Data Structures". **Message ID (MSG\_xxxx)**

This parameter identifies the action that the application or Source Manager wishes to have taken. There are many different messages such as MSG\_GET or MSG\_SET. They all begin with the prefix of MSG\_.

##### Examples of Operation Triplets

* The triplet the application sends to the Source Manager to open the Source Manager module is:

DG\_CONTROL / DAT\_PARENT / MSG\_OPENDSM

* The triplet that the application sends to instruct the Source Manager to display its Select Source dialog box and thus allow the user to select which Source they plan to obtain data from is:

DG\_CONTROL / DAT\_IDENTITY / MSG\_USERSELECT

* The triplet the application sends to transfer data from the Source into a file is:

DG\_IMAGE / DAT\_IMAGEFILEXFER / MSG\_GET

#### The State-Based Protocol

The application, Source Manager, and Source must communicate to manage the acquisition of data. It is logical that this process must occur in a particular sequence. For example, the application cannot successfully request the transfer of data from a Source before the Source Manager is loaded and prepared to communicate the request.

To ensure the sequence is executed correctly, the TWAIN protocol defines seven states that exist in TWAIN sessions. A session is the period while an application is connected to a particular Source via the Source Manager. The period while the application is connected to the Source Manager is another unique session. At a given point in a session, the TWAIN elements of Source Manager and Source each occupy a particular state. Transitions to a new state are caused by operations requested by the application or Source. Transitions can be in the forward or backward direction. Most transitions are single-state transitions. For example, an operation moves the Source Manager from State 1 to State 2 not from State 1 to State 3. (There are situations where a two-state transition may occur. They are discussed in Chapter 3, "Application Implementation".) When viewing the state-based protocol, it is helpful to remember:

**States 1, 2, and 3**

* Are occupied only by the Source Manager.
* The Source Manager never occupies a state greater than State 3.

**States 4, 5, 6, and 7**

* Are occupied exclusively by Sources.
* A Source never has a state less than 4 if it is open. If it is closed, it has no state.
* If an application uses multiple Sources, each connection is a separate session and each open Source “resides” in its own state without regard for what state the other Sources are in.

The State Transition Diagram looks like this:

**1**

**Pre-Session**

Source Manager not

loaded

**2**

**Source Manager**

**Loaded**

App: Get Entry Point

**3**

**Source Manager**

**Opened**

User: Select Source

App: Load

Source Manager

App: Open

Source Manager

App: Unload Source

Manager

App: Close Source

Manager

App: Open Source

Source: Transition

when no more image

transfers are pending

Source: Notify App

to Disable Source.

App: Disable Source

App: Initiate

transfer

Source: Notify App

that transfer is ready

User: Acquire

App: Enable Source

App: Acknowledge

end of transfer

**4**

**Source Open**

Capability Negotiation

**5**

**Source Enabled**

Source: Show User

Interface

**6**

**Transfer Ready**

App: Inquire Image

Information or Audio

Information

**7**

**Transferring**

Source: Transfer Data

App: Close Source

**Source Manager States**

**Source States**

Figure 2-4 State Transition Diagram

**The Description of the States**

The following sections describe the states.

##### State 1 — Pre-Session

The Source Manager *resides* in State 1 before the application establishes a session with it.

At this point, the Source Manager code has been installed on the disk but typically is not loaded into memory yet.

The only case where the Source Manager could already be loaded and running is under Windows because the implementation is a DLL (hence, the same instance of the Source Manager can be shared by multiple applications). If that situation exists, the Source Manager will be in State 2 or 3 with the application that loaded it. **State 2 — Source Manager Loaded**

The Source Manager now is loaded into memory. It is not open yet.

At this time, the Source Manager is prepared to accept other operation triplets from the application.

##### State 3 — Source Manager Open

The Source Manager is open and ready to manage Sources.

The Source Manager is now prepared to provide lists of Sources, to open Sources, and to close Sources.

The Source Manager will remain in State 3 for the remainder of the session until it is closed. The Source Manager refuses to be closed while the application has any Sources open.

##### State 4 — Source Open

The Source has been loaded and opened by the Source Manager in response to an operation from the application. It is ready to receive operations.

The Source should have verified that sufficient resources (i.e. memory, device is available, etc.) exist for it to run.

The application can inquire about the Source’s capabilities (i.e. levels of resolution, support of color or black and white images, automatic document feeder available, etc.). The application can also set those capabilities to its desired settings. For example, it may restrict a Source capable of providing color images to transferring black and white only.

**Note:** Inquiry about a capability can occur while the Source is in States 4, 5, 6, or 7. But, an application can set a capability only in State 4 unless special permission is negotiated between the application and Source.

##### State 5 — Source Enabled

The Source has been enabled by an operation from the application via the Source Manager and is ready for user-enabled transfers.

If the application has allowed the Source to display its user interface, the Source will do that when it enters State 5.

##### State 6 — Transfer is Ready

The Source is ready to transfer one or more data items (images) to the application.

The transition from State 5 to 6 is triggered by the Source notifying the application that the transfer is ready.

Before initiating the transfer, the application must inquire information about the image (resolution, image size, etc.). If the Source supports audio, then before transferring the image, the Application must transfer all the audio snippets that are associated with the image.

It is possible for more than one image to be transferred in succession. This topic is covered thoroughly in Chapter 4, "Advanced Application Implementation". **State 7 — Transferring**

The Source is transferring the image to the application.

The transfer mechanism being used was negotiated during State 4.

The transfer will either complete successfully or terminate prematurely. The Source sends the appropriate Return Code indicating the outcome.

Once the Source indicates that the transfer is complete, the application must acknowledge the end of the transfer.

A TWAIN 2.0 compliant Application tests its TW\_IDENTITY .SupportedGroups for DF\_DSM2 after a call to DG\_CONTROL/DAT\_PARENT/MSG\_OPENDSM and if found it issues a call to DG\_CONTROL / DAT\_ENTRYPOINT / MSG\_GET.

A TWAIN 2.0 compliant Source is sent DG\_CONTROL / DAT\_ENTRYPOINT / MSG\_SET; it tests the Application’s TW\_IDENTITY.SupportedGroups for DF\_DSM2 and DF\_APP2.

#### Capabilities

One of TWAIN’s benefits is it allows applications to easily interact with a variety of acquisition devices. Devices can provide image or audio data. For instance,

* Some devices have automatic document feeders.
* Some devices are not limited to one image but can transfer multiple images.
* Some devices support color images.
* Some devices offer a variety of halftone patterns.
* Some devices support a range of resolutions while others may offer different choices.
* Some devices allow the recording of audio data associated with an image.

Developers of applications need to be aware of a Source’s capabilities and may influence the capabilities that the Source offers to the application’s users. To do this, the application can perform **capability negotiation**. The application generally follows this process:

* **Determine** if the selected Source supports a particular capability.
* **Inquire** about the Current Value for this capability. Also, inquire about the capability’s Default Value and the set of Available Values that are supported by the Source for that capability.
* **Request** that the Source set the Current Value to the application’s desired value. The Current Value will be displayed as the current selection in the Source’s user interface.
* **Limit**, if needed, the Source’s Available Values to a subset of what would normally be offered. For instance, if the application wants only black and white data, it can restrict the Source to transmit only that. If a limitation effects the Source’s user interface, the Source should modify the interface to reflect those changes. For example, it may gray out options that are not available because of the application’s restrictions.
* **Verify** that the new values have been accepted by the Source.

TWAIN capabilities are divided into three groups:

* **CAP\_xxxx:** Capabilities whose names begin with CAP are capabilities that could apply to any general Source. Such capabilities include use of automatic document feeders, identification of the creator of the data, etc.
* **ICAP\_xxxx:** Capabilities whose names begin with ICAP are capabilities that apply to image devices. The “I” stands for image. (When TWAIN is expanded to support other data transfer such as text or fax data, there will be TCAPs and FCAPs in a similar style.)
* **ACAP\_xxxx:** Capabilities whose names begin with ACAP are capabilities that apply to devices that support audio. The “A” stands for audio.

**Capability Containers**

Capabilities exist in many varieties but all have a Default Value, Current Value, and may have other values available that can be supported if selected. To help categorize the supported values into clear structures, TWAIN defines four types of **containers** for capabilities.

|  |  |
| --- | --- |
| **Name of the Data**  **Structure for the Container** | **Type of Contents** |
| TW\_ONEVALUE | A single value whose current and default values are coincident. The range of available values for this type of capability is simply this single value. For example, a capability that indicates the presence of a document feeder could be of this type. |
| TW\_ARRAY | An array of values that describes the current logical item. The available values may be a larger array of values. For example, a list of the names, such as the supported capabilities list returned by the  CAP\_SUPPORTEDCAPS capability, would use this type of container. |
| TW\_RANGE | Many capabilities allow users to select their current value from a range of regularly spaced values. The capability can specify the minimum and maximum acceptable values and the incremental step size between values. For example, resolution might be supported from 100 to 600 in steps of 50 (100, 150, 200, ..., 550, 600). |
| **Name of the Data**  **Structure for the Container** | **Type of Contents** |
| TW\_ENUMERATION | This is the most general type because it defines a list of values from which the Current Value can be chosen. The values do not progress uniformly through a range and there is not a consistent step size between the values. For example, if a Source’s resolution options did not occur in even step sizes then an enumeration would be used (for example, 150, 400, and 600). |

In general, most capabilities can have more than one of these containers applied to them depending on how the particular Source implements the capability. The data structure for each of these containers is defined in Chapter 8, "Data Types and Data Structures". A complete table with all defined capabilities is located in Chapter 10, "Capabilities". A few of the capabilities must be supported by the application and Source. The remainder of the capabilities are optional.

**Capability Negotiation and Container Types**

It is very important for Application and Data Source developers to note that Container types are dictated by the Data Source in all cases where a value is queried. Also the allowable container types of each capability are clearly defined in Chapter 10, "Capabilities", of the TWAIN

Specification. The only time it is appropriate for the calling Application to specify a container type is during the MSG\_SET operation. At that time, the Application must also consider the allowable containers and types for the particular capability.

It is recommended that an Application use the containers for MSG\_SET that it received in MSG\_GET.

**Capability Containers and String Values**

The only containers that can possibly hold a string are the following:

TW\_ENUMERATION

TW\_ARRAY

TW\_ONEVALUE

It is not possible or useful to use this type in a TW\_RANGE**.** In fact, there is no case where a capability has been defined in Chapter 10, "Capabilities", of the TWAIN Specification where a TW\_RANGE is allowed for a TW\_STRxxxx type of value.

There are four types of TWAIN strings defined for developer use:

TW\_STR32

TW\_STR64

TW\_STR128

TW\_STR256

As of version 1.7, only the following capabilities accept strings:

CAP\_AUTHOR, TW\_ONEVALUE, TW\_STR128

CAP\_CAPTION, TW\_ONEVALUE, TW\_STR255

CAP\_TIMEDATE, TW\_ONEVALUE, TW\_STR32

ICAP\_HALFTONES, TW\_ONEVALUE/TW\_ENUMERATION/TW\_ARRAY, TW\_STR32

The definition of the various container types could be confusing. For example, the definition of a TW\_ONEVALUE is as follows:

/\* TWON\_ONEVALUE. Container for one value. \*/ typedef struct {

TW\_UINT16 ItemType;

TW\_UINT32 Item;

} TW\_ONEVALUE, FAR \* pTW\_ONEVALUE;

At first glance, it is tempting to try placing the string into this container by assigning “Item” to be a pointer. This is not at all consistent with the implementation of other structures in the specification and introduces a host of problems concerning management of the memory occupied by the string. (See TW\_IDENTITY for consistent TWAIN string use)

The correct and consistent method of holding a string in a TWAIN container is to ensure the string is embedded in the container itself. Either a new structure is defined within the developers code, or the added size is considered when allocating the container.

The following examples are designed to demonstrate possible methods of using TWAIN Strings in Containers. These examples are suitable for demonstration only, and require refinement to be put to real use.

**Example 1:**

TW\_ONEVALUE structure defined for holding a TW\_STR32 value

/\* TWON\_ONEVALUESTR32. Container for one value holding TW\_STR32. \*/ typedef struct {

TW\_UINT16 ItemType;

TW\_STR32 Item;

} TW\_ONEVALUESTR32, FAR \* pTW\_ONEVALUESTR32;

**Note:** Pay attention to two-byte structure packing when defining custom container structures.

This clearly demonstrates where the memory is allocated and where the string resides. The data source does not have to be concerned with how the string is managed locally, and the application does not have to be concerned with managing the string memory or contents.

**Example 2:**

TW\_ONEVALUE structure allocated and filled with consideration of holding a TW\_STR32 value (Windows Example)

HGLOBAL AllocateAndFillOneValueStr32( const pTW\_STR32 pInString )

{

DWORD dwContainerSize = 0l;

HGLOBAL hContainer = NULL; pTW\_ONEVALUE pOneValue = NULL; pTW\_STR32 pString = NULL; assert(pInString);

// Note: This calculation will yield a size approximately one

// pointer larger than that required for this container

// (sizeof(TW\_UINT32)). For simplicity the size difference

// is negligible. The first TW\_STR32 item shall be located // immediately after the pEnum->DefaultIndex member.

dwContainerSize = sizeof(TW\_ONEVALUE) + sizeof(TW\_STR32); hContainer = GlobalAlloc( GPTR, dwContainerSize );

if(hContainer)

{ pOneValue = (pTW\_ONEVALUE)GlobalLock(hContainer); if(pOneValue)

{ pOneValue->ItemType = TWTY\_STR32; pString = (pTW\_STR32)&pOneValue->Item;

memcpy(pString, pInString, sizeof(TW\_STR32)); GlobalUnlock(hContainer); pOneValue = NULL; pString = NULL;

} }

return hContainer; }

**Example 3:**

TW\_ENUMERATION structure allocated with consideration of holding TW\_STR32 values (Windows Example)

HGLOBAL AllocateEnumerationStr32( TW\_UINT32 unNumItems )

{

DWORD dwContainerSize = 0l; HGLOBAL hContainer = NULL; pTW\_ENUMERATION pEnum = NULL;

// Note: This calculation will yield a size approximately

// one pointer larger than that required for this container

// (sizeof(pTW\_UINT8)). For simplicity the size difference is

// negligible. The first TW\_STR32 item shall be located // immediately after the pEnum->DefaultIndex member.

dwContainerSize = sizeof(TW\_ENUMERATION) + ( sizeof(TW\_STR32) \* unNumItems); hContainer = GlobalAlloc( GPTR, dwContainerSize ); if(hContainer)

{ pEnum = (pTW\_ENUMERATION) GlobalLock(hContainer); if(pEnum) { pEnum->ItemType = TWTY\_STR32; pEnum->NumItems = unNumItems;

GlobalUnlock(hContainer);

pEnum = NULL;

} } return hContainer;

}

##### Example 4

Indexing a string from an Enumeration Container

pTW\_STR128 IndexStr128FromEnumeration( pTW\_ENUMERATION pEnum, TW\_UINT32 unIndex)

{

BYTE \*pBegin = (BYTE \*)&pEnum->ItemList[0]; assert(pEnum->NumItems > unIndex); assert(pEnum->ItemType == TWTY\_STR128); pBegin += (unIndex \* sizeof(TW\_STR128)); return (pTW\_STR128)pBegin; }

#### Modes Available for Data Transfer

There are three different modes that can be used to transfer data from the Source to the application: native, disk file, and buffered memory.

**Note:** At this time, TWAIN support for audio only allows native and disk file transfers.)

**Native**

Every Source must support this transfer mode. It is the default mode and is the easiest for an application to implement. However, it is restrictive (i.e. limited to the DIB, PICT, or TIFF formats and limited by available memory).

The format of the data is platform-specific:

* Windows: DIB (Device-Independent Bitmap)
* Macintosh: A PICT image in memory
* Linux: A TIFF image file in memory

The Source allocates a single block of memory and writes the image data into the block. It passes a pointer to the application indicating the memory location. The application is responsible for freeing the memory after the transfer.

**Disk File**

A Source is not required to support this transfer mode but it is recommended.

The application creates the file to be used in the transfer and ensures that it is accessible by the Source for reading and writing.

A capability exists that allows the application to determine which file formats the Source supports. The application can then specify the file format and file name to be used in the transfer.

The disk file mode is ideal when transferring large images that might encounter memory limitations with Native mode. Disk File mode is simpler to implement than the buffered mode discussed next. However, Disk File mode is a bit slower than Buffered Memory mode and the application must be able to manage the file after creation.

**Buffered Memory**

Every Source must support this transfer mode.

The transfer occurs through memory using one or more buffers. Memory for the buffers are allocated and deallocated by the application.

The data is transferred as an unformatted bitmap. The application must use information available during the transfer (TW\_IMAGEINFO and TW\_IMAGEMEMXFER) to learn about each individual buffer and be able to correctly interpret the bitmap.

If using the Native or Disk File transfer modes, the transfer is completed in one action. With the Buffered Memory mode, the application may need to loop repeatedly to obtain more than one buffer of data.

Buffered Memory transfer offers the greatest flexibility, both in data capture and control. However, it is the least simple to implement.

**3**

**Application Implementation**

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This chapter provides the basic information needed to implement TWAIN at a minimum level.

Advanced topics are discussed in Chapter 4, "Advanced Application Implementation". They include how to take advantage of Sources that offer automatic feeding of multiple images.

For OS specific requirements refer to Chapter 12, "Operating System Dependencies".

#### Levels of TWAIN Implementation

Application developers can choose to implement TWAIN features in their application along a range of levels.

* **At the minimum level:** The application does not have to take advantage of capability negotiation or transfer mode selection. Using TWAIN defaults, it can just acquire a single image in the Native mode.
* **At a greater level:** The application can negotiate with the Source for desired capabilities or image characteristics and specify the transfer arrangement. This gives the application more control over the type of image it receives. To do this, developers should follow the instructions provided in this chapter and use information from Chapter 4, "Advanced Application Implementation", as well.
* **At the highest level:** An application may choose to negotiate capabilities, select transfer mode, and create/present its own user interfaces instead of using the built-in ones provided with the Source Manager and Source. Again, refer to this chapter and Chapter 4, "Advanced Application Implementation".

#### Installation of the Source Manager Software

The TWAIN Source Manager is an Open Source project maintained and owned by the TWAIN

Working Group (TWG). Binaries are built and distributed by the TWG for a few Operating Systems. Applications are responsible for distributing and installing the most recent release of the Source manager software available from twain.org.

For OS specific requirements refer to Chapter 12, "Operating System Dependencies".

#### Changes Needed to Prepare for a TWAIN Session

The following areas of the application must be changed before a TWAIN session can begin. The application developer must:

* Alter the application’s user interface to add **Select Source** and **Acquire** menu choices.
* Include the file called TWAIN.H in your application.
* Alter the application’s event loop.

**Alter the Application’s User Interface to Add Select Source and Acquire Options**

As mentioned in the Chapter 2, "Technical Overview", the application should include two menu items in its File menu: **Select Source...** and **Acquire...**. It is strongly recommended that you use these phrases since this consistency will benefit all users.

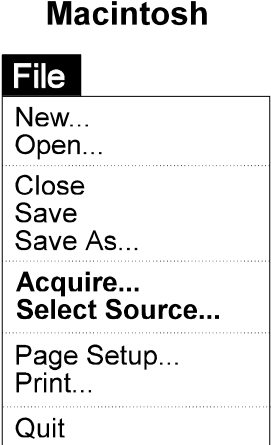


Figure 3-1 User Interface for Selecting a Source and Acquiring Options

Note the following:

|  |  |
| --- | --- |
| **When this is selected:** | **The application does this:** |
| Select Source... | The application requests that the Source Manager’s Select Source Dialog Box appear (or it may display its own version). After the user selects the Source they want to use, control returns to the application. |
| Acquire... | The application requests that the Source display its user interface. (Again, the application can create its own version of a user interface or display no user interface.) |

Detailed information on the operations used by the application to successfully acquire data is provided later in this chapter in “Controlling a TWAIN Session from Your Application” on page 3-9.

**Include the TWAIN.H File in Your Application**

The TWAIN.H file that is shipped with this TWAIN Developer’s Toolkit contains all of the critical definitions needed for writing a TWAIN-compliant application or Source. Be sure to include it in your application’s code and print out a copy to refer to while reading this chapter.

The TWAIN.H file contains:

|  |  |
| --- | --- |
| Category | Prefix for each item |
| Data Groups | DG\_ |
| Data Argument Types | DAT\_ |
| Messages | MSG\_ |
| Capabilities | CAP\_, ICAP\_, or ACAP\_ |
| Return Codes | TWRC\_ |
| Condition Codes | TWCC\_ |
| Type Definitions | TW\_ |
| Structure Definitions | TW\_ |
| Entry points | These are DSM\_Entry and DS\_Entry |

In addition, there are many constants defined in TWAIN.H which are not listed here.

**Alter the Application’s Event Loop**

The application passes the request for all actions to the Source Manager via the DSM\_Entry function call, which contains an operation triplet describing the requested action. In code form, the DSM\_Entry function looks like this:

TW\_UINT16 TW\_CALLINGSTYLE DSM\_Entry

|  |  |
| --- | --- |
| ( pTW\_IDENTITY pOrigin, | // source of message |
| pTW\_IDENTITY pDest, | // destination of message |
| TW\_UINT32 DG, | // data group ID: DG\_xxxx |
| TW\_UINT16 DAT, | // data argument type: DAT\_xxxx |
| TW\_UINT16 MSG, | // message ID: MSG\_xxxx |

TW\_MEMREF pData // pointer to data

);

The DG, DAT, and MSG parameters contain the operation triplet. The parameters must follow these rules: **pOrigin**

References the application’s TW\_IDENTITY structure. The contents of this structure must not be changed by the application from the time the connection is made with the Source Manager until it is closed.

**pDest**

Set to NULL if the operation’s final destination is the Source Manager.

Otherwise, set to point to a valid TW\_IDENTITY structure for an open Source.

**DG\_xxxx**

Data Group of the operation. Currently, only DG\_CONTROL, DG\_IMAGE, and DG\_AUDIO are defined. Custom Data Groups can be defined.

**DAT\_xxxx**

Designator that uniquely identifies the type of data *object* (structure or variable) referenced by pData.

**MSG\_xxxx**

Message specifies the action to be taken.

**pData**

Refers to the TW\_xxxx structure or variable that will be used during the operation. Its type is specified by the DAT\_xxxx. This parameter should always be typecast to TW\_MEMREF when it is being referenced.

**Operation Triplets - Application to Source Manager**

The following operation triplets can be sent from the application to be consumed by the Source Manager. They all use the DG\_CONTROL data group and they use three different data argument types: DAT\_IDENTITY, DAT\_PARENT, and DAT\_STATUS. The following table lists the data group, data argument type, and messages that make up each operation. The list is in alphabetical order not the order in which they are typically called by an application. Details about each operation are available in reference format in Chapter 7, "Operation Triplets".

##### Control Operations from Application to Source Manager

**DG\_CONTROL / DAT\_IDENTITY**

|  |  |
| --- | --- |
| MSG\_CLOSEDS : | Prepare specified Source for unloading |
| MSG\_GETDEFAULT : | Get identity information of the default Source |
| MSG\_GETFIRST : | Get identity information of the first available Source |
| MSG\_GETNEXT : | Get identity of the next available Source |
| MSG\_OPENDS : | Load and initialize the specified Source |
| MSG\_SET : | Set identity information of the default Source |

MSG\_USERSELECT : Present “Select Source” dialog

**DG\_CONTROL / DAT\_PARENT**

MSG\_CLOSEDSM : Prepare Source Manager for unloading

MSG\_OPENDSM : Initialize the Source Manager

**DG\_CONTROL / DAT\_STATUS**

MSG\_GET : Return Source Manager’s current Condition Code

**Operation Triplets - Application to Source**

The next group of operations are sent to a specific Source by the application. These operations are still passed via the Source Manager using the DSM\_Entry call. The first set of triplets use the DG\_CONTROL identification for their data group. These are operations that could be performed on any kind of TWAIN device. The second set of triplets use the DG\_IMAGE identification for their data group which indicates these operations are specific to image data. Details about each operation are available in reference format in Chapter 7, "Operation Triplets".

##### Control Operations from Application to Source

**DG\_CONTROL / DAT\_CAPABILITY**

|  |  |
| --- | --- |
| MSG\_GET | Return a Capability’s available value(s) including the current and default values |
| MSG\_GETCURRENT | Get a Capability’s current value |
| MSG\_GETDEFAULT | Get a Capability’s preferred default value (Source specific) |
| MSG\_RESET | Change a Capability’s current value to its TWAIN-defined default |
| MSG\_SET | Change a Capability’s current value only (TWAIN 2.2 and higher) |
| MSG\_SETCONSTRAINT | Change a Capability’s current, default, and available value(s) (Same functionality as MSG\_SET prior to TWAIN 2.2) |

**DG\_CONTROL / DAT\_DEVICEEVENT**

MSG\_GET: Get an event from the Source (issue this call only in response

to a DG\_CONTROL / DAT\_NULL / MSG\_DEVICEEVENT from the Source)

**DG\_CONTROL / DAT\_EVENT**

MSG\_PROCESSEVENT Pass an event to the Source from the application

**DG\_CONTROL / DAT\_FILESYSTEM**

MSG\_AUTOMATICCAPTUREDIRECTORY

Select directory to receive automatically captured images

|  |  |
| --- | --- |
| MSG\_CHANGEDIRECTORY | Change the current domain, host, directory, or device. |
| MSG\_COPY | Copy files |
| MSG\_CREATEDIRECTORY | Create a directory |
| MSG\_DELETE | Delete a file or directory |
| MSG\_FORMATMEDIA | Format a storage device | |
| MSG\_GETCLOSE | Close a context created by a call to MSG\_GETFILEFIRST | |
| MSG\_GETFIRSTFILE | Get the first file in a directory | |
| MSG\_GETINFO | Get information about the current file context | |
| MSG\_RENAME | Rename a file | |

**DG\_CONTROL / DAT\_PASSTHRU / MSG\_PASSTHRU**

MSG\_PASSTHRU Special command for the use by Source vendors when

writing diagnostic Applications

**DG\_CONTROL / DAT\_PENDINGXFERS**

|  |  |
| --- | --- |
| MSG\_ENDXFER | Application acknowledges or requests the end of data transfer |
| MSG\_GET | Return the number of transfers the Source is ready to supply |
| MSG\_RESET | Set the number of pending transfers to zero |
| MSG\_STOPFEEDER | Stop ADF without ending session |

**DG\_CONTROL / DAT\_SETUPFILEXFER**

|  |  |
| --- | --- |
| MSG\_GET | Return info about the file that the Source will write the acquired data into |
| **MSG\_GETDEFAULT** | Return the default file transfer information |
| MSG\_RESET | Reset current file information to default values |
| MSG\_SET | Set file transfer information for next file transfer |

**DG\_CONTROL / DAT\_SETUPMEMXFER**

MSG\_GET Return Source’s preferred, minimum, and maximum transfer

buffer sizes

**DG\_CONTROL / DAT\_STATUS**

MSG\_GET Return the current Condition Code from specified Source

**DG\_CONTROL / DAT\_USERINTERFACE**

MSG\_DISABLEDS Cause Source’s user interface to be taken down

MSG\_ENABLEDS Cause Source to prepare to display its user interface

**DG\_CONTROL / DAT\_XFERGROUP**

MSG\_GET Return the Data Group (currently DG\_IMAGE or a custom

data group) for the upcoming transfer

There are additional DG\_CONTROL operations for communications between the Source Manager and the Source. They are discussed in Chapter 5, "Source Implementation".

##### Image Operations from Application to Source

**DG\_IMAGE / DAT\_CIECOLOR**

MSG\_GET Return the CIE XYZ information for the current transfer **DG\_IMAGE / DAT\_GRAYRESPONSE**

MSG\_RESET Reinstate identity response curve for grayscale data

MSG\_SET Source uses specified response curve on grayscale data

**DG\_IMAGE / DAT\_IMAGEFILEXFER**

MSG\_GET Initiate image acquisition using the Disk File transfer mode

**DG\_IMAGE / DAT\_IMAGEINFO**

MSG\_GET Return information that describes the image for the next

transfer

**DG\_IMAGE / DAT\_IMAGELAYOUT**

|  |  |
| --- | --- |
| MSG\_GET | Describe physical layout / position of “original” image |
| MSG\_GETDEFAULT | Default information on the layout of the image |
| MSG\_RESET | Set layout information for the next transfer to defaults |
| MSG\_SET | Set layout for the next image transfer |

**DG\_IMAGE / DAT\_IMAGEMEMXFER**

MSG\_GET Initiate image acquisition using the Buffered Memory

transfer mode

**DG\_IMAGE / DAT\_IMAGEMEMFILEXFER**

MSG\_GET Initiate image acquisition using the Buffered Memory

transfer mode, but transferring the same data one would save to a file

**DG\_IMAGE / DAT\_IMAGENATIVEXFER**

MSG\_GET Initiate image acquisition using the Native transfer mode

**DG\_IMAGE / DAT\_JPEGCOMPRESSION**

MSG\_GET Return JPEG compression parameters for current transfer

MSG\_GETDEFAULT Return default JPEG compression parameters

MSG\_RESET Use Source’s default JPEG parameters on JPEG transfers

MSG\_SET Use specified JPEG parameters on JPEG transfers

**DG\_IMAGE / DAT\_PALETTE8**

MSG\_GET Return palette information for current transfer

MSG\_GETDEFAULT Return Source’s default palette information for current pixel type

MSG\_RESET Use Source’s default palette for transfer of this pixel type

MSG\_SET Use specified palette for transfers of this pixel type

**DG\_IMAGE / DAT\_RGBRESPONSE**

MSG\_RESET Use Source’s default (identity) RGB response curve MSG\_SET Use specified response curve for RGB transfers **DG\_AUDIO / DAT\_AUDIOFILEXFER**

MSG\_GET Transfers audio data in file mode

**DG\_AUDIO / DAT\_AUDIOINFO**

MSG\_GET Gets information about the current transfer

**DG\_AUDIO / DAT\_AUDIONATIVEXFER**

MSG\_GET Transfers audio data in native mode

**DSM\_Entry Parameters**

The parameters for the DG\_xxxx, DAT\_xxxx, and MSG\_xxxx fields are determined by the operation triplet. The other parameters are filled as follows:

* pOrigin

Refers to a copy of the application’s TW\_IDENTITY structure.

* pDest

If the operation’s destination is the Source Manager: Always holds a value of NULL. This indicates to the Source Manager that the operation is to be consumed by it not passed on to a Source.

If the operation’s destination is a Source: This parameter references a copy of the Source’s

TW\_IDENTITY structure that is maintained by the application. The application received this structure in response to the DG\_CONTROL / DAT\_IDENTITY / MSG\_OPENDS operation sent from the application to the Source Manager. This is discussed more in the next section (“Controlling a TWAIN Session from Your Application” - State 3 to 4).

* pData

Always references a structure or variable corresponding to the TWAIN type specified by the DAT\_xxxx parameter. Typically, but not always, the data argument type name corresponds to a TW\_xxxx data structure name. For example, the DAT\_IDENTITY argument type uses the corresponding TW\_IDENTITY data structure. All data structures can be seen in the file called TWAIN.H. The application is responsible for allocating and deallocating the structure or element and assuring that pData correctly references it.

Note that there are two cases when the Source, rather than the application, allocates a structure that is used during an operation.

* + One occurs during DG\_CONTROL / DAT\_CAPABILITY / MSG\_GET, MSG\_GETCURRENT, MSG\_GETDEFAULT, and MSG\_RESET operations. The application still allocates *\**pData but the Source allocates a structure referenced by *\**pData called a “container structure”.
  + The other occurs during the DG\_IMAGE / DAT\_JPEGCOMPRESSION operations. The topic of data compression is covered in Chapter 4, "Advanced Application Implementation".

In all cases, the application still deallocates all structures.

**Application Callback Function**

The following TWAIN triplet is used, by the application, to register a function to receive callback messages from the Source:

* DG\_CONTROL / DAT\_CALLBACK / MSG\_REGISTER\_CALLBACK

Note that the older event loop method still works on Windows, but it is recommended to use Callback. For the older event loop method refer to the TWAIN 1.9 Specification for implementation. Applications will register the callback after opening the DS using the DG\_CONTROL/ DAT\_CALLBACK/ MSG\_REGISTER\_CALLBACK triplet.

The callback function takes the form:

TW\_UINT16 TWAIN\_callback(pTW\_IDENTITY pOrigin, pTW\_IDENTITY pDest,

TW\_UINT32 DG,

TW\_UINT16 DAT,

TW\_UINT16 MSG,

TW\_MEMREF pData)

{

// The message should not be processed here.

// A flag is set so the Message can be processed in the same thread that Enabled the Data Source. m\_Message = MSG; return TWRC\_SUCCESS; // or failure etc }

An application registers the callback function in the following fashion:

TW\_CALLBACK callback = { 0 }; callback.CallBackProc = TWAIN\_callback;

Result = DSM\_Entry(&appIdentity, NULL,

DG\_CONTROL, DAT\_CALLBACK, MSG\_REGISTER\_CALLBACK,

(TW\_MEMREF)&callback);

The application passes the request for the action to the Source Manager via the DSM\_Entry function call which contains an operation triplet describing the requested action.

#### Controlling a TWAIN Session from Your Application

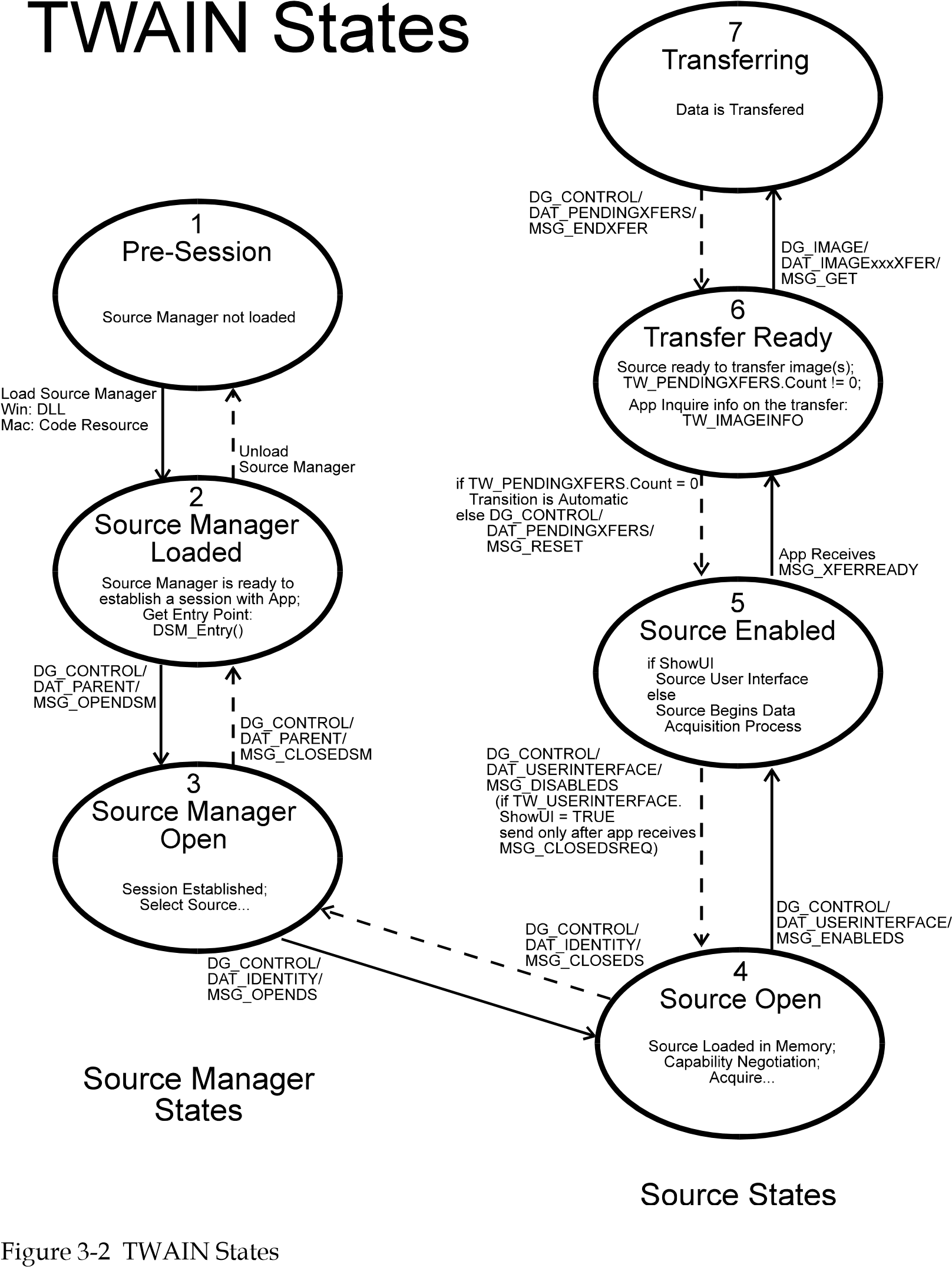
In addition to the preparations discussed at the beginning of this chapter, the application must be modified to actually initiate and control a TWAIN session.

The session consists of the seven states of the TWAIN protocol as introduced in the Technical Overview. However, the application is not forced to move the session from State 1 to State 7 without stopping. For example, some applications may choose to pause in State 3 and move among the higher states (4 - 7) to repeatedly open and close Sources when acquisitions are requested by the user. Another example of session flexibility occurs when an application transfers multiple images during a session. The application will repeatedly move the session from State 6 to State 7 then back to State 6 and forward to State 7 again to transfer the next image.

For the sake of simplicity, this chapter illustrates moving the session from State 1 to State 7 and then backing it out all the way from State 7 to State 1. The diagram on the next page shows the operation triplets that are used to transition the session from one state to the next. Detailed information about each state and its associated transitions follow. The topics include:

* State 1 to 2 - Load the Source Manager and Get the DSM\_Entry
* State 2 to 3 - Open the Source Manager
* State 3 - Select the Source
* State 3 to 4 - Open the Source
* State 4 - Negotiate Capabilities with the Source
* State 4 to 5 - Request the Acquisition of Data from the Source
* State 5 to 6 - Recognize that the Data Transfer is Ready
* State 6 to 7 - Start and Perform the Transfer
* State 7 to 6 to 5 - Conclude the Transfer
* State 5 to 1 - Disconnect the TWAIN Session

**Note:** Sources and Applications that support the DAT\_FILESYSTEM operation may negotiate and select different device contexts immediately after the opening of a Source. For example, an Application may choose to browse through the stored images on a digital camera, rather than treat it as a real-time capture device.



**State 1 to 2 - Load the Source Manager and Get the DSM\_Entry**

The application must load the Source Manager before it is able to call its DSM\_Entry point.

**Operations Used:**

No TWAIN operations are used for this transition. Instead it is an OS specific operation, please refer to the Operating System chapter.

**State 2 to 3 - Open the Source Manager**

The Source Manager has been loaded. The application must now open the Source Manager.

One Operation is Used:

DG\_CONTROL / DAT\_PARENT / MSG\_OPENDSM

**pOrigin**

The application must allocate a structure of type TW\_IDENTITY and fill in all fields except for the Id field. Once the structure is prepared, this pOrigin parameter should point at that structure.

During the MSG\_OPENDSM operation, the Source Manager will fill in the Id field with a unique identifier of the application. The value of this identifier is only valid while the application is connected to the Source Manager.

The application must save the entire structure. From now on, the structure will be referred to by the pOrigin parameter to identify the application in every call the application makes to DSM\_Entry( ).

The TW\_IDENTITY structure is defined in the TWAIN.H file but for quick reference, it looks like this:

typedef struct {

TW\_UINT32 Id; /\* Unique number assigned by DSM for identification\*/

TW\_VERSION Version;

TW\_UINT16 ProtocolMajor;

TW\_UINT16 ProtocolMinor;

TW\_UINT32 SupportedGroups

TW\_STR32 Manufacturer;

TW\_STR32 ProductFamily;

TW\_STR32 ProductName; } TW\_IDENTITY, FAR \*pTW\_IDENTITY; **pDest**

Set to NULL indicating the operation is intended for the Source Manager.

pData

Typically, you would expect to see this point to a structure of type TW\_PARENT but this is not the case. This is an exception to the usual situation where the DAT field of the triplet identifies the data structure for pData.

* **On Windows:** pData points to the window handle (hWnd) that will act as the Source’s “parent”. The Source Manager will maintain a copy of this window handle for posting messages back to the application.
* **On Macintosh:** pData should be a NULL value.

##### • On Linux: pData should be a NULL value. How to Initialize the TW\_IDENTITY Structure

Here is a Windows example of code used to initialize the application’s TW\_IDENTITY structure.

TW\_IDENTITY AppID; // App’s identity structure

AppID.Id = 0; // Initialize to 0 (Source Manager

// will assign real value)

AppID.Version.MajorNum = 3; //Your app's version number

AppID.Version.MinorNum = 5;

AppID.Version.Language = TWLG\_ENGLISH\_USA; AppID.Version.Country = TWCY\_USA;

lstrcpy (AppID.Version.Info, "Your App's Version String"); AppID.ProtocolMajor = 2; //Use yours not the one from twain.h

AppID.ProtocolMinor = 2; //Use yours not the one from twain.h AppID.SupportedGroups = DF\_APP2 | DG\_IMAGE | DG\_CONTROL; lstrcpy (AppID.Manufacturer, "App's Manufacturer"); lstrcpy (AppID.ProductFamily, "App's Product Family"); lstrcpy (AppID.ProductName, "Specific App Product Name");

**On Windows: Using DSM\_Entry to open the Source Manager**

TW\_UINT16 rc; rc = (\*pDSM\_Entry) (&AppID, NULL,

DG\_CONTROL,

DAT\_PARENT,

MSG\_OPENDSM,

(TW\_MEMREF) &hWnd);

where AppID is the TW\_IDENTITY structure that the application set up to identify itself and hWnd is the application’s main window handle.

**On Macintosh: Using DSM\_Entry to open the Source Manager**

rc = DSM\_Entry(&AppID,

NULL,

DG\_CONTROL,

DAT\_PARENT,

MSG\_OPENDSM,

NULL);

**On Linux: Using DSM\_Entry to open the Source Manager**

TW\_UINT16 rc; rc = (\*pDSM\_Entry) (&AppID, NULL,

DG\_CONTROL,

DAT\_PARENT,

MSG\_OPENDSM, NULL); where AppID is the TW\_IDENTITY structure that the application set up to identify.

If your data source requires resources, it is responsible for loading and unloading them at run time. The Source Manager no longer manages resources automatically.

**State 3 - Select the Source**

The Source Manager has just been opened and is now available to assist your application in the selection of the desired Source.

DG\_CONTROL / DAT\_PARENT / MSG\_OPENDSM. If it finds DF\_DSM2 then the Application must issue the DG\_CONTROL / DAT\_ENTRYPOINT / MSG\_GET call before it opens the Source. This takes the form:

DG\_CONTROL / DAT\_ENTRYPOINT / MSG\_GET

**pOrigin**

Points to the application’s TW\_IDENTITY structure.

**pDest** Set to NULL.

**pData**

Points to a structure of type TW\_ENTRYPOINT

The Source Manager returns pointers to functions that the Application must use when managing memory that is either freed or allocated by the Source.

**One Operation is Used:**

DG\_CONTROL / DAT\_IDENTITY / MSG\_USERSELECT

**pOrigin**

Points to the application’s TW\_IDENTITY structure. The desired data type should be specified by the application. This was done when you initialized the SupportedGroups field in your application’s TW\_IDENTITY structure.

This causes the Source Manager to make available for selection by the user only those Sources that can provide the requested data type(s). All other Sources are grayed out. (Note, if more than one data type were available, for example image and text, and the application wanted to accept both types of data, it would do a bit-wise OR of the types’ constants and place the results into the SupportedGroups field.) **pDest**

Set to NULL.

**pData**

Points to a structure of type TW\_IDENTITY. The application must allocate this structure prior to making the call to DSM\_Entry. Once the structure is allocated, the application must:

* Set the Id field to zero.
* Set the ProductName field to the null string (“\0”). (If the application wants a specific Source to be highlighted in the Select Source dialog box, other than the system default, it can enter the ProductName of that Source into the ProductName field instead of null. The system default Source and other available Sources can be determined by using the

DG\_CONTROL / DAT\_IDENTITY / MSG\_GETDEFAULT, MSG\_GETFIRST and MSG\_GETNEXT operations.)

Additional fields of the structure will be filled in by the Source Manager during this operation to identify the selected Source. Make sure the application keeps a copy of this updated structure after completing this call. You will use it to identify the Source from now on.

**The most common approach** for selecting the Source is to use the Source Manager’s Select Source dialog box. This is typically displayed when the user clicks on your Select Source option. To do this:

* 1. The application sends a DG\_CONTROL / DAT\_IDENTITY / MSG\_USERSELECT operation to the Source Manager to have it display its dialog box. The dialog displays a list of all Sources that are installed on the system that can provide data of the type specified by the application. It highlights the Source that is the system default unless the application requests otherwise.
  2. The user selects a Source or presses the **Cancel** button. If no devices are available, the Select Source Dialog’s **Select**/**OK** button will be grayed out and the user will have no choice but to select Cancel.
  3. The application must check the Return Code of DSM\_Entry to determine the user’s action.

a: **If** TWRC\_SUCCESS: Their selected Source is listed in the TW\_IDENTITY structure pointed to by the pData parameter and is now the default Source. b: **If** TWRC\_CANCEL: The user either clicked **Cancel** intentionally or had no other choice because no devices were listed. Do not attempt to open a Source.

c: **If** TWRC\_FAILURE: Use the DG\_CONTROL / DAT\_STATUS / MSG\_GET operation (sent to the Source Manager) to determine the cause. The most likely cause is a lack of sufficient memory.

As an alternative to using the Source Manager’s Select Source dialog, the application can devise its own method for selecting a Source. For example, it could create and display its own user interface or simply select a Source without offering the user a choice. This alternative is discussed in Chapter 4, "Advanced Application Implementation".

**State 3 to 4 - Open the Source**

The Source Manager is open and able to help your application open a Source.

**One Operation is Used:**

DG\_CONTROL / DAT\_IDENTITY / MSG\_OPENDS

**pOrigin**

Points to the application’s TW\_IDENTITY structure.

**pDest**

Set to NULL.

**pData**

Points to a structure of type TW\_IDENTITY.

Typically, this points to the application’s copy of the Source’s TW\_IDENTITY structure filled in during the MSG\_USERSELECT operation previously.

However, if the application wishes to have the Source Manager simply open the default Source, it can do this by setting the TW\_IDENTITY.ProductName field to “\0” (null string) and the TW\_IDENTITY.Id field to zero.

During the MSG\_OPENDS operation, the Source Manager assigns a unique identifier to the Source and records it in the TW\_IDENTITY.Id field. Copy the resulting TW\_IDENTITY structure. Once the Source is opened, the application will point to this resulting structure via the pDest parameter on every call that the application makes to DSM\_Entry where the desired destination is this Source.

**Note:** The user is not required to take advantage of the Select Source option. They may click on the Acquire option without having selected a Source. In that case, your application should open the default Source. **The default source is either the last one used by the user or the last one installed.**

**State 4 - Negotiate Capabilities with the Source**

At this point, the application has a structure identifying the open Source. Operations can now be directed from the application to that Source. To receive a single image from the Source, only one capability, CAP\_XFERCOUNT, must be negotiated now. All other capability negotiation is optional.

**Note:** When the application detects DF\_DSM2 in its TW\_IDENTITY.SupportedGroups, then the Application must use the DSM\_MemAllocate, DSM\_MemFree, DSM\_MemLock and

DSM\_MemUnlock functions it got from DG\_CONTROL / DAT\_ENTRYPOINT / MSG\_GET to manage any memory it uses with the Source.

**Two Operations are Used:**

DG\_CONTROL / DAT\_CAPABILITY / MSG\_GET

DG\_CONTROL / DAT\_CAPABILITY / MSG\_SET

The parameters for each of the operations, in addition to the triplet, are these:

**pOrigin**

Points to the application’s TW\_IDENTITY structure.

**pDest**

Points to the desired Source’s TW\_IDENTITY structure. The Source Manager will receive the DSM\_Entry call, recognize that the destination is a Source rather than itself, and pass the operation along to the Source via the DS\_Entry function.

pData

Points to a structure of type TW\_CAPABILITY.

The definition of TW\_CAPABILITY is:

typedef struct {

TW\_UINT16 Cap; /\* ID of capability to get or set \*/

TW\_UINT16 ConType; /\* TWON\_ONEVALUE, TWON\_RANGE, \*/

/\* TWON\_ENUMERATION or TWON\_ARRAY \*/

TW\_HANDLE hContainer; /\* Handle to container of type \*/

/\* ConType \*/

} TW\_CAPABILITY, FAR \*pTW\_CAPABILITY;

The Source allocates the container structure pointed to by the hContainer field when called by the MSG\_GET operation. The application allocates it when calling with the MSG\_SET operation. Regardless of who allocated it, the application deallocates the structure either when the operation is complete or when the application no longer needs to maintain the information.

Each operation serves a special purpose:

**MSG\_GET**

Since Sources are not required to support all capabilities, this operation can be used to determine if a particular TWAIN-defined capability is supported by a Source. The application needs to set the Cap field of the TW\_CAPABILITY structure to the identifier representing the capability of interest. The constants identifying each capability are listed in the TWAIN.H file.

If the capability is supported and the operation is successful, it returns the Current, Default, and Available values. These values reflect previous MSG\_SET operations on the capability which may have altered them from the TWAIN default values for the capability.

This operation may fail due to several causes. If the capability is not supported by the Source, the Return Code will be TWRC\_FAILURE and the condition code will be one of the following:

|  |  |
| --- | --- |
| TWCC\_CAPUNSUPPORTED | Capability not supported by Source |
| TWCC\_CAPBADOPERATION | Operation not supported by capability |
| TWCC\_CAPSEQERROR | Capability has dependency on other capability |

Applications should be prepared to receive the condition code TWCC\_BADCAP from Sources written prior to TWAIN 1.7, which maps to any of the three situations mentioned above.

**MSG\_SET**

Changes the Current Value(s) of the specified capability to those requested by the application.

If the Return Code indicates TWRC\_FAILURE, check the Condition Code. A code of TWCC\_BADVALUE can mean:

* The application sent an invalid value for this Source’s range.
* The Source does not allow the setting of this capability.
* The Source doesn’t allow the type of container used by the application to set this capability.

Capability negotiation gives the application developer power to guide the Source and control the images they receive from the Source. The negotiation typically occurs during State 4. The following material illustrates only one very basic capability and container structure. Refer to Chapter 4, "Advanced Application Implementation" for a more extensive discussion of capabilities including information on how to delay the negotiation of some capabilities beyond State 4.

**Note:** It is important here to once again remind application writers to always check the return code from any negotiated capabilities transactions.

**MSG\_SETCONSTRAINT**

Changes the Current Value(s) of the specified capability to those requested by the application, and constrains the allowable contents of an array, enumeration or range container.

If the Return Code indicates TWRC\_FAILURE, check the Condition Code. A code of TWCC\_BADVALUE can mean:

* The application sent an invalid value for this Source’s container.
* The Source doesn’t allow the type of container used by the application to set this capability.

Capability negotiation gives the application developer power to guide the Source and control the images they receive from the Source. The negotiation typically occurs during State 4. The following material illustrates only one very basic capability and container structure. Refer to Chapter 4, "Advanced Application Implementation" for a more extensive discussion of capabilities including information on how to delay the negotiation of some capabilities beyond State 4.

**Note:** It is important here to once again remind application writers to always check the return code from any negotiated capability transactions.

##### Set the Capability to Specify the Number of Images the Application can Transfer

The capability that specifies how many images an application can receive during a TWAIN session is CAP\_XFERCOUNT. All Sources must support this capability. Possible values for CAP\_XFERCOUNT are:

**Value: Description:**

1 Application wants to receive a single image.

greater than 1 Application wants to receive this specific number of images.

-1 Application can accept any arbitrary number of images during the

session. This is the default for this capability.

0 This value has no legitimate meaning and the application should not

set the capability to this value. If a Source receives this value during a MSG\_SET operation, it should maintain the Current Value without change and return TWRC\_FAILURE and TWCC\_BADVALUE.

The default value allows multiple images to be transferred. The code example online illustrates the setting of a capability and specifically shows how to limit the number of images to one.

See set\_CapabilityOneValue function for live code example in TwainApp.cpp at [http://twain-samples.svn.sourceforge.net](http://twain-samples.svn.sourceforge.net/viewvc/twain-samples/trunk/TWAIN-Samples/Twain_App_sample01/src/TwainApp.cpp?view=markup)

##### Other Capabilities

**Image Type**

The application should be aware of the Source’s ICAP\_PIXELTYPE and ICAP\_BITDEPTH. If your application cannot accept all of the Source’s Available Values, capability negotiation should be done. (Refer to Chapter 4, "Advanced Application Implementation".)

**Transfer Mode**

The default transfer mode is Native. That means the Source will access the largest block of memory available and use it to transfer the entire image to the application at once. If the available memory is not large enough for the transfer, then the Source should fail the transfer. The application does not need to do anything to select this transfer mode. If the application wishes to specify a different transfer mode, Disk File or Buffered Memory, further capability negotiation is required. (Refer to Chapter 4, "Advanced Application Implementation".)

**State 4 to 5 - Request the Acquisition of Data from the Source**

The Source device is open and capabilities have been negotiated. The application now enables the Source so it can show its user interface, if requested, and prepare to acquire data.

**One Operation is Used:**

**DG\_CONTROL / DAT\_USERINTERFACE / MSG\_ENABLEDS**

**pOrigin**

Points to the application’s TW\_IDENTITY structure.

**pDest**

Points to the Source’s TW\_IDENTITY structure.

pData

Points to a structure of type TW\_USERINTERFACE.

The definition of TW\_USERINTERFACE is:

typedef struct { TW\_BOOL ShowUI;

TW\_BOOL ModalUI;

TW\_HANDLE hParent;

} TW\_USERINTERFACE, FAR \*pTW\_USERINTERFACE;

Set the ShowUI field to TRUE if you want the Source to display its user interface. Otherwise, set to FALSE.

The Application will set the ModalUI field to TRUE if it wants the Source to run modal, and FALSE if it wants the Source to run modeless. Please note that to successfully run modal, it may be necessary for the application to disable inputs to its windows while the Source’s GUI is running.

* **On Windows** - It is not recommended to set this field to TRUE. The Source may ignore this value and use FALSE if it is version 2.1 or lower. If both Source and the Application are 2.2 or higher, then the Source must return TWRC\_CHECKSTATUS if it does not support requested value.
* **On Macintosh** - It is recommended to use this field.
* **On Linux** - This field is not used.

The application sets the hParent field differently depending on the platform on which the application runs.

* **On Windows** - The application should place a handle to the Window that is acting as the Source’s parent.
* **On Macintosh** - The application sets this field to NULL.
* **On Linux** - The application sets this field to NULL.

In response to the user choosing the application’s Acquire menu option, the application sends this operation to the Source to enable it. The application typically requests that the Source display the Source’s user interface to assist the user in acquiring data. If the Source is told to display its user interface, it will display it when it receives the operation triplet. Modal and Modeless interfaces are discussed in Chapter 4, "Advanced Application Implementation" and Chapter 5, "Source Implementation". Sources **must** check the ShowUI field and return an error if they cannot support the specified mode. In other words it is unacceptable for a source to ignore a ShowUI =

FALSE request and still activate its user interface. The application may develop its own user

interface instead of using the Source’s. This is discussed in Advanced Application Implementation.

**Note:** Once the Source is enabled via the DG\_CONTROL / DAT\_USERINTERFACE/

MSG\_ENABLEDS operation, all events that enter the application’s main event loop must be immediately forwarded to the Source. The explanation for this is given in Chapter 12, "Operating System Dependencies" when modifying the event loop in preparation for a TWAIN session.

**State 5 to 6 - Recognize that the Data Transfer is Ready**

The Source is now working with the user to arrange the transfer of the desired data. Unlike all the earlier transitions, the Source, not the application, controls the transition from State 5 to State 6.

**No Operations (from the application) are Used:**

This transition is not triggered by the application sending an operation. The Source causes the transition.

• **On Windows** - while the application has the Source enabled, the application is forwarding all events in its event loop to the Source by using the DG\_CONTROL / DAT\_EVENT / MSG\_PROCESSEVENT operation.

Refer to Chapter 12, "Operating System Dependencies" for this.

The application will receive one of these MSG\_XFERREADY, MSG\_CLOSEDSREQ, or MSG\_CLOSEDSOK messages in its callback function. When the Application receives MSG\_XFERREADY it will transit from State 5 to State 6.

For legacy methods, please refer to version 1.9 of the Specification.

**State 6 to 7 - Start and Perform the Transfer**

The Source indicated it is ready to transfer data. It is waiting for the application to inquire about the image details, initiate the actual transfer, and, hence, transition the session from State 6 to 7.

**Two Operations are Used:**

The application may want to inquire about the image data that it will be receiving. The DG\_IMAGE

/ DAT\_IMAGEINFO / MSG\_GET operation allows this. Other operations, such as DG\_IMAGE / DAT\_IMAGELAYOUT / MSG\_GET, provide additional information. This information can be used to determine if the application actually wants to initiate the transfer.

DG\_IMAGE / DAT\_IMAGEINFO / MSG\_GET

**pOrigin**

Points to the application’s TW\_IDENTITY structure.

**pDest**

Points to the Source’s TW\_IDENTITY structure.

pData

Points to a structure of type TW\_IMAGEINFO. The definition of TW\_IMAGEINFO is:

typedef struct {

TW\_FIX32 XResolution;

TW\_FIX32 YResolution; TW\_INT32 ImageWidth;

TW\_INT32 ImageLength;

TW\_INT16 SamplesPerPixel;

TW\_INT16 BitsPerSample[8];

TW\_INT16 BitsPerPixel;

TW\_BOOL Planar;

TW\_INT16 PixelType;

TW\_UINT32 Compression;

} TW\_IMAGEINFO, FAR \*pTW\_IMAGEINFO;

The Source will fill in information about the image that is to be transferred. The application uses this operation to get the information regardless of which transfer mode (Native, Disk File, or Buffered Memory) will be used to transfer the data.

The application may want to inquire about the image data that it will be receiving. The DG\_IMAGE

/ DAT\_IMAGEINFO / MSG\_GET operation allows this. Other operations, such as DG\_IMAGE / DAT\_IMAGELAYOUT / MSG\_GET, provide additional information. This information can be used to determine if the application actually wants to initiate the transfer.

To transfer the data in the Native mode, the application invokes the DG\_IMAGE /

DAT\_IMAGENATIVEXFER / MSG\_GET operation. The Native mode is the default transfer mode and will be used unless a different mode was negotiated via capabilities in State 4. For the Native mode transfer, the application only invokes this operation once per image. The Source returns the TWRC\_XFERDONE value when the transfer is complete. This type of transfer cannot be aborted by the application once initiated. (Whether it can be aborted from the Source’s User Interface depends on the Source.) Use of the other transfer modes, Disk File and Buffered Memory, are discussed in Chapter 4, "Advanced Application Implementation".

If the initiation (DG\_IMAGE / DAT\_IMAGENATIVEXFER / MSG\_GET) fails, the session does not transition to State 7 but remains in State 6.

**DG\_IMAGE / DAT\_IMAGENATIVEXFER / MSG\_GET**

**pOrigin**

Points to the application’s TW\_IDENTITY structure.

**pDest**

Points to the Source’s TW\_IDENTITY structure.

**pData**

Points to an OS specific native Image format returned by the Data Source. For more information see Chapter 12, "Operating System Dependencies".

* **On Windows:** The Source will set pData to point to a device-independent bitmap (DIB) that it allocates.
* **On Macintosh:** The Source will set pData to point to a PicHandle that it allocates.
* **On Linux:** The Source will set pData to point to a TIFF that it allocates.

The application is responsible for de-allocating the memory block holding the Native-format image.

The function initiateTransfer\_Native illustrates how to get information about the image that will be transferred, and how to actually perform a native transfer.

Refer to TwainApp.cpp at [http://twain-samples.svn.sourceforge.net](http://twain-samples.svn.sourceforge.net/viewvc/twain-samples/trunk/TWAIN-Samples/Twain_App_sample01/src/TwainApp.cpp?view=markup).

**State 7 to 6 to 5 - Conclude the Transfer**

While the transfer occurs, the session is in State 7. When the Source indicates via the Return Code that the transfer is done (TWRC\_XFERDONE) or canceled (TWRC\_CANCEL), the application needs to transition the session backwards.

One Operation is Used:

DG\_CONTROL / DAT\_PENDINGXFERS / MSG\_ENDXFER

**pOrigin**

Points to the application’s TW\_IDENTITY structure.

**pDest**

Points to the Source’s TW\_IDENTITY structure.

**pData**

Points to a structure of type TW\_PENDINGXFERS.

The DG\_CONTROL / DAT\_PENDINGXFERS / MSG\_ENDXFER operation is sent by the application to the Source at the end of every transfer, successful or canceled, to indicate the application has received all the data it expected.

After this operation returns, the application should examine the pData->Count field to determine if there are more images waiting to be transferred. The value of pData->Count indicates the following:

|  |  |
| --- | --- |
| **Value** | **Description** |
| pData->Count = 0 | If zero, the Source will “automatically” transition back to State 5 without the application needing to take any additional action. Application writers please make special note of this instance of an implied source transition.  The application should return to its main event loop and await notification from the Source (either MSG\_XFERREADY or MSG\_CLOSEDSREQ). |
| **Value** | **Description** |
| pData->Count = -  1 or pData->Count > 0 | The Source has more transfers available and is waiting in State 6.  If the value is -1, that means the Source has another image available but it is unsure of how many more will be available. This might occur if the Source was controlling a device equipped with a document feeder and some unknown number of documents were stacked in that feeder.  If the number of images is known, the Count will be a value greater than 0.  Either way, the Source will remain in State 6 ready for the application to initiate another transfer. The Source will *NOT* send another MSG\_XFERREADY to trigger this. The application should proceed as if it just received a MSG\_XFERREADY. |

If more images were pending and your application does not wish to transfer all of them, you can discard one or all pending images by doing the following:

* **To discard just the next pending image**, use the DG\_CONTROL / DAT\_PENDINGXFERS / MSG\_ENDXFER operation. Then, check the Count field again to determine if there are additional images pending.
* **To discard all pending images**, use the DG\_CONTROL / DAT\_PENDINGXFERS / MSG\_RESET operation. Following successful execution of this operation, the session will be in State 5.

The function DoAbortXfer illustrates how to stop a transfer in TwainApp.cpp on [http://twain-samples.svn.sourceforge.net.](http://twain-samples.svn.sourceforge.net/viewvc/twain-samples/trunk/TWAIN-Samples/Twain_App_sample01/src/TwainApp.cpp?view=markup)

**State 5 to 1 - Disconnect the TWAIN Session**

Once the application has acquired all desired data from the Source, the application can disconnect the TWAIN session. To do this, the application transitions the session backwards.

In the last section, the Source transitioned to State 5 when there were no more images to transfer

(TW\_PENDINGXFERS.Count = 0) or the application called the DG\_CONTROL /

DAT\_PENDINGXFERS / MSG\_RESET operation to purge all remaining transfers. To back out the remainder of the session:

**Three Operations (plus some platform-dependent code) are Used:**

To move from State 5 to State 4

DG\_CONTROL / DAT\_USERINTERFACE / MSG\_DISABLEDS **pOrigin**

Points to the application’s TW\_IDENTITY structure.

**pDest**

Points to the Source’s TW\_IDENTITY structure. **pData**

Points to a structure of type TW\_USERINTERFACE.

The definition of TW\_USERINTERFACE is:

typedef struct {

TW\_BOOL ShowUI;

TW\_BOOL ModalUI;

TW\_HANDLE hParent;

} TW\_USERINTERFACE, FAR \*pTW\_USERINTERFACE;

Its contents are not used.

Note the following:

* **If the Source’s User Interface was displayed:** This operation causes the Source’s user interface, if displayed during the transition from State 4 to 5, to be lowered. This operation is sent by the application in response to a MSG\_CLOSEDSREQ from the Source. This request from the Source appears in the TWMessage field of the TW\_EVENT structure. It is sent back from the DG\_CONTROL / DAT\_EVENT / MSG\_PROCESSEVENT operation used by the application to send events to the application.
* **If the application did not have the Source’s User Interface displayed:** The application invokes this command when all transfers have been completed. In addition, the application could invoke this operation to transition back to State 4 if it wanted to modify one or more of the capability settings before acquiring more data.

To move from State 4 to State 3

DG\_CONTROL / DAT\_IDENTITY / MSG\_CLOSEDS **pOrigin**

Points to the application’s TW\_IDENTITY structure.

**pDest**

Should reference a NULL value (indicates destination is Source Manager) **pData**

Points to a structure of type TW\_IDENTITY

This is the same TW\_IDENTITY structure that you have used throughout the session to direct operation triplets to this Source.

When this operation is completed, the Source is closed. (In a more complicated scenario, if the application had more than one Source open, it must close them all before closing the Source Manager. Once all Sources are closed and the application does not plan to initiate any other

TWAIN session with another Source, the Source Manager should be closed by the application.)

To move from State 3 to State 2

DG\_CONTROL / DAT\_PARENT / MSG\_CLOSEDSM **pOrigin**

Points to the application’s TW\_IDENTITY structure.

**pDest**

Should reference a NULL value (indicates destination is Source Manager) **pData**

Typically, you would expect to see this point to a structure of type TW\_PARENT but this is not the case. This is an exception to the usual situation where the DAT field of the triplet identifies the data structure for pData. pData is the same value used for MSG\_OPENDSM.

**On Windows:** pData points to the window handle (hWnd) that acted as the Source’s “parent”.

**On Macintosh:** pData should be a NULL value.

**On Linux:** pData should be a NULL value.

To move from State 2 to State 1

Once the Source Manager has been closed, the application must unload it from memory before continuing.

See Chapter 12, "Operating System Dependencies" for more information.

**TWAIN Session Review**

Applications have flexibility regarding which state they leave their TWAIN sessions in between TWAIN commands (such as Select Source and Acquire).

For example:

* An application might load the Source Manager on start-up and unload it on exit. Or, it might load the Source Manager only when it is needed (as indicated by Select Source and Acquire).
* An application might open a Source and leave it in State 4 between acquires.

The following is the simplest view of application’s TWAIN flow. All TWAIN actions are initiated by a TWAIN command, either user-initiated (Select Source and Acquire) or notification from the Source (MSG\_XFERREADY and MSG\_CLOSEDSREQ).

|  |  |  |
| --- | --- | --- |
| **Application Receives** | **State** | **Application Action** |
| Select Source... | 1. -> 2 2. -> 3 3. -> 2   2 -> 1 | Load Source Manager  DG\_CONTROL / DAT\_PARENT / MSG\_OPENDSM  DG\_CONTROL / DAT\_IDENTITY / MSG\_USERSELECT  DG\_CONTROL / DAT\_PARENT / MSG\_CLOSEDSM  Unload Source Manager |
| Acquire... | 1 -> 2 2 -> 3   1. -> 4 2. -> 5 | Load Source Manager  DG\_CONTROL / DAT\_PARENT / MSG\_OPENDSM  DG\_CONTROL / DAT\_IDENTITY / MSG\_OPENDS Capability Negotiation  DG\_CONTROL / DAT\_USERINTERFACE /  MSG\_ENABLEDS |
| **Application Receives** | **State** | **Application Action** |
| MSG\_XFERREADY | 6   1. -> 7 2. -> 6   6 -> 5 | For each pending transfer:  DG\_IMAGE / DAT\_IMAGEINFO / MSG\_GET  DG\_IMAGE / DAT\_IMAGELAYOUT / MSG\_GET  DG\_CONTROL / DAT\_CAPABILITY / MSG\_GETCURRENT  DG\_IMAGE / DAT\_IMAGExxxxXFER / MSG\_GET  DG\_CONTROL / DAT\_PENDINGXFERS / MSG\_ENDXFER  Automatic transition to State 5 if  TW\_PENDINGXFERS.Count equals 0. |
| MSG\_CLOSEDSREQ | 5 -> 4  4 -> 3  3 -> 2  2 -> 1 | DG\_CONTROL / DAT\_USERINTERFACE /  MSG\_DISABLEDS  DG\_CONTROL / DAT\_IDENTITY / MSG\_CLOSEDS  DG\_CONTROL / DAT\_PARENT / MSG\_CLOSEDSM  Unload the Source Manager |

#### Error Handling

Your application must be robust enough to recognize and handle error conditions that may occur during a TWAIN session. Every TWAIN operation triplet has a defined set of Return Codes and Conditions Codes that it may generate. These codes are listed on the reference pages for each triplet located in Chapter 7, "Operation Triplets". Be sure to check the Return Code following every call to the DSM\_Entry function. If it is TWRC\_FAILURE, make sure your code checks the Condition Code and handles the error condition appropriately.

The following code segment illustrates the basic operations for doing this:

TW\_STATUS twStatus; if (rc == TWRC\_FAILURE) //check Condition Code rc = (\*pDSM\_Entry) (&AppID,

&SourceID,

DG\_CONTROL,

DAT\_STATUS,

MSG\_GET,

(TW\_MEMREF)&twStatus); switch (twStatus.ConditionCode)

//handle each possible Condition Code for the operation

**Common Types of Error Conditions**

##### Sequence Errors

The TWAIN protocol allows the invoking of specific operations only while the TWAIN session is in a particular state or states. The valid states for each operation are listed on the operation’s reference pages inChapter 7, "Operation Triplets". If an operation is called from an inappropriate state, the call will return an error, TWRC\_FAILURE, and set the Condition Code to

TWCC\_SEQERROR. Although this error should not occur if both the application and Source are behaving correctly, it is possible for the session to get out of sync.

If this error occurs, correct it by assuming the Source believes it is in State 7. The application should invoke the correct operations to back up from State 7 to State 6 and so on down the states until an operation succeeds. Then, the application can continue or terminate the session.

The following pseudo code illustrates this:

if (TWCC\_SEQERROR)

// Assume State 7, start backing out from State 7 until

// the Condition Code != TWCC\_SEQERROR

State 7 to 6 DG\_CONTROL / DAT\_PENDINGXFERS / MSG\_ENDXFER

State 6 to 5 DG\_CONTROL / DAT\_PENDINGXFERS / MSG\_RESET

State 5 to 4 DG\_CONTROL / DAT\_USERINTERFACE / MSG\_DISABLEDS

State 4 to 3 DG\_CONTROL / DAT\_IDENTITY / MSG\_CLOSEDS

##### Low Memory Errors

Another common type of error condition occurs when insufficient memory is available to perform a requested operation. The most likely times for this to occur are:

* When a Source is being opened
* When a Source is being enabled
* During a Native image transfer

Your application must check the Return Code and Condition Code (TWRC\_FAILURE / TWCC\_LOWMEMORY) to recognize this. Your application may be able to free up sufficient memory to continue or it must quit.

##### State Transition Operation Triplet Errors

Many operations normally cause state transitions. If one of these operations fails, for example, returns TWRC\_FAILURE, do not make the state transition. The application must check the Return Code following every operation and update the current state only if the operation succeeds.

An implied state transition during DG\_CONTROL/DAT\_PENDINGXFERS/ MSG\_ENDXFER deserves special note here. If the Count field of the TW\_PENDINGXFERS structure is zero then the source will automatically transition back to State 5. Application writers should be aware of this condition and react accordingly.

**Error Handling and State Transitions**

It is possible that during execution of any triplet that the data source will fail unexpectedly. It is very important that applications pay attention to the TWAIN State of the data source at the time of failure. A hanging or deadlock condition will occur if the application fails to recover from error conditions with the proper state transitions. Most error handling is fairly obvious, however the following items have been mishandled in the past.

##### Failing Transition to State 5

A data source may fail a call to DG\_CONTROL / DAT\_USERINTERFACE / MSG\_ENABLEDS unexpectedly. It is important to note that if an application requests the User Interface be suppressed, and the data source returns a code of TWRC\_CHECKSTATUS, this means only that User Interface suppression was not possible. The transition to State 5 still occurred. If the application does not like this condition, then it may call MSG\_DISABLEDS to close the data source without further user interaction. A return code of TWRC\_FAILURE indicates that the transition to State 5 has not occurred.

##### Failure During State 6 or 7

It is important to be aware that when an error occurs during image transfer, a state transition to

State 5 is not implicit. A call to DG\_CONTROL / DAT\_PENDINGXFERS / MSG\_RESET or

MSG\_ENDXFER is required for a state transition back to State 5. If an applications calls

MSG\_DISABLEDS immediately after such a failure without first making the required calls to DAT\_PENDINGXFERS, the resulting behavior of the data source will not be predictable. The data source should fail any call to MSG\_DISABLEDS outside of State 5.

#### Best Practices for TWAIN Compliant Applications

The following items are covered in this section:

* Handling Status Returns
* States 1, 2, 3: Finding and Opening a Data Source
* States 4, 5: Capability Negotiation
* States 6, 7: Transferring Data
* Stepping Back Down the States

**Handling Status Returns**

TWAIN supports a small number of status return codes and condition codes. If an operation returns TWRC\_FAILURE, then the application must immediately issue the DG\_CONTROL / DAT\_STATUS / MSG\_GET operation to collect the condition code.

The following tables describe the meaning for each return code and condition code, and explains the action that an application should take in response.

|  |  |
| --- | --- |
| **Return Code** | **Meaning / Action** |
| TWRC\_CANCEL | Intended for use with the DAT\_IMAGE\*XFER operations. Operation has been canceled. |
| Call DG\_CONTROL / DAT\_PENDINGXFERS / MSG\_ENDXFER as one normally does after a successful transfer. |

|  |  |
| --- | --- |
| **Return Code** | **Meaning / Action** |
| TWRC\_CHECKSTATUS | Intended for use with DAT\_CAPABILITY and DAT\_IMAGELAYOUT. Operation failed to completely perform the desired operation. For example, setting ICAP\_BRIGHTNESS to 3 when its range is -1000 to 1000 with a step of 200. The data source may opt to set the value to 0 and return this status. |
| The application should confirm its last setting, if it depends on getting the exact value it requested. |
| TWRC\_DATANOTAVAILABLE | Intended for use with DAT\_EXTIMAGEINFO. There is no data available for the requested TWEI\_ item. |
| Scanning may continue. The decision to continue with scanning is at the discretion of the application, depending on which field reported this status. |
| TWRC\_DSEVENT | Intended for use with DAT\_EVENT. The data source processed the event. |
| The application must not take any further action on this message. |
| TWRC\_ENDOFLIST | Intended for use with DAT\_IDENTITY and DAT\_FILESYSTEM. |
| There are no more items to enumerate in this list. If a call is needed to close the list, it must be called next. |
| TWRC\_FAILURE | May be returned by any operation. An error has occurred. |
| The application must call DAT\_STATUS, and refer to the condition code for more information. |
| TWRC\_INFONOTSUPPORTED | Intended for use with DAT\_EXTIMAGEINFO. The requested TWEI\_ data is either not supported by this data source, or is not supported for this particular image. |
| Scanning may continue. The decision to continue with scanning is at the discretion of the application, depending on which field reported this status. |
| TWRC\_NOTDSEVENT | Intended for use with DAT\_EVENT. The data source did not process the event. |
| The application passes the message to its own dialogs. |
| TWRC\_SUCCESS | Operation was successful. |
| The application continues as normal. |
| TWRC\_XFERDONE | Intended for use with the DAT\_IMAGE\*XFER operations. The image has been fully transferred. |
| The application must be in state 7. It should call DAT\_IMAGEINFO or DAT\_EXTIMAGEINFO, if it needs to collect metadata for this image. |

|  |  |
| --- | --- |
| **Condition Code** | **Meaning / Action** |
| TWCC\_BADCAP | Intended for use with DAT\_CAPABILITY. Returned by pre-1.7 data sources to indicate that the capability is not supported, that the value was bad, or that the desired value could not be set at this time. |
| The application should use the MSG\_GET call for the operation to find out the constraints on the current values, if any, and to confirm the current value. |
| TWCC\_BADDEST | May be returned by any operation (save for the DAT\_PARENT operations). The TW\_IDENTITY for the destination (the data source) does not match any items opened by MSG\_OPENDS. |
| The application may have a corrupt TW\_IDENTITY, or it may have already closed the data source associated with the values in the TW\_IDENTITY structure. It should return to state 3 if it wants to attempt to reopen the data source. |
| TWCC\_BADPROTOCOL | May be returned by any operation. The requested DG\_\* / DAT\_\* / MSG\_\* is not supported by the data source. |
| The application cannot perform this operation; any further action is at its discretion. |
| TWCC\_BADVALUE | May be returned by any operation. The capability or operation has rejected the requested setting. |
| The application should use the MSG\_GET call for the operation to find out the constraints on the current values, if any, and to confirm the current value. |
| TWCC\_BUMMER | May be returned by any operation. The data source is in a critical state. |
| The application must save any important information and exit as soon as possible. |
| TWCC\_CAPBADOPERATION | Intended for use with DAT\_CAPABILITY. The capability does not support the requested operation. |
| The application must use DG\_CONTROL / DAT\_CAPABILITY / MSG\_QUERYSUPPORT to determine what operations a capability supports. |
| TWCC\_CAPSEQERROR | Intended for use with DAT\_CAPABILITY. The capability being MSG\_SET or MSG\_RESET cannot be modified due to a setting for a related capability. For instance, this may be returned by  ICAP\_CITTKFACTOR if ICAP\_COMPRESSION is set to any value other than TWCP\_GROUP32D. |
| The application must set values in the correct order. |

|  |  |
| --- | --- |
| **Condition Code** | **Meaning / Action** |
| TWCC\_CAPUNSUPPORTED | Intended for use with DAT\_CAPABILITY. The capability is not supported. |
| The application cannot negotiate this capability. |
| TWCC\_CHECKDEVICEONLINE | May be returned for any operation in state 4 or higher, except ones that reduce state (DAT\_PENDINGXFERS / MSG\_ENDXER,  DAT\_PENDINGXFERS / MSG\_RESET, DAT\_USERINTERFACE / MSG\_DISABLEDS, DAT\_IDENTITY / MSG\_CLOSEDS, DAT\_PARENT / MSG\_CLOSEDSM). |
| When received the application uses CAP\_DEVICEONLINE to determine when the device is available. |
| TWCC\_DAMAGEDCORNER | Intended for use with the DAT\_IMAGE\*XFER operations. |
| Call DG\_CONTROL / DAT\_PENDINGXFERS / MSG\_ENDXFER as one normally does after a successful transfer. |
| TWCC\_DENIED | Intended for DAT\_IMAGEFILEXFER and DAT\_FILESYSTEM, the specified file or directory cannot be modified or deleted. |
| If for DAT\_IMAGEFILEXFER, then select a different filename and try again. If for DAT\_FILESYSTEM, then alert the user. |
| TWCC\_DOCTOODARK | Intended for use with the DAT\_IMAGE\*XFER operations. |
| Call DG\_CONTROL / DAT\_PENDINGXFERS / MSG\_ENDXFER as one normally does after a successful transfer. |
| TWCC\_DOCTOOLIGHT | Intended for use with the DAT\_IMAGE\*XFER operations. |
| Call DG\_CONTROL / DAT\_PENDINGXFERS / MSG\_ENDXFER as one normally does after a successful transfer. |
| TWCC\_FILEEXISTS | Intended for DAT\_FILESYSTEM. The specified file or directory already exists. |
| Pick a different file name and try again. |
| TWCC\_FILENOTFOUND | Intended for DAT\_IMAGEFILEXFER and DAT\_FILESYSTEM. The specified file or directory cannot be found. |
| If received during scanning the application may select a new directory path and try again, otherwise alert the user. |
| TWCC\_FILEWRITEERROR | Intended for DAT\_IMAGEFILEXFER and DAT\_FILESYSTEM, the  specified file or directory could not be written, usually indicating a disk full condition, though it may also indicate a file or directory that the user has no permission to write. |
| If received during scanning the application may free resources and try again, otherwise alert the user. |

|  |  |
| --- | --- |
| **Condition Code** | **Meaning / Action** |
| TWCC\_FOCUSERROR | Intended for use with the DAT\_IMAGE\*XFER operations. |
| Call DG\_CONTROL / DAT\_PENDINGXFERS / MSG\_ENDXFER as one normally does after a successful transfer. |
| TWCC\_INTERLOCK | Intended for use with the DAT\_IMAGE\*XFER operations. |
| The application takes action to return to state 5 (the GUI is up) or state 4 (no GUI). |
| TWCC\_LOWMEMORY | May be returned for any operation except ones that reduce state  (DAT\_PENDINGXFERS / MSG\_ENDXER, DAT\_PENDINGXFERS /  MSG\_RESET, DAT\_USERINTERFACE / MSG\_DISABLEDS,  DAT\_IDENTITY / MSG\_CLOSEDS, DAT\_PARENT / MSG\_CLOSEDSM). |
| When received the application may free resources and try again. |
| TWCC\_MAXCONNECTIONS | Intended for use with DAT\_IDENTITY / MSG\_OPENDS. The data source cannot support any more connections to this device. |
| Try again later. |
| TWCC\_NODS | Intended for use with DAT\_IDENTITY / MSG\_OPENDS. The device is not online. |
| Try again later. |
| TWCC\_NOMEDIA | Intended for use with the DAT\_IMAGE\*XFER operations. |
| Call DG\_CONTROL / DAT\_PENDINGXFERS / MSG\_ENDXFER as one normally does after a successful transfer. |
| TWCC\_NOTEMPTY | Intended for use with DAT\_FILESYSTEM. Directory is in use, and cannot be deleted. |
| Delete the contents of the directory first, then delete the directory. |
| TWCC\_OPERATIONERROR | The operation failed, but the user has already been informed by the data source. |
| If CAP\_INDICATORS is TRUE or TW\_USERINTERFACE.ShowUI was set to TRUE, then the application should not issue its own message to the user. If these values are FALSE (meaning that no user interface is showing) then the application should alert the user and treat the condition as a TWCC\_BADPROTOCOL. If the current state is 5, 6 or 7 return back to state 4 as soon as possible. |
| TWCC\_PAPERDOUBLEFEED | Intended for use with the DAT\_IMAGE\*XFER operations. |
| Call DG\_CONTROL / DAT\_PENDINGXFERS / MSG\_ENDXFER as one normally does after a successful transfer. |
| TWCC\_PAPERJAM | Intended for use with the DAT\_IMAGE\*XFER operations. |
| Call DG\_CONTROL / DAT\_PENDINGXFERS / MSG\_ENDXFER as one normally does after a successful transfer. |
| **Condition Code** | **Meaning / Action** |
| TWCC\_SUCCESS | Operation was successful. This value should only be paired with TWRC\_SUCCESS. |
| If it is paired with another return code, like TWRC\_FAILURE, treat it as TWCC\_BADPROTOCOL. If it happens during state 5, 6 or 7, then return to state 4 as soon as possible. |

**States 1, 2, 3: Finding and Opening a Data Source**

##### Registering as a TWAIN 2.x+ Application

The application loads the TWAIN Data Source Manager. When this is done it constructs a

TW\_IDENTITY structure, which includes the following flag in the

TW\_IDENTITY.SupportedGroups field: DF\_APP2. It then issues the DG\_CONTROL / DAT\_PARENT / MSG\_OPENDSM command with this TW\_IDENTITY structure.

##### Confirming that the DSM is 2.x

The application examines the TW\_IDENTITY.SupportedGroups field. If it contains the DF\_DSM2 flag, then the DSM supports the TWAIN 2.x interface.

##### Issuing DAT\_ENTRYPOINT

If the DF\_DSM2 flag is detected, then the application issues the DG\_CONTROL /

DAT\_ENTRYPOINT / MSG\_GET call to retrieve function pointers for the memory allocation routines. The application must use these routines for any handles that it sends to the data source.

##### Selecting a Data Source

If the application wishes to use the default data source, it can issue the DG\_CONTROL /

DAT\_IDENTITY / MSG\_GETDEFAULT command. This is preferred to calling DG\_CONTROL / DAT\_IDENTITY / MSG\_OPENDS with an empty structure.

If the application wishes to get the list of available data sources it uses DG\_CONTROL /

DAT\_IDENTITY / MSG\_GETFIRST and DG\_CONTROL / DAT\_IDENTITY / MSG\_GETNEXT,

retaining the TW\_IDENTITY of the data source it wants to use. This structure must not be modified in any way.

Use of DG\_CONTROL / DAT\_IDENTITY / MSG\_USERSELECT is discouraged because it is not localized for many languages, and because it is not available on systems other than Windows.

**States 4, 5: Capability Negotiation**

##### Overview

An application may negotiate settings with a data source in one of these ways:

* through the data source’s built-in user interface
* using snapshots of the data source’s previous settings
* through TWAIN’s programmatic interface

In all cases the application is responsible for negotiating capabilities relating to data transfers.

These capabilities come with defaults which must serve as the startup value for any data source (refer to the chapter on Capabilities to find the default values). These values will not appear on any data source’s user interface, and they will not be affected by any data source’s

DAT\_CUSTOMDSDAT:

CAP\_XFERCOUNT

ICAP\_XFERMECH

ICAP\_UNITS

All other settings may be negotiated using one of the techniques described above.

##### The Data Source’s User Interface

When calling DG\_CONTROL / DAT\_USERINTERFACE / MSG\_ENABLEDS with

TW\_USERINTERFACE.ShowUI set to TRUE, an application may not make assumptions about what settings the user may change. Any programmatic changes (other than the items mentioned above) may be overridden by the user interface.

Use of TW\_USERINTERFACE.ModalUI set to TRUE is discouraged. An application should take responsibility for disabling its interface if it wants modal behavior.

##### Using Snapshots

The application raises the data source’s user interface using DG\_CONTROL /

DAT\_USERINTERFACE / MSG\_ENABLEDSUIONLY. If MSG\_CLOSEDSREQ is received, then no action is taken (other than calling DG\_CONTROL / DAT\_USERINTERFACE / MSG\_DISABLEDS).

If MSG\_CLOSEDSOK is received, then immediately after calling DG\_CONTROL / DAT\_USERINTERFACE / MSG\_DISABLEDS the application calls DG\_CONTROL / DG\_CUSTOMDSDATA / MSG\_GET.

The data returned by a data source in the TW\_CUSTOMDSDATA structure is opaque; an application must not examine or alter this data in any way.

To restore settings, the application calls DG\_CONTROL / DG\_CUSTOMDSDATA / MSG\_SET with the data from the previous MSG\_GET operation.

This method requires a small amount of coding, but it allows the application to control all aspects of the data source, including custom features. It can be combined with the programmatic interface, using DAT\_CUSTOMDSDATA to select most settings and the programmatic interface to make a smaller set of adjustments.

##### Programmatic Interface

Programmatic is the most advanced method of controlling a data source. It takes place in state 4. The application uses a functional approach; features are discovered through the TWAIN interface, not by hardcoded settings or relying on version numbers.

Available functions are determined through the following capabilities and operations (details on these items are covered later in the Specification):

CAP\_SUPPORTEDCAPS

CAP\_SUPPORTEDDATS

CAP\_SUPPORTEDEXTIMAGEINFO

CAP\_CUSTOMINTERFACEGUID

DG\_CONTROL / DAT\_CAPABILITY / MSG\_QUERYSUPPORT

As a matter of good defensive programming an application should make no assumptions about the available capabilities, not even ones that are mandatory.

Assumptions should not be made about the value of capabilities when a data source is opened.

Use the DG\_CONTROL / DAT\_CAPABILITY / MSG\_RESETALL operation or DG\_CONTROL / DAT\_CUSTOMDSDATA / MSG\_SET to make sure that negotiation is starting from a known state.

Applications should follow the instructions in the Capability Ordering section to navigate the dependencies that capabilities have on one another. If a change is made out of order, then all capabilities dependent on that setting must be renegotiated.

Assumptions should not be made about the container types returned by a data source. For instance, a DG\_CONTROL / DAT\_CAPABILITY / MSG\_GET for ICAP\_XRESOLUTION may return TW\_ONEVALUE if only one resolution is supported, TW\_ENUMERATION if a small set of discontinuous resolutions is supported, or TW\_RANGE.

Each of the containers has a field named .Item, .ItemList or value fields, which receives the new setting. These fields are variable, so a cast is needed. For example:

\*((TW\_UINT16\*)&ptwonevalue->Item) = TWSX\_MEMORY;

((TW\_UINT16\*)&ptwarray->ItemList)[2] = TWFT\_RED;

((TW\_FRAME\*)&ptwenumeration->ItemList)[0] = twframeValue;

\*((TW\_FIX32\*)&ptwrange->CurrentValue) = twfix32Value;

Strings in TWAIN are zero padded, not zero terminated. An application should not assume that the string will end with ASCII 0. Use memcpy to move the data to a string, and make sure to properly terminate it. For Mac OS X the first byte is a prefix indicating the valid number of characters in the string.

One safe method of setting any current value is to take the following steps:

* call DG\_CONTROL / DAT\_CAPABILITY / MSG\_GETCURRENT on the desired capability
* determine the container type from the TW\_CAPABILITY.ConType field
* for TWON\_ONEVALUE, do the following:
  + lock the container using the DAT\_ENTRYPOINT.DSM\_MemLock function
  + determine the item type from the container’s .ItemType field
  + update the .Item field with the desired value
  + unlock the container using the DAT\_ENTRYPOINT.DSM\_MemUnlock function
* for TWON\_ARRAY, do the following:
  + lock the container using the DAT\_ENTRYPOINT.DSM\_MemLock function
  + determine the item type from the container’s .ItemType field
  + create a new container (with sufficient room for all the elements) using the

DAT\_ENTRYPOINT.DSM\_MemAllocate function

* + lock the new container using the DAT\_ENTRYPOINT.DSM\_MemLock function
  + set the .ItemType field to the one reported by MSG\_GETCURRENT
  + set the .NumItems field to the number of desired elements
  + set the .ItemList field with the desired values
  + unlock the new container using the DAT\_ENTRYPOINT.DSM\_MemUnlock function
  + unlock the original container using the DAT\_ENTRYPOINT.DSM\_MemUnlock function
  + free the original container using the DAT\_ENTRYPOINT.DSM\_MemFree function
* call MSG\_SET with the updated container
* free the container using the DAT\_ENTRYPOINT.DSM\_MemFree function
* respond to the status returned by MSG\_SET If setting constraints, then do the following:
* call DG\_CONTROL / DAT\_CAPABILITY / MSG\_QUERYSUPPORT to confirm that the capability has TWQC\_SETCONSTRAINT
* call DG\_CONTROL / DAT\_CAPABILITY / MSG\_GET on the desired capability
* determine the container type from the TW\_CAPABILITY.ConType field
* for TWON\_ONEVALUE, do the following:
  + lock the container using the DAT\_ENTRYPOINT.DSM\_MemLock function
  + determine the item type from the container’s .ItemType field
  + update the .Item field with the desired value
  + unlock the container using the DAT\_ENTRYPOINT.DSM\_MemUnlock function
* for TWON\_ARRAY, do the following:
  + lock the container using the DAT\_ENTRYPOINT.DSM\_MemLock function
  + determine the item type from the container’s .ItemType field
  + create a new container (with sufficient room for all the elements) using the

DAT\_ENTRYPOINT.DSM\_MemAllocate function

* + lock the new container using the DAT\_ENTRYPOINT.DSM\_MemLock function
  + set the .ItemType field to the one reported by MSG\_GET
  + set the .NumItems field to the number of desired elements
  + set the .ItemList field with the desired values
  + unlock the new container using the DAT\_ENTRYPOINT.DSM\_MemUnlock function
  + unlock the original container using the DAT\_ENTRYPOINT.DSM\_MemUnlock function
  + free the original container using the DAT\_ENTRYPOINT.DSM\_MemFree function
* for TWON\_ENUMERATION, do the following:
  + - lock the container using the DAT\_ENTRYPOINT.DSM\_MemLock function
    - determine the item type from the container’s .ItemType field
    - create a new container (with sufficient room for all the elements) using the

DAT\_ENTRYPOINT.DSM\_MemAllocate function

* + - lock the new container using the DAT\_ENTRYPOINT.DSM\_MemLock function
    - set the .ItemType field to the one reported by MSG\_GETCURRENT
    - set the .NumItems field to the number of desired elements
    - set the .ItemList field with the desired values
    - set the .CurrentIndex field with the 0-based index of the .ItemList value that represents the current value
    - set the .DefaultIndex field to 0 (this value will be ignored by the data source)
    - unlock the new container using the DAT\_ENTRYPOINT.DSM\_MemUnlock function
    - unlock the original container using the DAT\_ENTRYPOINT.DSM\_MemUnlock function
    - free the original container using the DAT\_ENTRYPOINT.DSM\_MemFree function
* call MSG\_SETCONSTRAINT with the updated container
* free the container using the DAT\_ENTRYPOINT.DSM\_MemFree function
* respond to the status returned by MSG\_SET

**The Graphical User Interface**

This section assumes the application sets TW\_USERINTERFACE.ShowUI to TRUE.

The application must not negotiate any values using DG\_CONTROL / DAT\_CAPABILITY / MSG\_SET or MSG\_RESET or MSG\_RESETALL while in state 5.

##### Using MSG\_ENABLEDS

The DG\_CONTROL / DAT\_USERINTERFACE / MSG\_ENABLEDS operation raises a data source

GUI that contains a Scan and a Cancel button. The Scan button may result in the receipt of a DG\_CONTROL / DAT\_NULL / MSG\_XFERREADY message from the data source to the application, at which point the application must move to state 6 and begin image transfers.

The Cancel button causes the receipt of a DG\_CONTROL / DAT\_NULL / MSG\_CLOSEDSREQ message from the data source to the application, at which point the application must issue the appropriate operations to the data source to take it from its current state (which may be 5, 6 or 7) to state 4.

##### Using MSG\_ENABLEDSUIONLY

The DG\_CONTROL / DAT\_USERINTERFACE / MSG\_ENABLEDSUIONLY operation raises a data source GUI that contains an OK and a Cancel button. The OK button causes the receipt of a DG\_CONTROL / DAT\_NULL / MSG\_CLOSEDSOK message from the data source to the application, at which point the application must issue DG\_CONTROL / DAT\_USERINTERFACE / MSG\_DISABLEDS to the data source. The application must immediately take action on the OK request, for instance, calling DG\_CONTROL / DAT\_CUSTOMDSDATA / MSG\_GET.

The Cancel button causes the receipt of a DG\_CONTROL / DAT\_NULL / MSG\_CLOSEDSREQ message from the data source to the application, at which point the application must issue DG\_CONTROL / DAT\_USERINTERFACE / MSG\_DISABLEDS to the data source. Any changes made by the GUI will be discarded, but the application should consider issuing DG\_CONTROL / DAT\_CAPABILTY / MSG\_RESETALL or DG\_CONTROL / DAT\_CUSTOMDSDATA / MSG\_SET to make sure the data source is in a known state.

**States 6, 7: Transferring Data**

When the DG\_CONTROL / DAT\_NULL / MSG\_XFERREADY message is received by the

application, it moves to state 6 and begins transferring images. There are four transfer methods, as specified by ICAP\_XFERMECH:

TWSX\_NATIVE, which uses DAT\_IMAGENATIVEXFER

TWSX\_MEMORY, which uses DAT\_IMAGEMEMXFER

TWSX\_FILE, which uses DAT\_IMAGEFILEXFER

TWSX\_MEMFILE, which uses DAT\_IMAGEMEMFILEXFER

Each method has advantages and disadvantages.

##### Using DAT\_IMAGENATIVEXFER

Native transfers are the default and must be supported by all data sources. Being ‘native’ to the operating system they vary, with Bitmaps used on Windows and TIFF used on Mac OS X and Linux. Since they include meta-data describing the image no other call is required to view the image, and saving the image to disk is easy.

The chief drawback to native transfers is their size. Bitmaps cannot be compressed, and even TIFF files must be kept entirely in physical memory during the transfer. Some formats, like Bitmap may require additional image processing, such as changing the packing order for color data, or the location of the image origin, or realignment of each raster line.

###### Using DAT\_IMAGEMEMXFER

Memory transfers must be supported by all data sources. They allow for efficient use of physical memory, since they transfer data using stripes or tiles. They support compressed images.

Memory transfers may not include any meta-data about the image, requiring a call to DG\_IMAGE / DAT\_IMAGEINFO / MSG\_GET or DG\_IMAGE / DAT\_EXTIMAGEINFO / MSG\_GET.

##### Using DAT\_IMAGEFILEXFER

File transfers are optional for data sources. They are supported if the data source accepts a value of TWSX\_FILE for ICAP\_XFERMECH. They allow for efficient use of physical memory, since they transfer data using the disk drive. They support compressed images. Since they include metadata describing the image no other call is required to view the image.

Being optional means that file transfer may not be an option for a given data source. There is also no guarantee that the data source supports the image file format needed by the application.

##### Using DAT\_IMAGEMEMFILEXFER

Memory File transfers are optional for data sources. They are supported if the data source accepts a value of TWSX\_MEMFILE for ICAP\_XFERMECH. They allow for efficient use of physical memory, since they transfer data using stripes or tiles. They support compressed images. Since they include meta-data describing the image no other call is required to view the image.

Being optional means that memory file transfer may not be an option for a given data source. There is also no guarantee that the data source supports the image file format needed by the application.

###### The Image Transfer Loop

When the application receives DG\_CONTROL / DAT\_NULL / MSG\_XFERREADY it goes to state 6 and transfers the first image.

DAT\_IMAGENATIVEXFER and DAT\_IMAGEFILEXFER only require one call to transfer the complete image. DAT\_IMAGEMEMXFER and DAT\_IMAGEMEMFILEXFER may require multiple calls returning TWRC\_SUCCESS to indicate when there is more data to transfer for the current image. All of the calls return TWRC\_XFERDONE when the image is completely transferred. Any other status is an error.

When TWRC\_XFERDONE is received the application may call DG\_IMAGE / DAT\_IMAGEINFO / MSG\_GET or DG\_IMAGE / DAT\_EXTIMAGEINFO / MSG\_GET to get information about the image. Calling DAT\_IMAGEINFO before TWRC\_XFERDONE is received may result in an error or data that does not correspond exactly to the transferred image.

After either a successful transfer or an error the application calls DG\_CONTROL /

DAT\_PENDINGXFERS / MSG\_ENDXFER. It determines if there are more images to transfer by examining the value of TW\_PENDINGXFERS.Count.

If there are more images the state goes to 6. If TW\_PENDINGXFERS.Count is equal to zero then the state skips 6 and goes to 5.

The application has the option to discard an image by calling DG\_CONTROL /

DAT\_PENDINGXFERS / MSG\_ENDXFER without first transferring the data. It also has the option to gracefully exit the scanning state with DG\_CONTROL / DAT\_PENDINGXFERS / MSG\_STOPFEEDER, or it can immediately abort scanning using DG\_CONTROL / DAT\_PENDINGXFERS / MSG\_RESET.

**Stepping Back Down the States**

The application and the data source both track a current state from 1 to 7 (with the most time spent in states 4 to 7). If they get out of sync, then the data source returns TWRC\_FAILURE / TWCC\_SEQERROR for an operation being called in the wrong state.

When this happens the application must take measures to resynchronize itself with the data source. The easiest way to go about this is to use the following call sequence, stopping at the desired state.

DG\_CONTROL / DAT\_PENDINGXFERS / MSG\_ENDXFER → state 7 to 6

DG\_CONTROL / DAT\_PENDINGXFERS / MSG\_RESET → state 6 to 5

DG\_CONTROL / DAT\_USERINTERFACE / MSG\_DISABLEDS → state 5 to 4 DG\_CONTROL / DAT\_IDENTITY / MSG\_CLOSEDS → state 4 to 3

Ignore the status returns from the calls prior to the one yielding the desired state. For instance, if a call during scanning returns TWCC\_SEQERROR and the desire is to return to state 5, then use the following commands.

DG\_CONTROL / DAT\_PENDINGXFERS / MSG\_ENDXFER → state 7 to 6

DG\_CONTROL / DAT\_PENDINGXFERS / MSG\_RESET → state 6 to 5

Being sure to confirm that DG\_CONTROL / DAT\_PENDINGXFERS / MSG\_RESET returned success, the return status from DG\_CONTROL / DAT\_PENDINGXFERS / MSG\_ENDXFER may be ignored.

#### Legacy Issues

**ICAP\_BITDEPTH**

##### Data Sources

Report the number-of-channels times the depth-per-channel. For example, a typical value for ICAP\_BITDEPTH when ICAP\_PIXELTYPE is TWPT\_RGB is 3 x 8 = 24.

##### Applications

Ambiguity in the Specification prior to version 2.2 may result in some Data Sources reporting just

the depth-per-channel. In the majority of cases a value of 8 for ICAP\_BITDEPTH when ICAP\_PIXELTYPE is TWPT\_RGB may be treated as if the bit depth is really 24.

Also, owing to a bug in an old version of the sample driver, some Data Sources may report all of their possible bit depth values, instead of those that apply just to the current ICAP\_PIXELTYPE value. For instance, with a setting of TWPT\_RGB, ICAP\_BITDEPTH may report allowed value of 1, 8 and 24, when only 24 is really permitted.

**CAP\_DUPLEXENABLED**

##### Data Sources

If a Data Source supports one of MSG\_GET, MSG\_GETCURRENT, or MSG\_GETDEFAULT for a capability, it should support all get messages.

##### Applications

Ambiguity in the Specification prior to version 2.2 may result in some Data Sources not supporting MSG\_GET for CAP\_DUPLEXENABLED. The Data Source may only support MSG\_GETCURRENT to determine if duplex option is enabled or not.

**CAP\_ENDORSER vs CAP\_PRINTERINDEX**

Technically, endorsers differ from printers. Printers are typically used to mark physical sheets so that it’s easier to correlate images with physical documents. Endorsers are used to confirm that a given sheet of paper has passed through the scanner, usually with some kind of non-ink stamp.

True endorsers are rare, and have been used interchangeably with printers. TWAIN applications and data sources should treat them as identical.

##### Data Sources

Deprecate the use of CAP\_ENDORSER in favor of CAP\_PRINTER, which offers more options. If there’s a history of using CAP\_ENDORSER, map it to CAP\_PRINTERINDEX.

##### Applications

Check for CAP\_PRINTERINDEX, and use it when it’s available. Be prepared to check for CAP\_ENDORSER with pre-TWAIN 2.3 data sources.

**ICAP\_FRAMES**

##### Applications

Some scanners may handle having the origin of a frame as 0,0 differently. The spec states that when an application is only interested in the extent of image scanned it can set the origin to 0,0 with MSG\_SET. Some center feed or right feed scanners may scan from the left edge of the scanner. They expect the application to center (or right align) the frame using the physical extent of the scanner.

**ICAP\_XFERMECH**

##### Data Sources

Applications are supposed to alert a data source to the transfer mechanism they’ll be using in states 6 and 7 by setting ICAP\_XFERMECH. However, not all applications do this. So, when possible, a data source should tolerate this, and use return the image data using whatever DAT\_IMAGE\*XFER call the application selects.

**4**

**Advanced Application Implementation**

**Chapter Contents**

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Using TWAIN to acquire a raster image from a device is relatively simple to implement as demonstrated in Chapter 3, "Application Implementation". However, TWAIN also allows application developers to go beyond the simple acquisition of a single image in Native (DIB or PICT) format. These more advanced topics are discussed in this chapter.

#### Capabilities

Capabilities, and the power of an application to negotiate capabilities with the Source, give control to TWAIN-compliant applications. In Chapter 12, "Operating System Dependencies", you will see the negotiation of one capability, CAP\_XFERCOUNT. This capability is negotiated during State 4 as is always the case unless delayed negotiation is agreed to by both the application and Source. In fact, there is much more to know about capabilities.

**Capability Values**

Several values are used to define each capability. As seen in Chapter 10, "Capabilities", TWAIN defines a Default Value and a set of Allowed Values for each of the capabilities. The application is not able to modify the Default Value. However, it is able to limit the values offered to a user to a subset of the Allowed Values and to select the capability’s Current Value.

##### Default Value

When a Source is opened, the Current Values for each of its capabilities are set to the TWAIN

Default Values listed in Chapter 10, "Capabilities". If no default is defined by TWAIN, the Source

will select a value for its default. An application can return a capability to its TWAIN-defined default by issuing a DG\_CONTROL / DAT\_CAPABILITY / MSG\_RESET operation.

Although TWAIN defines defaults for many of the capabilities, a Source may have a different value that it would prefer to use as its default because it would be more efficient. For example, the Source may normally use a 0 bit in a black and white image to indicate white. However, the default for ICAP\_PIXELFLAVOR is TWPF\_CHOCOLATE which states that a 0 represents black. Although the TWAIN default is TWPF\_CHOCOLATE, the Source’s preferred default would be

TWPF\_VANILLA. When the application issues a DG\_CONTROL / DAT\_CAPABILITY /

MSG\_GETDEFAULT operation, the Source returns information about its preferred defaults. The Source and application may be able to negotiate a more efficient transfer based on this information.

**Note that this does not imply that the TWAIN defaults should be completely disregarded.** When trying to resolve the conflict between the “preferred” value of a particular data source capability and the TWAIN-specified default, it should be considered that the problem is similar to storing and restoring image attributes from session to session. It is reasonable to assume that a data source will want to store the current values for some capabilities to be restored as the current values in a future session. It is then also reasonable to expect that these restored values will be reflected as the current settings for the appropriate capabilities. While storing settings is only really useful for image attributes (the data source would not store the value of

ICAP\_PIXELFLAVOR, but it might store the current ICAP\_RESOLUTION), it should be stated that preferred values of a data source are to be treated in the same manner.

At the time of loading the data source, all current values for the appropriate capabilities would be set to values that have either been restored from a previous session, or those that are “preferred” by the data source. This current value will remain until it has been explicitly changed by the calling application, or that application issues a MSG\_RESET.

These are best illustrated using examples, since not all capabilities are suitable for preferred values, and most are not suitable to be stored and restored across multiple scanning sessions.

**Example 1:**

##### Scan Parameters are stored in one session and restored in another

1. User configures the data source User Interface with the following parameters: 4x6 inch image in 24-bit at 200 DPI X and Y resolution
2. User selects “Scan” and data source signals application to transfer.
3. Application acquires the image successfully.
4. Application disables the data source.
5. Application inquires during State 4 the current values of Frame, Pixel Type, Bit Depth, and Resolution.
6. Data source reports to each inquiry the current values that were set by the user: 4x6 inch image in 24-bit at 200 DPI X and Y resolution.
7. Application closes the data source.
8. During close procedure, the data source stores the current Frame, Pixel Type, Bit Depth and Resolution.
9. Application opens data source.
10. During open procedure, the data source restores current Frame, Pixel Type, Bit Depth and Resolution.
11. Application inquires during State 4 the current values of Frame, Pixel Type, Bit Depth, and Resolution.
12. Data source reports to each inquiry the current values that were restored from previous session: 4x6 inch image in 24-bit at 200 DPI X and Y resolution in one session.

**Example 2:**

##### Data Source represents the preferred Pixel Flavor without compromising TWAIN Defined Default value

1. Application opens data source for the first time
2. Application inquires during State 4 about the Default Pixel Flavor
3. Data source reports that the default pixel flavor is TWPF\_CHOCOLATE. (See Chapter 10, "Capabilities".)
4. Application inquires during State 4 about the current pixel flavor.
5. Data source reports that the current pixel flavor is TWPF\_VANILLA (because this device returns data in that gender natively).
6. Application issues reset to current pixel flavor.
7. During reset operation, data source changes current value to TWPF\_CHOCOLATE and prepares to invert data during transfer to accommodate the calling application request.

There is a condition where this logic falls apart. If the data source wants to return a

TW\_ENUMERATION to a MSG\_GET request for a constrained capability, there is a chance that the Default value imposed by the TWAIN Specification (Chapter 10, "Capabilities") will not exist within the constrained set of values. In this case, the application should consider the default value to be undefined. Common sense should dictate that the data source provide some default that is reasonable within the currently available set of values for safety (a bad index in a TW\_ENUMERATION could be a disaster). When the default value is actually used (during MSG\_RESET) the constraints shall be lifted, and the original default value will once again exist and be defined. (See next section on Constrained Capabilities about MSG\_RESET) This is only a problem with a TW\_ENUMERATION container, since it contains an index to the default.

##### Current Value

The application may request to set the Current Value of a capability. If the Source’s user interface is displayed, the Current Value should be reflected (perhaps by highlighting). If the application sets the Current Value, it will be used for the acquire and transfer unless the user or an automatic Source process changes it. The application can determine if changes were made by checking the Current Value during State 6.

To determine just the capability’s Current Value, use DG\_CONTROL / DAT\_CAPABILITY /

MSG\_GETCURRENT. To determine both the Current Value and the Available Values, use the

DG\_CONTROL / DAT\_CAPABILITY / MSG\_GET operation. For example, you could do a MSG\_GET on ICAP\_PIXELTYPE and the Source might return a TW\_ENUMERATION container containing TWPT\_BW, TWPT\_GRAY, and TWPT\_RGB as Available Values.

To set the Current Value:

Use DG\_CONTROL / DAT\_CAPABILITY / MSG\_SET and one of the following containers:

* TWON\_ONEVALUE**:** Place the desired value in TW\_ONEVALUE.Item.
* TWON\_ARRAY**:** Place only the desired items in TW\_ARRAY.ItemList.

These must be a subset of the items returned by the Source from a MSG\_GET operation.

It is also possible to set Current Values using the TW\_ENUMERATION and TW\_RANGE containers. See the Available Values information for details.

##### Available Values

To limit the settings the Source can use during the acquire and transfer process, the application may be able to restrict the Available Values. The Source should not use a value outside these values. These restrictions should be reflected in the Source’s user interface so unavailable values are not offered to the user.

For example, if the MSG\_GET operation on ICAP\_PIXELTYPE indicates the Source supports TWPT\_BW, TWPT\_GRAY, and TWPT\_RGB images and the application only wants black and white images, it can request to limit the Available Values to black and white.

To limit the Available Values:

Use DG\_CONTROL / DAT\_CAPABILITY / MSG\_SETCONSTRAINT and one of the following containers:

* TWON\_ENUMERATION**:** Place only the desired values in the

TW\_ENUMERATION.ItemList field. The Current Value can also be set at this time by setting the CurrentIndex to point to the desired value in the ItemList.

* TWON\_RANGE**:** Place only the desired values in the TW\_RANGE fields. The current value can also be set by setting the CurrentValue field.

**Note:** TW\_ONEVALUE containers cannot be used to limit the Available Values.

**Capability Negotiation**

The negotiation process consists of three basic parts:

1. The application determines which capabilities a Source supports
2. The application sets the supported capabilities as desired
3. The application verifies that the settings were accepted by the Source

##### Negotiation (Part 1) Application Determines Which Capabilities the Source Supports

**Step 1**

Application allocates a TW\_CAPABILITY structure and fills its fields as follows:

* Cap = the CAP\_ , ICAP\_ or ACAP\_ name for the capability it is interested in
* ConType = TWON\_DONTCARE16
* hContainer = NULL

**Step 2**

Application uses the TW\_CAPABILITY structure in a DG\_CONTROL / DAT\_CAPABILITY / MSG\_GET operation.

**Step 3**

The Source examines the Cap field to see if it supports the capability. If it does, it creates information for the application. In either case, it sets its Return Code appropriately.

**Step 4**

Application examines the Return Code, and maybe the Condition Code, from the operation.

If TWRC\_SUCCESS then the Source does support the capability and

* The ConType field was filled by the Source with a container identifier (TWON\_ARRAY, TWON\_ENUMERATION, TWON\_ONEVALUE, or TWON\_RANGE)
* The Source allocated a container structure of ConType and referenced the hContainer field to this structure. It then filled the container with values describing the capability’s Current Value, Default Value, and Available Values.

Based on the type of container and its contents (whose type is indicated by its ItemType field), the application can read the values. The application must deallocate the container.

If TWRC\_FAILURE and TWCC\_CAPUNSUPPORTED

* Source does not support this capability

The application can repeat this process for every capability it wants to learn about. If the application really only wants to get the Current Value for a capability, it can use the

MSG\_GETCURRENT operation instead. In that case, the ConType will just be TWON\_ONEVALUE or TWON\_ARRAY but not TWON\_RANGE or TWON\_ENUMERATION.

**Note:** The capability, CAP\_SUPPORTEDCAPS, returns a list of capabilities that a Source supports. But it doesn’t indicate whether the supported capabilities can be negotiated, If the Source does not support the CAP\_SUPPORTEDCAPS capabilities, it returns TWRC\_FAILURE / TWCC\_CAPUNSUPPORTED.

##### Negotiation (Part 2) The Application Sets the Supported Capability as Desired

**Step 1**

Application allocates a TW\_CAPABILITY structure and fills its fields as follows:

* Cap = the CAP\_, ICAP\_, or ACAP\_ name for the capability it is interested in
* ConType = TWON\_ARRAY, TWON\_ENUMERATION, TWON\_ONEVALUE or TWON\_RANGE

(Refer to Chapter 10, "Capabilities" to see each capability and what type(s) of container may be used to set a particular capability.)

* hContainer = The application must allocate a structure of type ConType and reference this field to it. (See the next step.)

**Step 2**

Application allocates a structure of type ConType and fills it. Based on values received from the Source during the MSG\_GET, it can specify the desired Current Value and Available Values that it wants the Source to use. The application should not attempt to set the Source’s Default Value, just put an appropriate constant in that field (ex. TWON\_DONTCARE32).

**Note:** The application is responsible for deallocating the container structure when the operation is finished.

**Step 3**

Send the request to the Source using DG\_CONTROL / DAT\_CAPABILITY / MSG\_SETCONSTRAINT.

##### Negotiation (Part 3) The Application MUST Verify the Result of Their Request

**Step 1**

Even if a Source supports a particular capability, it is not required to support the setting of that capability. The application must examine the Return Code from the MSG\_SET request to see what took place.

If TWRC\_SUCCESS then the Source set the capability as requested.

If TWRC\_CHECKSTATUS then

* The Source could not use one or more of your exact values. For instance, you asked for a value of 310 but it could only accept 100, 200, 300, or 400. Your request was within its legitimate range so it rounded it to its closest valid setting.

Use the DG\_CONTROL / DAT\_CAPABILITY / MSG\_GET operation to determine the current and available settings at this time. This is the only way to determine if the Source’s choice was acceptable to your application.

If TWRC\_FAILURE / TWCC\_BADVALUE then

* Either the Source is not granting your request to set or restrict the value.
* Or, your requested values were not within its range of legitimate values. It may have attempted to set the value to its closest available value.

Use the DG\_CONTROL / DAT\_CAPABILITY / MSG\_GET operation to determine the current and available settings at this time. This is the only way to determine if your application can continue without your requested values.

You can repeat the setting and verifying processes for every capability of interest to your application. Remember, your application must deallocate all container structures.

**The Most Common Capabilities**

TWAIN defines over 150 capabilities. Although the number may seem overwhelming, it is easier to handle if you recognize that some of the capabilities are more commonly used. Here are some of these capabilities:

##### Basic Capabilities

**Units**

The ICAP\_UNITS capability determines the unit of measure which will be used by the Source. The default is inches but centimeters, pixels, etc. are allowed. This capability’s value is used when measuring several other values in capabilities and data structures including:

ICAP\_PHYSICALHEIGHT,

ICAP\_PHYSICALWIDTH,

ICAP\_XNATIVERESOLUTION,

ICAP\_YNATIVERESOLUTION,

ICAP\_XRESOLUTION,

ICAP\_YRESOLUTION,

TW\_FRAME,

TW\_IMAGEINFO.XResolution,

TW\_IMAGEINFO.YResolution

**Sense of the Pixel**

The ICAP\_PIXELFLAVOR specifies how a bit of data should be interpreted when transferred from Source to application. The default is TWPF\_CHOCOLATE which means a 0 indicates black (or the darkest color). The alternative, TWPF\_VANILLA, means a 0 indicates white (or the lightest color).

**Resolution**

The image resolution is reported in the TW\_IMAGEINFO structure. To inquire or set the Source’s resolution, use ICAP\_XRESOLUTION and ICAP\_YRESOLUTION.

Refer also to ICAP\_XNATIVERESOLUTION and ICAP\_YNATIVERESOLUTION.

##### Image Type Capabilities

**Types of Pixel**

The application should negotiate ICAP\_PIXELTYPE and ICAP\_BITDEPTH unless it can handle all pixel types at all bit depths. The allowed pixel types are: TWPT\_BW, TWPT\_GRAY,

TWPT\_RGB, TWPT\_PALETTE, TWPT\_CMY, TWPT\_CMYK, TWPT\_YUV, TWPT\_YUVK, TWPT\_CIEXYZ, and TWPT\_INFRARED.

**Depth of the Pixels (in bits)**

A pixel type such as TWPT\_BW allows only 1 bit per pixel (either black or white). The other pixel types may allow a variety of bits per pixel (4-bit or 8-bit gray, 24-bit or 48-bit color). Be sure to set the ICAP\_PIXELTYPE first, then set the ICAP\_BITDEPTH. **Parameters for Acquiring the Image**

**Exposure**

Several capabilities can influence this. They include ICAP\_BRIGHTNESS, ICAP\_CONTRAST, ICAP\_SHADOW, ICAP\_HIGHLIGHT, ICAP\_GAMMA, and ICAP\_AUTOBRIGHT.

**Scaling**

To instruct a Source to scale an image before transfer, refer to ICAP\_XSCALING and ICAP\_YSCALING.

**Rotation**

To instruct a Source to rotate the image before transfer, refer to ICAP\_ROTATION and ICAP\_ORIENTATION.

**Constrained Capabilities and Message Responses**

There is some confusion about how the data source should respond to various capability queries when the application has imposed constraints upon the supported values. The following guidelines should help clarify the situation.

##### MSG\_RESET

It is known that this call resets the current value of the requested capability to the default. It must also be stated that this call will also reset any application imposed constraints upon the requested capability.

##### MSG\_GETCURRENT, and MSG\_GETDEFAULT

It is intuitive to assume that this message should not be supported by capabilities that have no

Current or Default value. However, the specification says otherwise in Chapter 10, "Capabilities" (a good example is CAP\_SUPPORTEDCAPS). In this case, it makes sense to simply respond to these messages in the same manner as MSG\_GET.

It can also be assumed that it is more intuitive for a data source to respond to this capability with a TW\_ONEVALUE container in all cases that a TW\_ONEVALUE container is allowed.

##### MSG\_GET

If an application has constrained the current capability, then the data source response to this message should reflect those constraints. Otherwise, this should respond with all the values that the data source supports. Of course, the number of values that can be placed in the response are restricted by the allowed containers for the particular current capability outlined in Chapter 10, "Capabilities".

###### MSG\_SET (applies if either the application or the driver is TWAIN 2.1 or less)

As indicated in Chapter 7, "Operation Triplets", description of this capability triplet:

“Current Values are set when the container is a TW\_ONEVALUE or TW\_ARRAY. Available and Current Values are set when the container is a TW\_ENUMERATION or TW\_RANGE.”

To further clarify this operation, it should be stated that when an application imposes a constraint, the data source must consider the set of supported values and the set of requested constraints. The resulting set of values shall contain only the values that are shared by those supported and those requested.

A condition may arise after constraints are imposed, where the default value is no longer within the set of supported values. When using a TW\_ENUMERATION, the reported default index should be changed by the data source to something that falls within the new constrained set. This is simply a precaution to ensure it is a valid index. In this case, the Default index in a

TW\_ENUMERATION loses meaning and should be ignored by applications, since MSG\_RESET shall cause the constraints to be eliminated.

###### MSG\_SET (applies if both the application and the driver is TWAIN 2.2 or more)

When both the application and the driver are TWAIN 2.2 or higher MSG\_SET only changes the current value, it has no effect on the available values. This applies regardless of the container type used. In other words, TW\_ENUMERATION and TW\_RANGE can be used to set the current value using MSG\_SET. In the case of TW\_ENUMERATION only the ItemType, CurrentIndex and ItemList fields are used to get the current value. In the case of TW\_RANGE only the ItemType and CurrentValue fields are used.

###### MSG\_SETCONSTRAINT (applies if both the application and the driver is TWAIN 2.2 or more)

As noted in Chapter 7, "Operation Triplets":

“Current Values are set when the container is a TW\_ONEVALUE or TW\_ARRAY. Available and Current Values are set when the container is a TW\_ENUMERATION or TW\_RANGE.”

To further clarify this operation, it should be stated that when an application imposes a constraint, the data source must consider the set of supported values and the set of requested constraints. The resulting set of values shall contain only the values that are shared by those supported and those requested.

A condition may arise after constraints are imposed, where the default value is no longer within the set of supported values. When using a TW\_ENUMERATION, the reported default index should be changed by the data source to something that falls within the new constrained set. This is simply a precaution to ensure it is a valid index. In this case, the Default index in a

TW\_ENUMERATION loses meaning and should be ignored by applications, since MSG\_RESET shall cause the constraints to be eliminated.

**Capability Containers in Code Form**

Capability information is passed between application and Source by using data structures called containers: TW\_ARRAY, TW\_ENUMERATION, TW\_ONEVALUE, and TW\_RANGE. The actions needed to create (pack) and read (unpack) containers are illustrated here in the following code segments. Containers are flexible in that they can be defined to contain one of many types of data. Only one ItemType (TWTY\_xxxx) is illustrated per Container (TWON\_xxxx) here. Refer to the toolkit disk for complete packing and unpacking utilities that you can use with containers.

###### Reading (unpacking) a Container from a MSG\_GET Operation

//------------------------------------------------//Example of DG\_CONTROL / DAT\_CAPABILITY / MSG\_GET

//-------------------------------------------------

TW\_CAPABILITY twCapability;

TW\_INT16 rc;

//Setup TW\_CAPABILITY Structure twCapability.Cap = Cap; //Fill in capability of interest twCapability.ConType = TWON\_DONTCARE16; twCapability.hContainer = NULL;

//Send the Triplet rc = (\*pDSM\_Entry)(&AppID, &SourceID,

DG\_CONTROL,

DAT\_CAPABILITY,

MSG\_GET,

(TW\_MEMREF)&twCapability);

//Check return code if (rc == TWRC\_SUCCESS)

{

//Switch on Container Type switch (twCapability.ConType)

{ //-----ENUMERATION case TWON\_ENUMERATION:

{ pTW\_ENUMERATION pvalEnum; TW\_UINT16 valueU16; TW\_UINT16 index;

pvalEnum =

(pTW\_ENUMERATION)GlobalLock(twCapability.hContainer);

NumItems = pvalEnum->NumItems;

CurrentIndex = pvalEnum->CurrentIndex; DefaultIndex = pvalEnum->DefaultIndex; for (index = 0; index < pvalEnum->NumItems; index++)

{ if (pvalEnum->ItemType == TWTY\_UINT16)

{ valueU16 = ((TW\_UINT16)(pvalEnum->ItemList[index\*2]));

//Store Item Value

} else if (pvalOneValue->ItemType == TWTY\_BOOL)

{ valueBool = ((TW\_BOOL\*)&pvalEnum->ItemList)[index];

//Store Item Value

}

}

GlobalUnlock(twCapability.hContainer);

} break; //-----ONEVALUE case TWON\_ONEVALUE: { pTW\_ONEVALUE pvalOneValue; TW\_BOOL valueBool;

pvalOneValue =

(pTW\_ONEVALUE)GlobalLock(twCapability.hContainer); if (pvalOneValue->ItemType == TWTY\_BOOL)

{ valueBool = (TW\_BOOL)pvalOneValue->Item;

//Store Item Value

}

GlobalUnlock(twCapability.hContainer);

} break; //-----RANGE case TWON\_RANGE:

{ pTW\_RANGE pvalRange; pTW\_FIX32 pTWFix32; float valueF32; TW\_UINT16 index; pvalRange = (pTW\_RANGE)GlobalLock(twCapability.hContainer); if ((TW\_UINT16)pvalRange->ItemType == TWTY\_FIX32)

{ pTWFix32 = &(pvalRange->MinValue); valueF32 = FIX32ToFloat(\*pTWFix32);

//Store Item Value pTWFix32 = &(pvalRange->MaxValue); valueF32 = FIX32ToFloat(\*pTWFix32);

//Store Item Value pTWFix32 = &(pvalRange->StepSize); valueF32 = FIX32ToFloat(\*pTWFix32);

//Store Item Value

}

GlobalUnlock(twCapability.hContainer);

} break; //-----ARRAY case TWON\_ARRAY:

{ pTW\_ARRAY pvalArray; TW\_UINT16 valueU16; TW\_UINT16 index; pvalArray = (pTW\_ARRAY)GlobalLock(twCapability.hContainer); for (index = 0; index < pvalArray->NumItems; index++)

{ if (pvalArray->ItemType == TWTY\_UINT16)

{ valueU16 = ((TW\_UINT16)(pvalArray->ItemList[index\*2]));

//Store Item Value

}

}

GlobalUnlock(twCapability.hContainer);

} break;

} //End Switch Statement

GlobalFree(twCapability.hContainer);

} else {

//Capability MSG\_GET Failed check Condition Code

}

/\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

* Fix32ToFloat
* Convert a FIX32 value into a floating point value.\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*/ float FIX32ToFloat (TW\_FIX32 fix32)

{ float floater;

floater = (float)fix32.Whole + (float)fix32.Frac / 65536.0; return floater;

}

###### Creating (packing) a Container for a MSG\_SET Operation

//-------------------------------------------------

//Example of DG\_CONTROL / DAT\_CAPABILITY / MSG\_SET //-------------------------------------------------

TW\_CAPABILITY twCapability;

TW\_INT16 rc;

TW\_UINT32 NumberOfItems; twCapability.Cap = Cap; //Insert Capability of Interest twCapability.ConType = Container;

//Use TWON\_ONEVALUE or TWON\_ARRAY to set current value //Use TWON\_ENUMERATION or TWON\_RANGE to limit available values switch (twCapability.ConType)

{

//-----ENUMERATION case TWON\_ENUMERATION:

{ pTW\_ENUMERATION pvalEnum;

//The number of Items in the ItemList NumberOfItems = 2;

//Allocate memory for the container and additional ItemList

// entries

twCapability.hContainer = GlobalAlloc(GHND, (sizeof(TW\_ENUMERATION) + sizeof(TW\_UINT16) \*

(NumberOfItems))); pvalEnum = (pTW\_ENUMERATION)GlobalLock(twCapability.hContainer); pvalEnum->NumItems = 2 //Number of Items in ItemList pvalEnum->ItemType = TWTY\_UINT16;

((TW\_UINT16)(pvalEnum->ItemList[0])) = 1;

((TW\_UINT16)(pvalEnum->ItemList[1])) = 2;

GlobalUnlock(twCapability.hContainer);

} break; //-----ONEVALUE case TWON\_ONEVALUE:

{ pTW\_ONEVALUE pvalOneValue;

twCapability.hContainer = GlobalAlloc(GHND, sizeof(TW\_ONEVALUE));

pvalOneValue =

(pTW\_ONEVALUE)GlobalLock(twCapability.hContainer);

(TW\_UINT16)pvalOneValue->ItemType = TWTY\_UINT16;

(TW\_UINT16)pvalOneValue->Item = 1;

GlobalUnlock(twCapability.hContainer);

} break; //-----RANGE case TWON\_RANGE:

{ pTW\_RANGE pvalRange; TW\_FIX32 TWFix32; float valueF32; twCapability.hContainer = GlobalAlloc(GHND, sizeof(TW\_RANGE)); pvalRange = (pTW\_RANGE)GlobalLock(twCapability.hContainer);

(TW\_UINT16)pvalRange->ItemType = TWTY\_FIX32; valueF32 = 100;

TWFix32 = FloatToFIX32 (valueF32); pvalRange->MinValue = \*((pTW\_INT32) &TWFix32); valueF32 = 200;

TWFix32 = FloatToFIX32 (valueF32); pvalRange->MaxValue = \*((pTW\_INT32) &TWFix32);

GlobalUnlock(twCapability.hContainer);

} break; //-----ARRAY case TWON\_ARRAY:

{ pTW\_ARRAY pvalArray;

//The number of Items in the ItemList

NumberOfItems = 2;

//Allocate memory for the container and additional ItemList entries

twCapability.hContainer = GlobalAlloc(GHND,

(sizeof(TW\_ARRAY) + sizeof(TW\_UINT16) \* (NumberOfItems))); pvalArray = (pTW\_ARRAY)GlobalLock(twCapability.hContainer);

(TW\_UINT16)pvalArray->ItemType = TWTY\_UINT16;

(TW\_UINT16)pvalArray->NumItems = 2;

((TW\_UINT16)(pvalArray->ItemList[0])) = 1;

((TW\_UINT16)(pvalArray->ItemList[1])) = 2;

GlobalUnlock(twCapability.hContainer);

} break; } //-----MSG\_SET rc = (\*pDSM\_Entry)(&AppID, &SourceID,

DG\_CONTROL,

DAT\_CAPABILITY,

MSG\_SET,

(TW\_MEMREF)&twCapability); GlobalFree(twCapability.hContainer); switch (rc) { case TWRC\_SUCCESS:

//Capability's Current or Available value was set as specified case TWRC\_CHECKSTATUS:

//The Source matched the specified value(s) as closely as possible

//Do a MSG\_GET to determine the settings made case TWRC\_FAILURE:

//Check the Condition Code for more information

}

/\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

* FloatToFix32
* Convert a floating point value into a FIX32.

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*/

TW\_FIX32 FloatToFix32 (float floater)

{

TW\_FIX32 Fix32\_value;

TW\_INT32 value = (TW\_INT32) (floater \* 65536.0 + 0.5);

Fix32\_value.Whole = value >> 16;

Fix32\_value.Frac = value & 0x0000ffffL;

return (Fix32\_value);

}

**Delayed Negotiation - Negotiating Capabilities After State 4**

Applications may inquire about a Source’s capability values at any time during the session with the Source. However, as a rule, applications can only request to **set** a capability during State 4. The rationale behind this restriction is tied to the display of the Source’s user interface when the Source is enabled. Many Sources will modify the contents of their user interface in response to some of the application’s requested settings. These user interface modifications prevent the user from selecting choices that do not meet the application’s requested values. The Source’s user interface is never displayed in State 4 so changes can be made without the user’s awareness. However, the interface may be displayed in States 5 through 7.

Some capabilities have no impact on the Source’s user interface and the application may really want to set them later than State 4. To allow delayed negotiation, the application must request, during State 4, that a particular capability be able to be set later (during States 5, 6 or 7). The Source may agree to this request or deny it. The request is negotiated by the application with the Source by using the DG\_CONTROL / DAT\_CAPABILITY operations on the CAP\_EXTENDEDCAPS capability.

On the CAP\_EXTENDEDCAPS capability, the DG\_CONTROL / DAT\_CAPABILITY operations:

MSG\_GET

Indicates the capabilities the Source is willing to negotiate in States 5, 6 or 7.

MSG\_SET

Specifies which capabilities the application wishes to negotiate in States 5, 6 or 7. For TWAIN 2.3 or later data sources, this value will already to be set to the values allowed by the data source, the list never starts empty.

MSG\_GETCURRENT

Provides an array of the capabilities the Source allows to be negotiated in States 5, 6 and 7. For TWAIN 2.3 or later data sources, this value will already to be set to the values allowed by the data source, the list never starts empty.

As with any other capability, if the Source does not support negotiating CAP\_EXTENDEDCAPS, it will return the Return Code TWRC\_FAILURE with the Condition Code TWCC\_CAPUNSUPPORTED.

If an application attempts to set a capability in State 5, 6 or 7 and the Source has not previously agreed to this arrangement, the operation will fail with a Return Code of TWRC\_FAILURE and a Condition Code of TWCC\_SEQERROR.

If an application does not use the Source’s user interface but presents its own, the application controls the state of the Source explicitly. If the application wants to set the value of any capability, it returns the Source to State 4 and does so. Therefore, an application using its own user interface will probably not need to use CAP\_EXTENDEDCAPS.

#### Options for Transferring Data

As discussed previously, there are three modes defined by TWAIN for transferring data:

* Native
* Disk File
* Buffered Memory

A Source is required to support Native and Buffered Memory transfers.

**Native Mode Transfer**

The use of Native mode, the default mode, for transferring data was covered in Chapter 3, "Application Implementation". There is one potential limitation that can occur in a Native mode transfer. That is, there may not be an adequately large block of RAM available to hold the image. This situation will not be discovered until the transfer is attempted when the application issues the DG\_IMAGE / DAT\_IMAGENATIVEXFER / MSG\_GET operation.

When the lack of memory appears, the Source may respond in one of several ways. It can:

* Simply fail the operation.
* Clip the image to make it fit in the available RAM - The Source should notify the user that the clipping operation is taking place due to limited RAM. The clipping should maintain both the aspect ratio of the selected image and the origin (upper-left).
* Interact with the user to allow them to resize the image or cancel the capture.

The Return Code / Condition Code returned from the DG\_IMAGE / DAT\_IMAGENATIVEXFER / MSG\_GET operation may indicate one of these actions occurred.

**If the Return Code is TWRC\_XFERDONE:**

This indicates the transfer was completed and the session is in State 7. However, it does not guarantee that the Source did not clip the image to make it fit. Even if the application issued a DG\_IMAGE / DAT\_IMAGEINFO / MSG\_GET operation prior to the transfer to determine the image size, it cannot assume that the ImageWidth and ImageLength values returned from that operation really apply to the image that was ultimately transferred. If the dimensions of the image are important to the application, the application should always check the actual transferred image size after the transfer is completed. To do this:

* 1. Execute a DG\_CONTROL / DAT\_PENDINGXFERS / MSG\_ENDXFER operation to move the session from State 7 to State 6 (or 5).
  2. Determine the actual size of the image that was transferred by reading the header of the actual image data transferred.

See Chapter 12, "Operating System Dependencies" for more information.

**If the Return Code is TWRC\_CANCEL:**

The acquisition was canceled by the user. The session is in State 7. Execute a DG\_CONTROL /

DAT\_PENDINGXFERS / MSG\_ENDXFER operation to move the session from State 7 to State 6 (or 5).

**If the Return Code is TWRC\_FAILURE:**

Check the Condition Code to determine the cause of the failure. The session is in State 6. No memory was allocated for the DIB or PICT. The image is still pending. If lack of memory was the cause, you can try to free additional memory or discard the pending image by executing DG\_CONTROL / DAT\_PENDINGXFERS / MSG\_ENDXFER.

**Disk File Mode Transfer**

The disk file mode is identified as TWSX\_FILE. Sources are not required to support Disk File Transfer so it is important to verify its support.

Determine if a Source Supports the Disk File Mode

* Use the DG\_CONTROL / DAT\_CAPABILITY / MSG\_GET operation.
* Set the TW\_CAPABILITY’s Cap field to ICAP\_XFERMECH.
* The Source returns information about the transfer modes it supports in the container structure pointed to by the hContainer field of the TW\_CAPABILITY structure. The disk file mode is identified as TWSX\_FILE.

##### After Verifying Disk File Transfer is Supported, Set Up the Transfer

**During State 4:**

* Set the ICAP\_XFERMECH to TWSX\_FILE. Use the DG\_CONTROL / DAT\_CAPABILITY / MSG\_SET operation.
* Use the DG\_CONTROL / DAT\_CAPABILITY / MSG\_GET operation to determine which file formats the Source can support. Set TW\_CAPABILITY. Cap to ICAP\_IMAGEFILEFORMAT and execute the MSG\_GET. The Source returns the supported format identifiers which start with TWFF\_ and may include TWFF\_PICT, TWFF\_BMP, TWFF\_TIFF, etc. They are listed in the TWAIN.H file and in the Constants section of Chapter 8, "Data Types and Data Structures".

**During States 4, 5, or 6:**

To set up the transfer the DG\_CONTROL / DAT\_SETUPFILEXFER operation of MSG\_GET, MSG\_GETDEFAULT, and MSG\_SET can be used.

The data structure used in the DSM\_Entry call is a TW\_SETUPFILEXFER structure (for DAT\_SETUPFILEXFER):

typedef struct {

TW\_STR255 FileName; /\* File to contain data \*/

TW\_UINT16 Format; /\* A TWFF\_xxxx constant \*/

TW\_HANDLE VrefNum; /\* Used for Macintosh only \*/

} TW\_SETUPFILEXFER, FAR \*pTW\_SETUPFILEXFER;

The application could use the MSG\_GETDEFAULT operation to determine the default file format and filename (TWAIN.TMP or TWAIN.AUD in the current directory). If acceptable, the application could just use that file. However, most applications prefer to set their own values for filename and format. The MSG\_SET operation allows this. It is done during State 6. To set your own filename and format, do the following:

1. Allocate the required TW\_SETUPFILEXFER structure. Then, fill in the appropriate fields:

1. FileName – the desired filename. On Windows, be sure to include the complete path name.
2. Format – the constant for the desired, and supported, format (TWFF\_xxxx). If you set it to an unsupported format, the operation returns TWRC\_FAILURE /

TWCC\_BADVALUE and the Source resets itself to write data to the default file.

1. VRefNum – On Macintosh, write the file’s volume reference number. On Windows, fill in the field with a TWON\_DONTCARE16.

2. Invoke the DG\_CONTROL / DAT\_SETUPFILEXFER / MSG\_SET as appropriate.

##### Execute the Transfer into the File

After the application receives the MSG\_XFERREADY notice from the Source and has issued the DG\_CONTROL / DAT\_SETUPFILEXFER / MSG\_GET.

Use the following operation: DG\_IMAGE / DAT\_IMAGEFILEXFER / MSG\_GET

This operation does not have an associated data structure but just uses NULL for the pData parameter in the DSM\_Entry call.

* If the application has not specified a filename (during the setup) - the Source will use either its default file or the last file information it was given.
* If the file specified by the application does not exist - the Source should create it.
* If the file exists but already has data in it - the Source should overwrite the existing data. Notice, if you are transferring multiple files and using the same file name each time, you will overwrite the data unless you copy it to a different filename between transfers.

**Note:** The application cannot abort a Disk File transfer once initiated. However, the Source’s user interface may allow the user to cancel the transfer.

Following execution, be sure to check the Return Code:

**TWRC\_XFERDONE**: File was written successfully. The application needs to invoke the

DG\_CONTROL / DAT\_PENDINGXFERS / MSG\_ENDXFER to transition the session back to State 6 (or 5) as was illustrated in Chapter 3, "Application Implementation".

**TWRC\_CANCEL**: The user canceled the transfer. The contents of the file are undefined.

Invoke DG\_CONTROL / DAT\_PENDINGXFERS / MSG\_ENDXFER to transition the session back to State 6 (or 5) as was illustrated in Chapter 3, "Application Implementation".

**TWRC\_FAILURE**

The Source remained in State 6.

The contents of the file are undefined.

The image is still pending. To discard it, use DG\_CONTROL / DAT\_PENDINGXFERS / MSG\_ENDXFER.

Check the Condition Code to determine the cause of the failures. The alternatives are:

TWCC\_BADDEST = Operation aimed at invalid Source

TWCC\_OPERATIONERROR = Either the file existed but could not be accessed or a system error occurred during the writing

TWCC\_SEQERROR = Operation invoked in invalid state (i.e. not 6)

**Buffered Memory Mode Transfer**

##### Set Capability Values for the Buffered Memory Mode, if Desired

Data is typically transferred in uncompressed format. However, if you are interested in knowing if the Source can transfer compressed data when using the buffered memory mode, perform a DG\_CONTROL / DAT\_CAPABILITY / MSG\_GET on the ICAP\_COMPRESSION. The values will include TWCP\_NONE (the default) and perhaps others such as TWCP\_PACKBITS, TWCP\_JPEG ,etc. (See the list in the Constants section of Chapter 8, "Data Types and Data Structures".) More information on compression is available later in this chapter in the section called Transfer of Compressed Data.

##### Set up the Transfer

**During State 4:**

Set the ICAP\_XFERMECH to TWSX\_MEMORY by using the DG\_CONTROL / DAT\_CAPABILITY / MSG\_SET operation.

**During States 4, 5, or 6:**

The DG\_CONTROL / DAT\_SETUPMEMXFER / MSG\_GET operation is used by the application to determine what buffer sizes the Source wants to use during the transfer. The Source might have more accurate information in State 6.

The data structure used in the DSM\_Entry call is a TW\_SETUPMEMXFER structure: typedef struct {

TW\_UINT32 MinBufSize /\* Minimum buffer size in bytes \*/

TW\_UINT32 MaxBufSize /\* Maximum buffer size in bytes \*/

TW\_UINT32 Preferred /\* Preferred buffer size in bytes \*/

} TW\_SETUPMEMXFER, FAR \*pTW\_SETUPMEMXFER;

The Source will fill in the appropriate values for its device. **Buffers Used for Uncompressed Strip Transfers**

* The application is responsible for allocating and deallocating all memory used during the buffered memory transfer.
* For optimal performance, create buffers of the Preferred size.
* In all cases, the size of the allocated buffers must be within the limits of MinBufSize to MaxBufSize. If outside of these limits, the Source will fail the transfer operation with a Return Code of TWRC\_FAILURE / TWCC\_BADVALUE.
* If using more than one buffer, all buffers must be the same size.
* Raster lines must be double-word aligned and padded with zeros is recommended .

##### Execute the Transfer Using Buffers

After the application receives the MSG\_XFERREADY notice from the Source and has issued the DG\_CONTROL / DAT\_SETUPMEMXFER / MSG\_GET operation:

* Allocate one or more buffers of the same size. The best size is the one indicated by the

TW\_SETUPMEMXFER.Preferred field. If that is impossible, be certain the buffer size is between MinBufSize and MaxBufSize.

* Allocate the TW\_IMAGEMEMXFER structure. It will be used in the DG\_IMAGE / DAT\_IMAGEMEMXFER / MSG\_GET operation.

The TW\_IMAGEMEMXFER structure looks like this:

typedef struct {

TW\_UINT16 Compression;

TW\_UINT32 BytesPerRow;

TW\_UINT32 Columns;

TW\_UINT32 Rows;

TW\_UINT32 XOffset;

TW\_UINT32 YOffset;

TW\_UINT32 BytesWritten;

TW\_MEMORY Memory;

} TW\_IMAGEMEMXFER, FAR \*pTW\_IMAGEMEMXFER;

Fill in the TW\_IMAGEMEMXFER’s first field with TWON\_DONTCARE16 and the following six fields with TWON\_DONTCARE32.

The TW\_MEMORY structure embedded in there looks like this:

typedef struct {

TW\_UINT32 Flags;

TW\_UINT32 Length;

TW\_MEMREF TheMem;

} TW\_MEMORY, FAR \*pTW\_MEMORY;

Fill in the TW\_MEMORY structure as follows:

**Memory.Flags**

Place TWMF\_APPOWNS bit-wise ORed with TWMF\_POINTER or TWMF\_HANDLE

**Memory.Length**

The size of the buffer in bytes

**Memory.TheMem**

A handle or pointer to the memory buffer allocated above (depending on which one was specified in the Flags field).

Following each buffer transfer, the Source will have filled in all the fields except Memory which it uses as a reference to the memory block for the data.

The flow of the transfer of buffers is as follows:

**Step 1**

Buffered Memory transfers provide no embedded header information. Therefore, the application must determine the image attributes. After receiving the MSG\_XFERREADY, i.e. while in State 6, the application issues the DG\_IMAGE / DAT\_IMAGEINFO / MSG\_GET and DG\_IMAGE / DAT\_IMAGELAYOUT / MSG\_GET operations to learn about the image’s bitmap characteristics and the size and location of the original image on the original page (before scaling or other processing). If additional information is desired, use the DG\_CONTROL / DAT\_CAPABILITY / MSG\_GET operation.

**Step 2**

The application issues DG\_IMAGE / DAT\_IMAGEMEMXFER / MSG\_GET.

**Step 3**

The application checks the Return Code.

* If TWRC\_SUCCESS:

Examine the TW\_IMAGEMEMXFER structure for information about the buffer. If you plan to reuse the buffer, copy the data to another location.

Loop back to Step 2 to get another buffer. Be sure to reinitialize the information in the TW\_IMAGEMEMXFER structure (including the Memory fields), if necessary. Issue another DG\_IMAGE / DAT\_IMAGEMEMXFER / MSG\_GET operation.

* If TWRC\_XFERDONE:

This is how the Source indicates it just transferred the last buffer successfully. Examine the TW\_IMAGEMEMXFER structure for information about the buffer. Perhaps, copy the data to another location, as desired, then go to Step 4.

* If TWRC\_CANCEL:

The user aborted the transfer. The application must send a DG\_CONTROL / DAT\_PENDINGXFERS / MSG\_ENDXFER as described in Chapter 3, "Application Implementation" to move from State 7 to State 6 (or 5).

* If TWRC\_FAILURE:

Examine the Condition Code to determine the cause and handle it.

If the failure occurred during the transfer of the first buffer, the session is in State 6. If the failure occurred on a subsequent buffer, the session is in State 7.

The contents of the buffer are invalid and the transfer of the buffer is still pending. To abort it, use DG\_CONTROL / DAT\_PENDINGXFERS / MSG\_ENDXFER.

**Step 4**

Once the TWRC\_XFERDONE has been returned, the application must send the DG\_CONTROL /

DAT\_PENDINGXFERS / MSG\_ENDXFER to conclude the transfer. This was described in Chapter 3, "Application Implementation" in the section called State 7 to 6 to 5 - Conclude the Transfer.

**Note:** The majority of Sources divide the image data into strips when using buffered transfers. A strip is a horizontal band starting at the leftmost side of the image and spanning the entire width but covering just a portion of the image length. The application can verify that strips are being used if the information returned from the Source in the

TW\_IMAGEMEMXFER structure’s XOffset field is zero and the Columns field is equal to the value in the TW\_IMAGEINFO structure’s ImageWidth field.

An alternative to strips is the use of tiles although they are used by very few Sources. Refer to the TW\_IMAGEMEMXFER information in Chapter 8, "Data Types and Data Structures" for an illustration of tiles.

**Buffered Memory Mode Transfer With File Format**

This operation works very much like Buffered Memory Mode, but the data transferred from the

Source to the Application conforms to the image file format specified by a previous call to

DG\_IMAGE / DAT\_SETUPFILEXFER / MSG\_GET. There is no requirement for the data to be transferred as complete image lines or for any kind of padding, the data is assumed to be selfcontained and self-describing.

#### The ImageData and Its Layout

The image which is transferred from the Source to the application has several attributes. Some attributes describe the size of the image. Some describe where the image was located on the scanner. Still others might describe information such as resolution or number of bits per pixel. TWAIN provides means for the application to learn about these attributes.

Users are often able to select and modify an image’s attributes through the Source’s user interface. Additionally, TWAIN provides capabilities and operations that allow the application to impact these attributes prior to acquisition and transfer.

**Getting Information About the Image That will be Transferred**

Before the transfer occurs, while in State 6, the Source can provide information to the application about the actual image that it is about to transfer. Note, the information is lost once the transfer takes place so the application should save it, if needed. This information can be retrieved through two operations:

* DG\_IMAGE / DAT\_IMAGELAYOUT / MSG\_GET
* DG\_IMAGE / DAT\_IMAGEINFO / MSG\_GET

The area of an image to be acquired will always be a rectangle called a frame. There may be one or more frames located on a page. Frames can be selected by the user or designated by the application. The TW\_IMAGELAYOUT structure communicates where the image was located on the original page relative to the origin of the scanner. It also indicates, in its FrameNumber field, if this is the first frame, or a later frame, to be acquired from the page.

The TW\_IMAGELAYOUT structure looks like this:

typedef struct { TW\_FRAME Frame;

TW\_UINT32 DocumentNumber;

TW\_UINT32 PageNumber;

TW\_UINT32 FrameNumber;

} TW\_IMAGELAYOUT, FAR \*pTW\_IMAGELAYOUT;

The TW\_FRAME structure specifies the values for the Left, Right, Top, and Bottom of the frame to be acquired based on the origin of the scanner. Values are given in ICAP\_UNITS.

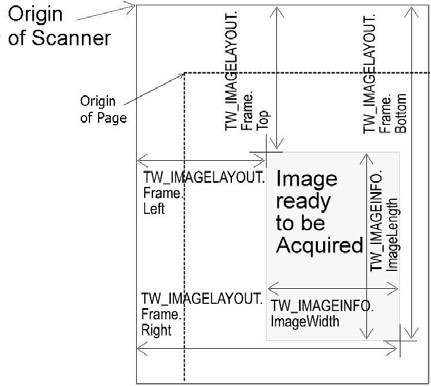


Figure 4-1. TW\_FRAME Structure

The DG\_IMAGE / DAT\_IMAGEINFO / MSG\_GET operation communicates other attributes of the image being transferred. The TW\_IMAGEINFO structure looks like this:

typedef struct {

TW\_FIX32 XResolution;

TW\_FIX32 YResolution; TW\_INT32 ImageWidth;

TW\_INT32 ImageLength;

TW\_INT16 SamplesPerPixel;

TW\_INT16 BitsPerSample[8];

TW\_INT16 BitsPerPixel;

TW\_BOOL Planar;

TW\_INT16 PixelType;

TW\_UINT16 Compression;

} TW\_IMAGEINFO, FAR \* pTW\_IMAGEINFO;

The ImageWidth and ImageLength relate to the frame described by the TW\_IMAGELAYOUT structure after ICAP\_ROTATION is taken into account.

**Changing the Image Attributes**

Normally, the user will select the desired attributes. However, the application may wish to do this initially during State 4. For example, if the user interface will not be displayed, the application may wish to select the frame. The application can use a DG\_IMAGE / DAT\_IMAGELAYOUT / MSG\_SET operation to define the area (frame) to be acquired. Although, there is no corresponding DG\_IMAGE / DAT\_IMAGEINFO / MSG\_SET operation, the application can change those attributes by setting capabilities and the TW\_IMAGELAYOUT data structure.

Here are the relationships:

|  |  |
| --- | --- |
| **TW\_IMAGEINFO fields** | **Capability or data structure that impacts the attribute** |
| XResolution | ICAP\_XRESOLUTION |
| **TW\_IMAGEINFO fields** | **Capability or data structure that impacts the attribute** |
| YResolution | ICAP\_YRESOLUTION |
| ImageWidth | TW\_IMAGELAYOUT.TW\_FRAME.Right - TW\_FRAME.Left  \*\* |
| ImageLength | TW\_IMAGELAYOUT.TW\_FRAME.Bottom - TW\_FRAME.Top  \*\* |
| SamplesPerPixel | ICAP\_PIXELTYPE (i.e. TWPT\_BW has 1, TWPT\_RGB has 3) |
| BitsPerSample | Calculated by BitsPerPixel divided by SamplesPerPixel |
| BitsPerPixel | ICAP\_BITDEPTH |
| Planar | ICAP\_PLANARCHUNKY |
| PixelType | ICAP\_PIXELTYPE |
| Compression | ICAP\_COMPRESSION |

\*\*ImageWidth and ImageLength are actually provided in pixels whereas TW\_FRAME uses ICAP\_UNITS. If ICAP\_ROTATION is 90 or -90 then ImageWidth and ImageLength are exchanged.

**Resolving Conflict Between ICAP\_FRAMES, ICAP\_SUPPORTEDSIZES, DAT\_IMAGELAYOUT**

Since there are several ways to negotiate the scan area, it becomes confusing when deciding what should take precedence. It is logical to assume that the last method used to set the frame will dictate the current frame. However, it may still be confusing to decide how that is represented during a MSG\_GET operation for any of the three methods. The following behavior is suggested.

**Note:** Frame extents are only limited by ICAP\_PHYSICALWIDTH and ICAP\_PHYSICALHEIGHT. Setting ICAP\_SUPPORTEDSIZES does NOT imply a new extent limitation. TWSS\_xxxx sizes combined with ICAP\_ORIENTATION are simply predefined fixed frame sizes.

* If the frame is set in DAT\_IMAGELAYOUT
* ICAP\_FRAMES shall respond to MSG\_GETCURRENT with the dimensions of the frame set in the DAT\_IMAGELAYOUT call.
* ICAP\_SUPPORTEDSIZES shall respond to MSG\_GETCURRENT with TWSS\_NONE
* If the current frame is set from ICAP\_FRAMES
* DAT\_IMAGELAYOUT shall respond with the dimensions of the current frame set in ICAP\_FRAMES
* ICAP\_SUPPORTEDSIZES shall respond to MSG\_GETCURRENT with TWSS\_NONE
* If the current fixed frame is set from ICAP\_SUPPORTEDSIZES
* DAT\_IMAGELAYOUT shall respond to MSG\_GET with the dimensions of the fixed frame specified in ICAP\_SUPPORTEDSIZES combined with ICAP\_ORIENTATION.
* ICAP\_FRAMES shall respond to MSG\_GETCURRENT with the dimensions of the fixed frame specified in ICAP\_SUPPORTEDSIZES combined with ICAP\_ORIENTATION.

**ICAP\_ROTATION, ICAP\_ORIENTATION Affect on ICAP\_FRAMES, DAT\_IMAGELAYOUT,**

**DAT\_IMAGEINFO**

Obviously a change in orientation will have an effect on the output image dimensions, so these must be reflected in DAT\_IMAGEINFO during State 6. The resulting image dimensions shall be reported by the data source after considering the effect of the rotation on the current frame.

ICAP\_ORIENTATION shall be reflected in returned ICAP\_FRAMES and DAT\_IMAGELAYOUT when set using ICAP\_SUPPORTEDSIZES other than TWSS\_NONE or TWSS\_MAXSIZE.

ICAP\_ROTATION shall only be reflected in the returned image data of DAT\_IMAGEINFO.

ICAP\_ORIENTATION and ICAP\_ROTATION are additive. The original SupportedSize is modified by ICAP\_ORIENTATION as it is downloaded to the device by the Source, and represents the orientation of the paper being scanned. ICAP\_ROTATION is then applied to the captured image to yield the final framing information that is reported to the Application in State 6 or 7. One possible reason for combining these two values is to use them to cancel each other out. For instance, some scanners with automatic document feeders may receive a performance benefit from describing an ICAP\_ORIENTATION of TWOR\_LANDSCAPE in combination with an ICAP\_ROTATION of 90 degrees. This would allow the user to feed images in a landscape orientation (which lets them feed faster), while rotating the captured images back to portrait (which is the way the user wants to view them).

#### Transfer of Multiple Images

Chapter 3, "Application Implementation" discussed the transfer of a single image. Transferring multiple images simply requires looping through the single-image transfer process repeatedly whenever more images are available. Two classes of issues arise when considering multiple image transfer under TWAIN:

* What state transitions are allowable when a session is at an inter-image boundary?
* What facilities are available to support the operation of a document feeder? This includes issues related to high-performance scanning.

This section starts with a review of the single-image transfer process. This is followed by a discussion of options available to an application once the transfer of a single image is complete. Finally, document feeder issues are presented.

To briefly review the single-image transfer process:

* The application enables the Source and the session moves from State 4 to State 5.
* The Source sends the application a MSG\_XFERREADY when an image is ready for transfer.
* The application uses DG\_IMAGE / DAT\_IMAGEINFO / MSG\_GET and DG\_IMAGE / DAT\_IMAGELAYOUT / MSG\_GET to get information about the image about to be transferred.
* The application initiates the transfer using a DG\_CONTROL / DAT\_IMAGExxxxFER / MSG\_GET operation. The transfer occurs.
* Following a successful transfer, the Source returns TWRC\_XFERDONE.
* The application sends the DG\_CONTROL / DAT\_PENDINGXFERS / MSG\_ENDXFER operation to acknowledge the end of the transfer and learn the number of pending transfers.

If the intent behind transferring a single image is to simply flush it from the Source (for example, an application may want to scan only every other page from a stack placed in a scanner with a document feeder), the following operation suffices:

* Issue a CONTROL / DAT\_PENDINGXFERS / MSG\_ENDXFER operation. As with normal

image transfer, this operation tells the Source that the application has completed acquisition of the current image, and the Source responds by reporting the number of pending transfers.

**Preparing for Multiple Image Transfer**

The DG\_CONTROL / DAT\_PENDINGXFERS / MSG\_ENDXFER operation issued by the application at the end of every image transfer performs two important functions:

* It returns a count of pending transfers (in TW\_PENDINGXFERS.Count)
* It transitions the session to State 6 (Transfer Ready) if the count of pending transfers is nonzero, or to State 5 (Source Enabled) if the count is zero. Recall that the count returned is a positive value if the Source knows the number of images available for acquisition. If the Source does not know the number of images available, the count returned is -1. The latter situation can occur if, for example, a document feeder is in use. Note that not knowing the number of images available includes the possibility that no further images are available; see the description of DG\_CONTROL / DAT\_PENDINGXFERS / MSG\_ENDXFER for more on this.

We have just seen that after the MSG\_ENDXFER operation is issued following an image transfer, the session is either in State 6 or State 5; that is, the session is still very much in an active state. If the session is in State 6 (i.e. “an image is available”), the application takes one of two actions so as to eventually transition the session to State 5 (i.e. “Source is ready to acquire an image, though none is available”):

* It continues to perform the single-image transfer process outlined earlier until no more images are available, or
* It issues a DG\_CONTROL / DAT\_PENDINGXFERS / MSG\_RESET to flush all pending transfers from the Source.

Once the session is back in State 5, the application has to decide whether to stay in State 5 or transition down to State 4 (“Source is open, and ready for capability negotiation”.) Two scenarios are possible here.

In one scenario, the application lets the Source control further state transitions. If the Source sends it a MSG\_XFERREADY, the application restarts the multiple image transfer loop described above. If the Source sends it a MSG\_CLOSEDSREQ (e.g. because the user activated the “Done” trigger on the UI displayed by the Source), the application sends back a DG\_CONTROL / DAT\_USERINTERFACE / MSG\_DISABLEDS, thereby putting the session in State 4.

In the other scenario, the application directly controls session state transitions. For example, the application may want to shut down the current session as soon as the current batch of images have been transferred. In this case, the application issues a DG\_CONTROL /

DAT\_USERINTERFACE / MSG\_DISABLEDS as soon as the pending transfers count reaches zero.

It should be noted that there is no “right”, “wrong” or “preferred” scenario for an application to follow when deciding what to do once all images in the current set have been transferred. If an application wants to let the user control the termination of a session explicitly, it may well wait for the Source to send it a MSG\_CLOSEDSREQ. On the other hand, the application may have a strong sense of what constitutes a session; for example, it may want to terminate a scan session as soon as a blank page is transferred. In such a case, the application will want to control the condition under which the MSG\_DISABLEDS is sent.

**Use of a Document Feeder**

The term document feeder can refer to a physical device’s automatic document feeder, such as might be available with a scanner, or to the logical feeding ability of an image database. Both input mechanisms apply although the following text uses the physical feeder for its discussion. The topics covered in this section are:

* Controlling whether to scan pages from the document feeder or the platen
* Detecting whether or not paper is ready for scanning
* Controlling scan lookahead

Note that these concepts are applicable to scanners that do not have feeders; see the discussion below for details.

##### Selecting the Document Feeder

Sometimes the use of a document feeder actually alters how the image is acquired. For instance, a scanner may move its light bar over a piece of paper if the paper is placed on a platen. When a document feeder is used, however, the same scanner might hold the light bar stable and scan the moving paper. To prepare for such variations the application and Source can explicitly agree to use the document feeder. The negotiation for this action must occur during State 4 **before** the Source is enabled using the following capability.

**CAP\_FEEDERENABLED**

Determine if a Source has a document feeder available and, if so, select that option.

* To determine if this capability is supported, use a DG\_CONTROL / DAT\_CAPABILITY /

MSG\_GET operation. TWRC\_FAILURE / TWCC\_CAPUNSUPPORTED indicates this Source does not have the ability to select the document feeder.

* If supported, use the DG\_CONTROL / DAT\_CAPABILITY / MSG\_SET operation during State 4.
* Set TW\_CAPABILITY.Cap to CAP\_FEEDERENABLED.
* Create a container of type TW\_ONEVALUE and set it to TRUE. Reference TW\_CAPABILITY.hContainer to the container.
* Execute the MSG\_SET operation and check the Return Code.

If TWRC\_SUCCESS then the feeder is available and your request to use it was accepted. The application can now set other document feeder capabilities.

If TWRC\_FAILURE and TWCC\_CAPUNSUPPORTED, TWCC\_CAPBADOPERATION, or

TWCC\_BADVALUE then this Source does not have a document feeder capability or does not allow it to be selected explicitly.

**Note:** If an application wanted to prevent the user from using a feeder, the application should use a MSG\_SET operation to set the CAP\_FEEDERENABLED capability to FALSE.

##### Detecting Whether an Image is Ready for Acquisition

Having an image ready for acquisition in the Source device is independent of having a selectable document feeder. There are three possibilities here:

* The Source cannot tell whether an image is available,
* An image is available for acquisition, or
* No image is available for acquisition

These cases can be detected by first determining whether a Source can tell that image data is available for acquisition (case 1. vs. cases 2. and 3.) and then determining whether image data is available (case 2. vs. case 3.)The capabilities used to do so are as follows:

**CAP\_PAPERDETECTABLE**

First, determine if the Source can tell that documents are loaded.

* To check if a Source can detect documents, use the DG\_CONTROL / DAT\_CAPABILITY / MSG\_GET operation.
* Set the TW\_CAPABILITY.Cap field to CAP\_PAPERDETECTABLE.
* The Source returns TWRC\_SUCCESS with the hContainer structure’s value set to TRUE if it can detect a loaded document that is ready for acquisition. If the result code is TWRC\_FAILURE with TWCC\_CAPUNSUPPORTED or TWCC\_BADVALUE, then the Source cannot detect that paper is loaded.

**Note:** CAP\_PAPERDETECTABLE can be used independently of CAP\_FEEDERENABLED. Also, an automatic document feeder need not be present for a Source to support this capability; e.g. a scanner that can detect paper on its platen should return TRUE.

The application cannot set this capability. The Source is simply reporting on a condition.

CAP\_FEEDERLOADED

Next, determine if there are documents loaded in the feeder.

* To check if pages are present, use the DG\_CONTROL / DAT\_CAPABILITY / MSG\_GET operation.
* Set the TW\_CAPABILITY.Cap field to CAP\_FEEDERLOADED.
* The Source returns TRUE if there are documents loaded. The information is in the container structure pointed to by the hContainer field of the TW\_CAPABILITY structure.

**Note:** Neither CAP\_FEEDERENABLED nor CAP\_PAPERDETECTABLE need be TRUE to use this

capability. A FALSE indication from this capability simply indicates that the feeder is not loaded or that the Source’s feeder cannot tell. For a definitive answer, be sure to check

CAP\_PAPERDETECTABLE.

##### Controlling Scan Lookahead

With low-end scanners there is usually ample time for the CPU handling the image acquisition to process incoming image data on-the-fly or in the scan delay between pages. However, with higher performance scanners the CPU image processing time for a given page can become a significant fraction of the scan time. This problem can be alleviated if the scanner can scan ahead image data that the CPU has yet to acquire. This data can be buffered in scanner-local memory, or stored in main memory by the Source via a DMA operation while the CPU processes the current image.

Scan look-ahead is not always desirable, however. This is because the decision to continue a scan may be determined by the results of previously scanned images. For example, a scanning application may decide to stop a scan whenever it sees a blank page. If scan look-ahead were always enabled, one or more pages past the blank page may be scanned and transferred to the scanner’s output bin. Such behavior may be incorrect from the point of view of the application’s design.

We have argued that the ability to control scan look-ahead is highly desirable. However, a single “enable scan look-ahead” command is insufficient to capture the richness of function provided by some scanners. In particular, TWAIN’s model of document feeding has each image (e.g., sheet of paper) transition through a three stage process.

1. **Image is in input bin.**  This action is taken by the user (for example, by placing a stack of paper into an auto-feeder.)
2. **Image is ready for scan.**  This action causes the next available image to be placed at the start of the scan area. Set the CAP\_AUTOFEED capability(described below)to automatically feed images to the start of the scan area.
3. **Image is scanned.**  This action actually causes the image to be scanned. For example, the

DG\_IMAGE/DAT\_IMAGEMEMXFER/MSG\_GET operation initiates image transfer to an application via buffered memory. TWAIN allows a Source to pre-fetch images into

Source-local memory (even before the application requests them) by setting the CAP\_AUTOSCAN capability.

**CAP\_AUTOFEED**

Enable the Source’s automatic document feeding process.

* Use DG\_CONTROL / DAT\_CAPABILITY / MSG\_SET.
* Set the TW\_CAPABILITY.Cap field to CAP\_AUTOFEED and set the capability to TRUE.
* When set to TRUE, the behavior of the Source is to eject one page and feed the next page after all frames on the first page are acquired. This automatic feeding process will continue whenever there is image data ready for acquisition (and the Source is in an enabled state). CAP\_FEEDERLOADED is TRUE showing that pages are in the document feeder.

**Note:** CAP\_FEEDERENABLED must be set to TRUE to use this capability. If not, the Source should return TWRC\_FAILURE / TWCC\_CAPUNSUPPORTED.

**CAP\_AUTOSCAN**

Enable the Source’s automatic document scanning process.

* Use DG\_CONTROL / DAT\_CAPABILITY / MSG\_SET.
* Set the TW\_CAPABILITY.Cap field to CAP\_AUTOSCAN and set the capability to TRUE.
* When set to TRUE, the behavior of the Source is to eject one page and scan the next page after all frames on the first page are acquired. This automatic scanning process will continue whenever there is image data ready for acquisition (and the Source is in an enabled state.

**Note:** Setting CAP\_AUTOSCAN to TRUE implicitly sets CAP\_AUTOFEED to TRUE also.

When your application uses automatic document feeding:

* Set CAP\_XFERCOUNT to -1 indicating your application can accept multiple images.
* Expect the Source to return the TW\_PENDINGXFERS.Count as -1. It indicates the Source has more images to transfer but it is not sure how many.
* Using automatic document feeding does not change the process of transferring multiple documents described earlier and in Chapter 3, "Application Implementation". **Control of the Document Feeding by the Application**

In addition to automatic document feeding, TWAIN provides an option for an application to manually control the feeding of documents. This is only possible if the Source agrees to negotiate the following capabilities during States 5, 6 and 7, as indicated by CAP\_EXTENDEDCAPS. If CAP\_AUTOFEED is set to TRUE, it can impact the way the Source responds to the following capabilities as indicated below.

**CAP\_FEEDPAGE**

* If the application sets this capability to TRUE, the Source will eject the current page (if any) and feed the next page.
* To work as described requires that CAP\_FEEDERENABLED and CAP\_FEEDERLOADED be TRUE.
* If CAP\_AUTOFEED is TRUE, the action is the still the same.
* The page ejected corresponds to the image that the application is acquiring (or is about to acquire). Therefore, if CAP\_AUTOSCAN is TRUE and one or more pages have been scanned speculatively, the page ejected may correspond to a page that has already been scanned into Source-local buffers.

**CAP\_CLEARPAGE**

* If the application sets this capability to TRUE, the Source will eject the current page and leave the feeder acquire area empty (that is, with no image ready to acquire).
* To work as described, this requires that CAP\_FEEDERENABLED be TRUE and there be a paper in the feeder acquire area to begin with.
* If CAP\_AUTOFEED is TRUE, the next page will advance to the acquire area.
* If CAP\_AUTOSCAN is TRUE, setting this capability returns TWRC\_FAILURE with TWCC\_BADVALUE.

**CAP\_REWINDPAGE**

* If the application sets this capability to TRUE, the Source will return the current page to the input area and return the last page from the output area into the acquisition area.
* To work as described requires that CAP\_FEEDERENABLED be TRUE.
* If CAP\_AUTOFEED is TRUE, the normal automatic feeding will continue after all frames of this page are acquired.
* The page rewound corresponds to the image that the application is acquiring. Therefore, if CAP\_AUTOSCAN is TRUE and one or more pages have been scanned speculatively, the page rewound may correspond to a page that has already been scanned into Source-local buffers.

#### Transfer of Compressed Data

When using the Buffered Memory mode for transferring images, some Sources may support the transfer of data in a compressed format.

To determine if a Source supports transfer of compressed data and to set the capability

1. Use the DG\_CONTROL / DAT\_CAPABILITY / MSG\_GET operation.
2. Set the TW\_CAPABILITY.Cap field to ICAP\_COMPRESSION.
3. The Source returns information about the compression schemes they support in the container structure pointed to by the hContainer field of TW\_CAPABILITY. The identifiers for the compression alternatives all begin with TWCP\_, such as

TWCP\_PACKBITS, and can be seen in the Constants section of Chapter 8, "Data Types and Data Structures" and in the TWAIN.H file.

1. If you wish to negotiate for the transfer to use one of the compression schemes shown, use the DG\_CONTROL / DAT\_CAPABILITY / MSG\_SET operation.

The TW\_IMAGEMEMXFER structure is used with the DG\_IMAGE / DAT\_IMAGEMEMXFER / MSG\_GET operation. The structure looks like this:

typedef struct {

TW\_UINT16 Compression; /\* A TWCP\_xxxx constant \*/

TW\_UINT32 BytesPerRow;

TW\_UINT32 Columns;

TW\_UINT32 Rows;

TW\_UINT32 XOffset;

TW\_UINT32 YOffset;

TW\_UINT32 BytesWritten;

TW\_MEMORY Memory;

} TW\_IMAGEMEMXFER, FAR \*pTW\_IMAGEMEMXFER;

When compressed strips of data are transferred:

* The BytesPerRow field will be set to 0. The Columns, Rows, XOffset, and YOffset fields will contain TWON\_DONTCARE32 indicating the fields hold invalid values. (The original image height and width are available by using the DG\_IMAGE / DAT\_IMAGEINFO / MSG\_GET operation during State 6 prior to the transfer.)
* Transfer buffers are always completely filled by the Source. For compressed data, it is very likely that at least one partial line will be written into the buffer.
* The application is responsible for deallocating the buffers.

When compressed, tiled data are transferred:

* All fields in the structure contain valid data. BytesPerRow, Columns, Rows, XOffset, and YOffset all describe the uncompressed tile. Compression and BytesWritten describe the compressed tile.
* In this case, unlike with compressed, strip data transfer, the Source allocates the transfer buffers. This allows the Source to create buffers of differing sizes so that complete, compressed tiles can be transferred to the application intact (not split between sequential buffers). Under these conditions, the application should set the fields of the TW\_MEMORY structure so Flags is TWMF\_DSOWNS, Length is TWON\_DONTCARE32 and TheMem is NULL. The Source must assume that the application will keep the previous buffer rather than releasing it. Therefore, the Source must allocate a new buffer for each transfer.
* The application is responsible for deallocating the buffers.
* Finally, the application cannot assume that the tiles will be transferred in any particular, logical order.

**JPEG Compression**

TWAIN supports transfer of several forms of compressed data. JPEG compression is one of them. The JPEG compression algorithm provides compression ratios in the range of 10:1 to 25:1 for grayscale and full-color images, often without causing visible loss of image quality. This compression, which is created by the application of a series of “perceptual” filters, is achieved in three stages:

##### Color Space Transformation and Component Subsampling (Color Images Only, Not for Grayscale)

The human eye is far more sensitive to light intensity (luminance) than it is to light frequency (chrominance, or “color”) since it has, on average, 100 million detectors for brightness (the “rods”) but only about 6 million detectors for color (the “cones”). Substantial image compression can be achieved simply by converting a color image into a more efficient luminance/chrominance color space and then subsampling the chrominance components.

This conversion is provided for by the TW\_JPEGCOMPRESSION structure. By specifying the

TW\_JPEGCOMPRESSION.ColorSpace = TWPT\_YUV, Source RGB data is converted into more space-efficient YUV data (better known as CCIR 601-1 or YCbCr).

TW\_JPEGCOMPRESSION.SubSampling specifies the ratio of luminance to chrominance samples in the resulting YUV data stream, and a typical choice calls for two luminance samples for every chrominance sample. This type of subsampling is specified by entering 0x21102110 into the TW\_JPEGCOMPRESSION.SubSampling field. A larger ratio of four luminance samples for every chrominance sample is represented by 0x41104110. To sample two luminance values for every chrominance sample in both the horizontal and vertical axes, use a value of 0x21102110.

##### Application of the Discrete Cosine Transform (DCT) and Quantization

The original components (with or without color space conversion) are next mathematically converted into a spatial frequency representation using the DCT and then filtered with quantization matrices (each frequency component is divided by its corresponding member in a quantization matrix). The quantization matrices are specified by

TW\_JPEGCOMPRESSION.QuantTable[] and up to four quantization matrices may be defined for up to four different original components. TW\_JPEGCOMPRESSION.QuantMap[] maps the particular original component to its respective quantization matrix.

**Note:** Suggested defaults for the quantization map and tables are in Section K of the JPEG Draft International Standard, version 10918-1. These defaults are used in the tables for QuantTable, HuffmanDC, and HuffmanAC by TWAIN. The default tables are selected by putting NULL into each of the TW\_JPEGCOMPRESSION.QuantTable[] entries.

##### Huffman encoding

The resulting coefficients from the DCT and quantization steps are further compressed in one final stage using a loss-less compression algorithm called Huffman encoding. Application developers can provide Huffman tables, though typically the default tables—selected by writing NULL into

TW\_JPEGCOMPRESSION.HuffmanDC[] and TW\_JPEGCOMPRESSION.HuffmanAC[]— yield very good results.

The algorithm optionally supports the use of restart marker codes. The purpose of these markers is to allow random access to strips of compressed data in a JPEG data stream. They are more fully described in the JPEG specification.

See Chapter 8, "Data Types and Data Structures" for the definition of the TW\_JPEGCOMPRESSION data structure. Example data structures are shown below for RGB image compression and grayscale image compression:

/\* RGB image compression - YUV conversion and 2:1:1 chrominance \*/ /\* subsampling \*/ typedef struct TW\_JPEGCOMPRESSION myJPEG; myJPEG.ColorSpace = TWPT\_YUV; // convert RGB to YUV myJPEG.SubSampling = 0x21102110; // 2 Y for each U, V myJPEG.NumComponents = 3; // Y, U, V myJPEG.RestartFrequency = 0; // No restart markers myJPEG.QuantMap[0] = 0; // Y component uses table0 myJPEG.QuantMap[1] = 1; // U component uses table 1 myJPEG.QuantMap[2] = 1; // V component uses table 1 myJPEG.QuantTable[0] = NULL; // select defaults for quant

// tables myJPEG.QuantTable[1] = NULL; // myJPEG.QuantTable[2] = NULL; // myJPEG.HuffmanMap[0] = 0; // Y component uses DC & AC

// table 0

myJPEG.HuffmanMap[1] = 1; // U component uses DC & AC

// table 1 myJPEG.HuffmanMap[2] = 1; // V component uses DC & AC

// table 1 myJPEG.HuffmanDC[0] = NULL; // select default for Huffman

// tables myJPEG.HuffmanDC[1] = NULL; // myJPEG.HuffmanAC[0] = NULL; // myJPEG.HuffmanAC[1] = NULL; //

/\* Grayscale image compression - no color space conversion or \*/ /\* subsampling \*/ typedef struct TW\_JPEGCOMPRESSION myJPEG; myJPEG.ColorSpace = TWPT\_GRAY; // Grayscale data myJPEG.SubSampling = 0x10001000; // no chrominance components myJPEG.NumComponents = 1; // Grayscale myJPEG.RestartFrequency = 0; // No restart markers myJPEG.QuantMap[0] = 0; // select default for quant

// map myJPEG.QuantTable[0] = NULL; // myJPEG.HuffmanMap[0] = 0; // select default for Huffman

// tables myJPEG.HuffmanDC[0] = NULL; // myJPEG.HuffmanAC[0] = NULL; //

The resulting compressed images from these examples will be compatible with the JPEG File Interchange Format (JFIF version 1.1) and will therefore be usable by a variety of applications that are JFIF-aware.

#### Alternative User Interfaces

Alternatives to Using the Source Manager’s Select Source Dialog

TWAIN ships its Source Manager code to act as the communication vehicle between application and Source. One of the services the Source Manager provides is locating all available Sources that meet the application’s requirements and presenting those to the user for selection.

It is recommended that the application use this approach. However, the application is not required to use this service. Two alternatives exist:

* The application can develop and present its own custom selection interface to the user. This is presented in response to the user choosing **Select Source...** from its menu.
* Or, if the application is dedicated to control of a specific Source, the application can transparently select the Source. In this case, the application does not functionally need to have a Select Source... option in the menu but a grayed-out one should be displayed for consistency with all other TWAIN-compliant applications.

Displaying a custom selection interface:

* 1. Use the DG\_CONTROL / DAT\_IDENTITY / MSG\_GETFIRST operation to have the Source Manager locate the first Source available. The name of the Source is contained in the TW\_IDENTITY.ProductName field. Save the TW\_IDENTITY structure.
  2. Use the DG\_CONTROL / DAT\_IDENTITY / MSG\_GETNEXT to have the Source Manager locate the next Source. Repeatedly use this operation until it returns TWRC\_ENDOFLIST indicating no more Sources are available. Save the TW\_IDENTITY structure.
  3. Use the ProductName information to display the choices to the user. Once they have made their selection, use the saved TW\_IDENTITY structure and the DG\_CONTROL / DAT\_IDENTITY / MSG\_OPENDS operation to have the Source Manager open the desired Source. (Note, using this approach, as opposed to the MSG\_USERSELECT operation, the Source Manager does not update the system default Source information to reflect your choice.)
  4. Use the DG\_CONTROL / DAT\_IDENTITY / MSG\_SET to set the system default source.

Transparently selecting a Source:

If the application wants to open the system default Source , use the DG\_CONTROL /

DAT\_IDENTITY / MSG\_GETDEFAULT operation to have the Source Manager locate the default Source and fill the TW\_IDENTITY structure with information about it. The name of the Source is contained in the TW\_IDENTITY.ProductName field. Save the TW\_IDENTITY structure.

OR

If you know the ProductName of the Source you wish to use and it is not the system default

Source, use the DG\_CONTROL / DAT\_IDENTITY / MSG\_GETFIRST and DG\_CONTROL / DAT\_IDENTITY / MSG\_GETNEXT operations to have the Source Manager locate each Source.

You must continue looking at Sources until you verify that the desired Source is available. Save the TW\_IDENTITY structure when you locate the Source you want. If the Return Code TWRC\_ENDOFLIST appears before the desired Source is located, it is not available.

Use the saved TW\_IDENTITY structure and the DG\_CONTROL / DAT\_IDENTITY / MSG\_OPENDS operation to have the Source Manager open the desired Source. (Note, using this approach, rather than MSG\_USERSELECT, the Source Manager does not update the system default Source information to reflect your choice.)

**Alternatives to Using the Source’s User Interface**

Just as with the Source Manager’s Select Source dialog, the application may ask to not use the Source’s user interface. Certain types of applications may not want to have the Source’s user interface displayed. An example of this can be seen in some text recognition packages that wish to negotiate a few capabilities (i.e. pixel type, resolution, page size) and then proceed directly to acquiring and transferring the data.

Some Sources may display the UI even when ShowUI is set to FALSE. An application can determine whether ShowUI can be set by interrogating the CAP\_UICONTROLLABLE capability. If CAP\_UICONTROLLABLE returns FALSE but the ShowUI input value is set to FALSE in an activation of DG\_CONTROL / DAT\_USERINTERFACE / MSG\_ENABLEDS, the enable DS operation returns TWRC\_CHECKSTATUS but displays the UI regardless. Therefore, an application that requires that the UI be disabled should interrogate CAP\_UICONTROLLABLE before issuing MSG\_ENABLEDS.

To enable the Source without displaying its user interface:

* Use the DG\_CONTROL / DAT\_USERINTERFACE / MSG\_ENABLEDS operation.
* Set the ShowUI field of the TW\_USERINTERFACE structure to FALSE.
* When the command is received and accepted (TWRC\_SUCCESS), the Source does not display a user interface but is armed to begin capturing data. For example, in a flatbed scanner, the light bar will light and begin to move. A handheld scanner will be armed and ready to acquire data when the “go” button is pressed on the scanner. Other devices may respond differently but they all will either begin acquisition immediately or be armed to begin acquiring data as soon as the user interacts with the device.

Capability negotiation is essential when the Source’s user interface is not displayed:

* Since the Source’s user interface is not displayed, the Source will not be giving the user the opportunity to select the information to be acquired, etc. Unless default values are acceptable, current values for all image acquisition and control parameters must be negotiated before the Source is enabled, i.e. while the session is in State 4.

When TW\_USERINTERFACE.ShowUI is set to FALSE:

* A Source that does not support ShowUI set to FALSE will return TWRC\_CHECKSTATUS and display the UI regardless.
* The application is still required to pass all events to the Source (via the DG\_CONTROL / DAT\_EVENT / MSG\_PROCESSEVENT operation) while the Source is enabled.
* The Source must display the minimum possible user interface containing only those controls required to make the device useful in context. In general, this means that no user interface is displayed, however certain devices may still require a trigger to initiate the scan.
* If the Source user interface is not displayed, and the Application sets CAP\_INDICATORS to TRUE, then the Source displays a progress indicator during acquisition and transfer, and an error can result in the Source showing a dialog to the user.
* If the Source user interface is not displayed, and the Application sets CAP\_INDICATORS to FALSE, then the Source is not allowed to display any kind of user interface, progress indicator or error dialog. All UI activity must be suppressed.
* If the Source user interface is displayed then the Source will ignore the setting for

CAP\_INDICATORS. A progress indicator is displayed during acquisition and transfer, and errors can result in the Source showing a dialog to the user.

* The Source still sends the application a MSG\_XFERREADY notice when the data is ready to be transferred.
* The Source may or may not send a MSG\_CLOSEDSREQ to the application asking to be closed since this is often user-initiated. Therefore, after the Source has returned to State 5 (following

the DG\_CONTROL / DAT\_PENDINGXFERS / MSG\_ENDXFER operation and the TW\_PENDINGXFERS.Count = 0), the application can send the DG\_CONTROL / DAT\_USERINTERFACE / MSG\_DISABLEDS operation.

**Modal Versus Modeless User Interfaces**

The Source Manager’s user interface is a modal interface but the Source may provide a modeless or modal interface. Here are the differences:

##### Modeless

When a Source uses a modeless user interface, although the Source’s interface is displayed, the user is still able to access the application by clicking on the application’s window and making it active.

The user is expected to click on a Close button on the Source’s user interface when they are ready for that display to go away. The application must NOT automatically close a modeless Source after the first (or any subsequent) transfer, even if the application is only interested in receiving a single transfer. If the application closes the Source before the user requests it, the user is likely to become confused about why the window disappeared. Wait until the user indicates the desire to close the Source’s window and the Source sends this request (MSG\_CLOSEDSREQ) to the application before closing the Source.

##### Modal

A Source using a modal user interface prevents the user from accessing other windows.

For Windows only, if the interface is application modal, the user cannot access other applications but can still access system utilities. If the interface is system modal (which is rare), the user cannot access anything else at an application or system level. A system modal dialog might be used to display a serious error message, like a UAE (Unrecoverable Application Error).

If using a modal interface, the Source can perform only one acquire during a session although there may be multiple frames per acquisition. The Source will send a close request to the application following the completion of the data transfer. Again, the application waits to receive this request.

The Source indicates if it is using a modeless or modal interface after the application enables it using the DG\_CONTROL / DAT\_USERINTERFACE / MSG\_ENABLEDS operation. The data structure used in the operation (TW\_USERINTERFACE) contains a field, ShowUI, which is set by the application to indicate whether the Source should display its user interface. If the application requests the user interface be shown, it may also set the ModalUI field to indicate if it wishes the Source’s GUI to run modal (TRUE) or modeless (FALSE).

When requested by the Source, the application uses the DG\_CONTROL / DAT\_USERINTERFACE / MSG\_DISABLEDS operation to remove the Source’s user interface.

#### Grayscale and Color Information for an Image

There are operation triplets in TWAIN that allow the application developer to interact with and influence the grayscale or color aspect of the images that a Source transfers to the application. The following operations provide these abilities:

* CIE Color Descriptors

DG\_IMAGE / DAT\_CIECOLOR / MSG\_GET

* Grayscale Changes

DG\_IMAGE / DAT\_GRAYRESPONSE / MSG\_RESET

DG\_IMAGE / DAT\_GRAYRESPONSE / MSG\_SET

* Palette Color Data

DG\_IMAGE / DAT\_PALETTE8 / MSG\_GET

DG\_IMAGE / DAT\_PALETTE8 / MSG\_GETDEFAULT

DG\_IMAGE / DAT\_PALETTE8 / MSG\_RESET

DG\_IMAGE / DAT\_PALETTE8 / MSG\_SET

* RGB Response Curve Data

DG\_IMAGE / DAT\_RGBRESPONSE / MSG\_RESET

DG\_IMAGE / DAT\_RGBRESPONSE / MSG\_RESET

**CIE Color Descriptors**

The CIE XYZ approach is a method for storing color data which simplifies doing mathematical manipulations on the data. Go to http://www.cie.co.at/ for more information about CIE XYZ Color Space.

If your application wishes to receive the image data in this format:

1. You must ensure that the Source is able to provide data in CIE XYZ format. To check this, use the DG\_CONTROL / DAT\_CAPABILITY / MSG\_GET operation and get information on the ICAP\_PIXELTYPE. If TWPT\_CIEXYZ is returned as one of the supported types, the Source can provide data in CIE XYZ format.
2. After verifying that the Source supports it, the application can specify that data transfers should use the CIE XYZ format by invoking a DG\_CONTROL / DAT\_CAPABILITY / MSG\_SET operation on the ICAP\_PIXELTYPE. Use a TW\_ONEVALUE container whose value is TWPT\_CIEXYZ.

To determine the parameters that were used by the Source in converting the color data into the CIE XYZ format, use the DG\_IMAGE / DAT\_CIECOLOR / MSG\_GET operation following the transfer of the image.

**Grayscale Changes**

(The grayscale operations assume that the application has instructed the Source to provide grayscale data by setting its ICAP\_PIXELTYPE to TWPT\_GRAY and the Source is capable of this.)

The application can request that the Source apply a transfer curve to its grayscale data prior to transferring the data to the application. To do this, the application uses the DG\_IMAGE / DAT\_GRAYRESPONSE / MSG\_SET operation. The desired transfer curve information is placed by the application within the TW\_GRAYRESPONSE structure (the actual array is of type

TW\_ELEMENT8). The application must be certain to check the Return Code following this request. If the Return Code is TWRC\_FAILURE and the Condition Code shows TWCC\_BADPROTOCOL, this indicates the Source does not support grayscale response curves (despite supporting grayscale data).

If the Source allows the application to set the grayscale transfer curve, there must be a way to reset the curve to its original non-altered value. Therefore, the Source must have an “identity response curve” which does not alter grayscale data but transfers it exactly as acquired. When the application sends the DG\_IMAGE / DAT\_GRAYRESPONSE / MSG\_RESET operation, the Source resets the grayscale response curve to its identity response curve.

**Palette Color Data**

(The palette8 operations assume that the application has instructed the Source to use the TWPT\_PALETTE type for its ICAP\_PIXELTYPE and that the Source has accepted this.)

The DAT\_PALETTE8 operations allow the application to inquire about a Source’s support for palette color data and to set up a palette color transfer. The operations are specialized for 8-bit data, whether grayscale or color (8-bit or 24-bit). The MSG\_GET operation allows the application to learn what palette was used by the Source during the image acquisition. The application should always execute this operation immediately after an image transfer rather than before because the Source may optimize the palette during the acquisition process. Some Sources may allow an application to define the palette to be used during image acquisition via the MSG\_SET operation. Be sure to check the Return Code to verify that it is TWRC\_SUCCESS following a MSG\_SET operation. That is the only way to be certain that your requested palette will actually be used during subsequent palette transfers.

**RGB Response Curve Data**

(The RGB Response curve operations assume that the application has instructed the Source to provide RGB data by setting its ICAP\_PIXELTYPE to TWPT\_RGB and the Source is capable of

this.)

The application can request that the Source apply a transfer curve to its RGB data prior to transferring the data to the application. To do this, the application uses the DG\_IMAGE / DAT\_RGBRESPONSE / MSG\_SET operation. The desired transfer curve information is placed by the application within the TW\_RGBRESPONSE structure (the actual array is of type TW\_ELEMENT8). The application must be certain to check the Return Code following this request. If the Return Code is TWRC\_FAILURE and the Condition Code shows TWCC\_BADPROTOCOL, this indicates the Source does not support RGB response curves (despite supporting RGB data).

If the Source allows the application to set the RGB response curve, there must be a way to reset the curve to its original non-altered value. Therefore, the Source must have an “identity response curve” which does not alter RGB data but transfers it exactly as acquired. When the application sends the DG\_IMAGE / DAT\_RGBRESPONSE / MSG\_RESET operation, the Source resets the RGB response curve to its identity response curve.

**5**

**Source Implementation**

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Companies that produce image-acquisition devices, and wish to gain the benefits of being TWAIN-compliant, must develop TWAIN-compliant Source software to drive their device. The

Source software is the interface between TWAIN’s Source Manager and the company’s physical (or logical) device. To write effective Source software, the developer must be familiar with the application’s expectations as discussed in the other chapters of this document.

#### The Structure of a Source

The following sections describe the structure of a source. Also see Chapter 12, "Operating System Dependencies".

##### Implementation

The Source is implemented as a Shared Library (DLL on Windows). The Source will not run stand-alone.

##### Naming and Location

TWAIN data sources’ file name must end with a .DS extension. The Source Manager recursively searches for all Sources in the TWAIN sub-directory. To reduce the chance for naming collisions, each Source should create a sub-directory beneath TWAIN, giving it a name relevant to their product.

##### Entry Points

• Every Source is required to have a single entry point called DS\_Entry (see Chapter 6, "Entry Points and Triplet Components"). The source should be able to quickly respond to the DG\_CONTROL / DAT\_IDENTITY / MSG\_GET operation.

##### Resources

• **Icon Id** - All future versions of the TWAIN Source Manager may display the list of available Sources using a combination of the ProductName (in the Source’s TW\_IDENTITY structure) and an Icon (as the Macintosh version currently does). Therefore, it is recommended that you add this icon into your Source resource file today. This will allow your Source to be immediately compatible with any upcoming changes. The icon should be identified using TWON\_ICONID from the TWAIN.H file.

#### Operation Triplets

In Chapter 3, "Application Implementation", we introduced all of the triplets that an application can send to the Source Manager or ultimately to a Source. There are several other triplet operations which do not originate from the application. Instead, they originate from the Source Manager or Source and are introduced in this chapter. All defined operation triplets are listed in detail in Chapter 7, "Operation Triplets".

**Triplets from the Source Manager to the Source**

There are three operation triplets that are originated by the Source Manager. They are:

##### DG\_CONTROL / DAT\_IDENTITY

MSG\_GET Returns the Source’s identity structure

MSG\_OPENDS Opens and initializes the Source

MSG\_CLOSEDS Closes and unloads the Source

The DG\_CONTROL / DAT\_IDENTITY / MSG\_GET operation is used by the Source Manager to identify available Sources. It may send this operation to the Source **at any time** and the Source **must be prepared** to respond informatively to it. That means, the Source must be able to return its identity structure before being opened by the Source Manager (with the MSG\_OPENDS command). The Source’s initially loaded code segment must be able to perform this function without loading any additional code segments. This allows quick identification of all available Sources and is the only operation a Source must support before it is formally opened.

The TW\_IDENTITY structure looks like this:

typedef struct {

TW\_UINT32 Id;

TW\_VERSION Version;

TW\_UINT16 ProtocolMajor;

TW\_UINT16 ProtocolMinor;

TW\_UINT32 SupportedGroups;

TW\_STR32 Manufacturer;

TW\_STR32 ProductFamily;

TW\_STR32 ProductName;

} TW\_IDENTITY, FAR \*pTW\_IDENTITY;

The ProductName field in the Source’s TW\_IDENTITY structure should uniquely identify the

Source. This string will be placed in the Source Manager’s Select Source... dialog for the user. (The file name of the Source should also approximate the ProductName, if possible, to add clarity for the user at installation time.) Fill in all fields except the Id field which will be assigned by the Source Manager. The unique Id number that identifies your Source during its current session will be passed to your Source when it is opened by the MSG\_OPENDS operation. Sources on Windows must save this TW\_IDENTITY.Id information for use when sending notifications from the Source to the application.

#### Sources and the Event Loop

**Handling Events**

See Chapter 12, "Operating System Dependencies" on how to implement the Event Loop.

**Communicating to the Application**

As explained in Chapter 3, "Application Implementation", there are four instances where the Source must originate and transmit a notice to the application:

* **When it has data ready to transfer** (MSG\_XFERREADY)

The Source must send this message when the user clicks the “GO” button on the Source’s user interface or when the application sends a DG\_CONTROL / DAT\_USERINTERFACE /

MSG\_ENABLEDS operation with ShowUI = FALSE. The Source will transition from State 5 to State 6. The application should now perform their inquiries regarding TW\_IMAGEINFO and capabilities. Then, the application issues a DG\_IMAGE / DAT\_IMAGExxxxXFER / MSG\_GET operation to begin the transfer process. Typically, though it is not required, it is at this time that a flatbed scanner (for example) will begin *simultaneously* to acquire and transfer the data using the specified transfer mode.

* **When it needs to have its user interface disabled** (MSG\_CLOSEDSREQ)

Typically, the Source will send this only when the user clicks on the **CLOSE** button on the Source’s user interface or when an error occurs which is serious enough to require terminating the session with the application. The Source should be in (or transition to) State 5. The application should respond by sending a DG\_CONTROL / DAT\_USERINTERFACE / MSG\_DISABLEDS operation to transition the session back to State 4.

* **When the user has pressed the OK button**

When the user has pressed the OK button in a Source’s dialog that was brought up with

DG\_CONTROL / DAT\_USERINTERFACE / MSG\_ENABLEDSUIONLY (MSG\_CLOSEDSOK).

Applications should use this event as the indicator that the user has set all the desired attributes from the Source’s GUI.

* **When the Source needs to report a Device Event.**

Note that the application must explicitly request the Source to supply Device Events (MSG\_DEVICEEVENT). Sources must only provide those Device Events requested by a Source through the CAP\_DEVICEEVENT capability. The default for this capability when the Source starts up is an empty TW\_ARRAY, indicating that no Device Events are being reported. Applications that turn on Device Events must issue a DG\_CONTROL / DAT\_DEVICEEVENT / MSG\_GET command as soon as possible after receiving a Device Event.

The Source creates a call to DSM\_Entry (the entry point in the Source Manager) and fills the destination with the TW\_IDENTITY structure of the application. The Source uses one of the following triplets:

DG\_CONTROL / DAT\_NULL / MSG\_XFERREADY

DG\_CONTROL / DAT\_NULL / MSG\_CLOSEDSREQ

DG\_CONTROL / DAT\_NULL / MSG\_CLOSEDSOK

The Source Manager recognizes the notice and makes sure the message is received correctly by the application.

**On Macintosh** legacy 1.x sources refer to the TWAIN 1.9 Specification.

#### User Interface Guidelines

Each TWAIN-compliant Source provides a user interface to assist the user in acquiring data from their device. Although each device has its own unique needs, the following guidelines are provided to increase consistency among TWAIN-compliant devices.

**Displaying the User Interface**

The application issues DG\_CONTROL / DAT\_USERINTERFACE / MSG\_ENABLEDS to transition the session from State 4 to 5.

The TW\_USERINTERFACE data structure contains these fields:

* **ShowUI** - If set to TRUE, the Source displays its user interface. If FALSE, the application will be providing its own.
* **hParent** - Used by Sources on Windows only. It indicates the application’s window handle. This is to be designated as the Source’s parent for the dialog so it is a proper child of its parent application.
* **ModalUI** - To be set by the Application to TRUE or FALSE.

Sources are not required to allow themselves to be enabled without showing their user interface

(ShowUI = FALSE) but it is strongly recommended that they allow this. If your Source cannot be

used without its user interface, it should enable showing the user interface (just as if

ShowUI = TRUE) and return TWRC\_CHECKSTATUS. All Sources, however, must report whether or not they honor ShowUI set to FALSE via the CAP\_UICONTROLLABLE capability. This allows applications to know whether the Source-supplied user interface can be suppressed before it is displayed.

##### User Interface

Sources that report TRUE for CAP\_UICONTROLLABLE must allow acquisition with the UI disabled, and they must support TRUE and FALSE for CAP\_INDICATORS.

If the Application sets ShowUI to TRUE when calling MSG\_ENABLEDS, then the Source displays its user interface. CAP\_INDICATORS is ignored. A progress indicator is displayed during acquisition and transfer, and errors can result in the Source showing a dialog to the user.

If the Application sets ShowUI to FALSE, but CAP\_INDICATORS to TRUE when calling MSG\_ENABLEDS, then the Source does not display its user interface. But a progress indicator is still displayed during acquisition and transfer, and an error can result in the Source showing a dialog to the user.

If the Application sets ShowUI to FALSE and CAP\_INDICATORS to FALSE when calling MSG\_ENABLEDS, then the Source is not allowed to display any kind of user interface, progress indicator or error dialog. All UI activity must be suppressed.

When the user interface is disabled (by DG\_CONTROL / DAT\_USERINTERFACE / MSG\_DISABLEDS), a pointer to a TW\_USERINTERFACE is included in the pData parameter.

**Modal versus Modeless Interfaces**

As stated in Chapter 4, "Advanced Application Implementation", the Source’s user interface may be modal or modeless. The modeless approach gives the user more control and is recommended whenever practical. Refer to Chapter 12, "Operating System Dependencies" about implementation.

**Error and Device Control Indicators**

The Source knows what is happening with the device it controls. Therefore, the Source is responsible for determining when and what information regarding errors and device controls (ex. "place paper in document feeder") should be presented to the user. Error information should be placed by the Source on top of either the application's or Source's user interface. Do not present error messages regarding capability negotiation to the user since this should be transparent.

Error messages are suppressed when the UI is not displayed and CAP\_INDICATORS is set to FALSE.

**Progress Indicators**

* If the Source user interface is not displayed, and the Application sets CAP\_INDICATORS to TRUE, then the Source displays a progress indicator during acquisition and transfer, and an error can result in the Source showing a dialog to the user.
* If the Source user interface is not displayed, and the Application sets CAP\_INDICATORS to FALSE, then the Source is not allowed to display any kind of user interface, progress indicator or error dialog. All UI activity must be suppressed.
* If the Source user interface is displayed then the Source will ignore the setting for

CAP\_INDICATORS. A progress indicator is displayed during acquisition and transfer, and errors can result in the Source showing a dialog to the user.

**Impact of Capability Negotiation**

If the Source has agreed to limit the Available Values and/or to set the Current Value, the interface should reflect the negotiation. However, if a capability has not been negotiated by the application, the interface should not be modified (don’t gray out a control because it wasn’t negotiated.)

**Advanced Topics**

If a Source can acquire from more than one device, the Source should allow the user to choose which device they wish to acquire from. Provide the user with a selection dialog that is similar to the one presented by the Source Manager’s Select Source... dialog.

#### Capability Negotiation

Capability negotiation is a critical area for a Source because it allows the application to understand and influence the images that it receives from your Source.

**Inquiries From the Application**

While the Source is open but not yet enabled (from DG\_CONTROL / DAT\_IDENTITY /

MSG\_OPENDS until DG\_CONTROL / DAT\_USERINTERFACE / MSG\_ENABLEDS), the application can inquire the values of all supported capabilities, and request to set those values.

Once the Source is enabled, the application may only **inquire** about capabilities. An attempt to set a capability fails with TWRC\_FAILURE / TWCC\_SEQERROR, unless allowed by the CAP\_EXTENDEDCAPS capability.

**Responding to Inquiries**

Sources must be able to respond to capability inquiries with current values at any time the Source is open (i.e. from MSG\_OPENDS until MSG\_CLOSEDS or before posting a MSG\_CLOSEDSREQ).

A Source should respond with information to any capability that applies to your device. Only if a capability has no match with your device’s features should you respond with TWRC\_FAILURE / TWCC\_BADCAP.

Refer to Chapter 10, "Capabilities" for the complete list of TWAIN-defined capabilities.

**Responding to Requests to Set Capabilities**

If the requested value is invalid or the Source does not support the capability, then return

TWRC\_FAILURE / TWCC\_CAPUNSUPPORTED. If the requested operation (MSG\_SET, MSG\_RESET, etc.) is not supported, then return TWRC\_FAILURE / TWCC\_CAPBADOPERATION. If the capability is unavailable because of a dependency on another capability (i.e., ICAP\_CCITTKFACTOR is not available unless ICAP\_COMPRESSION is TWCP\_GROUP32D), then return TWCC\_CAPSEQERROR. Returning these condition codes makes it possible for an application using its own UI to intelligently make dependent capabilities available or unavailable for user access.

If the request was fulfilled, return TWRC\_SUCCESS.

If the requested value is close to an acceptable value but doesn’t match exactly, set it as closely as possible and then return TWRC\_CHECKSTATUS.

A Source supports MSG\_SET operations using the same containers it returns through MSG\_GET, MSG\_GETCURRENT and MSG\_GETDEFAULT operations.

* Example #1, a call to DG\_CONTROL / DAT\_CAPABILITY / MSG\_GET returns a TW\_ENUMERATION container. The application changes the CurrentIndex and uses DG\_CONTROL / DAT\_CAPABILITY / MSG\_SET to update the capability.
* Example #2, a call to DG\_CONTROL / DAT\_CAPABILITY / MSG\_GET returns a TW\_RANGE container. The application changes the CurrentValue and uses DG\_CONTROL / DAT\_CAPABILITY / MSG\_SET to update the capability.

This does not imply or require support for constraining capabilities, the Source is only obligated to update the current value of the capability. If the Source does not support constraints for a capability, and the constraining values have been changed by the application, then the Source should apply the current value according to its own constraints, and if that value is valid, return TWRC\_CHECKSTATUS to alert that application that it needs to do a MSG\_GET to validate its changes.

* Example #3, if a Source supports the following range for ICAP\_BRIGHTNESS: -1000.0 to 1000.0 in steps of 20.0, and if the current value is 0.0, then a call to DG\_CONTROL / DAT\_CAPABILITY / MSG\_SET results in the following: twrange.ItemType = TWTY\_FIX32 twrange.MinValue = -1000.0 twrange.MaxValue = 1000.0 twrange.StepSize = 20.0 twrange.DefaultValue = 0.0 twrange.CurrentValue = 0.0

If the application sets twrange.CurrentValue to 900.0 and sends this structure to the Source using DG\_CONTROL / DAT\_CAPABILITY / MSG\_SET, the call succeeds and returns TWRC\_SUCCESS.

If the application sets both twrange.CurrentValue and twrange.MaxValue to 900.0, then the status return depends on the Source. A Source that supports constraints accepts the new value and limits MaxValue to 900.0. A Source that does not support constraints accepts the value 900.0, because it falls in the range of -1000 to 1000, step 20; but it returns TWRC\_CHECKSTATUS because it was unable to accept the request to limit MaxValue to 900.0.

**Memory Allocation**

The TW\_CAPABILITY structure used in capability negotiation is both allocated and deallocated by the application. The Container structure pointed to by the hContainer field in TW\_CAPABILITY is allocated by the Source for “get” operations (MSG\_GET, MSG\_GETCURRENT, MSG\_GETDEFAULT, MSG\_RESET) and by the application for the MSG\_SET operation. Regardless of which one allocates the container, the application is responsible for deallocating it when it is done with it.

**Limitations Imposed by the Negotiation**

If a Source agrees to allow an application to restrict a capability, it is critical that the Source abide by that agreement. If at all possible, the Source’s user interface should reflect the agreement and not offer invalid options. The Source should never transfer data that violates the agreement reached during capability negotiation. In that situation, the Source can decide to fail the transfer or somehow adjust the values.

#### Data Transfers

**Transfer Modes**

All Sources must support Native and Buffered Memory data transfers. It is strongly suggested that they support Disk File mode, too. The default mode is Native. To select one of the other modes, the application must negotiate the ICAP\_XFERMECH capability (whose default is TWSX\_NATIVE). Sources must support negotiation of this capability. Refer to Chapter 12, "Operating System Dependencies" for information on each Operating System.

**Initiating a Transfer**

Transfers are initiated by the application (using the DG\_IMAGE / DAT\_IMAGExxxxFER /

MSG\_GET operations). A successful transfer transitions the session to State 7. If the transfer fails, the Source returns TWRC\_FAILURE with the appropriate Condition Code and remains in State 6.

**Concluding a Successful Transfer**

To signal that the transfer is complete (i.e. the file is completed or the last buffer filled), the Source should return TWRC\_XFERDONE. In response, the application must send a DG\_CONTROL / DAT\_PENDINGXFERS / MSG\_ENDXFER operation. Only then may the Source transition from State 7 back to State 6 or to State 5 if no more images are ready to be transferred.

If more images are pending transfer, the Source must wait in State 6 until the application either requests the transfer or aborts the transfers. The Source may not “time-out” on any TWAIN transaction.

**Aborting a Transfer**

Either the application or Source can originate the termination of a transfer (although the application cannot do this in the middle of a Native or Disk File mode transfer). The Source generally terminates the transfer if the user cancels the transfer or a device error occurs which the Source determines is fatal to the transfer or the connection with the application. If the user canceled the transfer, the Source should return TWRC\_CANCEL to signal the premature termination. The session remains in State 7 until the application sends the DG\_CONTROL / DAT\_PENDINGXFERS / MSG\_ENDXFER operation. If the Source aborts the transfer, it returns TWRC\_FAILURE and the session typically remains in State 6. (If the failure occurs during the second buffer, or a later buffer, of a Buffered Memory transfer, the session remains in State 7.) **Native Mode Transfers**

On Native mode transfers, the data parameter in the DSM\_Entry call is a pointer to the image handle. Refer to Chapter 12, "Operating System Dependencies" about each OS native file format.

##### On Windows

Data points to a handle to a DIB (Device Independent Bitmap) located in memory. **On Macintosh**

Data points to a handle to a Picture (a PicHandle). It is a Quick Draw picture located in memory. **On Linux**

Data points to a handle to a TIFF image. It is a TIFF file located in memory.

Native transfers require the data to be transferred to a single large block of RAM. Therefore, they always face the risk of having an inadequate amount of RAM available to perform the transfer successfully.

If inadequate memory prevents the transfer, the Source has these options:

* Fail the transfer operation- Return TWRC\_FAILURE / TWCC\_LOWMEMORY
* Allow the user to clip the data to fit into available memory - Return TWRC\_XFERDONE
* Allow the user to cancel the operation - Return TWRC\_CANCEL

If the operation fails, the session remains in State 6. If the operation is canceled, the session

remains in State 7 awaiting the DG\_CONTROL / DAT\_PENDINGXFERS / MSG\_ENDXFER or

MSG\_RESET from the application. The application can return the session to State 4 and attempt to renegotiate the transfer mechanism (ICAP\_XFERMECH) to Disk File or Buffered Memory mode.

The Source cannot be interrupted by the application when it is acquiring an image through Native Mode Transfer. The Source’s user interface may allow the user to abort the transfer, but the application will not be able to do so even if the application presents its own acquisition user interface.

**Disk File Mode Transfers**

The Source selects a default file format and file name (typically, TWAIN.TMP in the current directory). It reports this information to the application in response to the DG\_CONTROL /

DAT\_SETUPFILEXFER / MSG\_GET.

The application may determine all of the Source’s supported file formats by using the

ICAP\_IMAGEFILEFORMAT capability. Based on this information, the application can request a particular file format and define its own choice of file name for the transfer. The desired file format and file name will be communicated to the Source in a DG\_CONTROL / DAT\_SETUPFILEXFER / MSG\_SET.

When the Source receives the DG\_IMAGE / DAT\_IMAGEFILEXFER / MSG\_SET operation, it should transfer the data into the designated file. The following conditions may exist:

|  |  |
| --- | --- |
| **Condition** | **How to Handle** |
| No file name and/or file format was specified by the application during setup | Use either the Source’s default file name or the last file information given to the Source by the application. Create the file. |
| The application specified a file but failed to create it | Create the application’s defined file. |
| The application’s specified file exists but has data in it | Overwrite the existing data. |

The Source cannot be interrupted by the application when it is acquiring a file. The Source’s user interface may allow the user to abort the transfer, but the application will not be able to do so even if the application presents its own acquisition user interface.

**Buffered Memory Mode Transfers**

When the Source transfers strips of data, the application allocates and deallocates buffers used for a Buffered Memory mode transfer. However, the Source must recommend appropriate sizes for those buffers and should check that the application has followed its recommendations.

When the Source transfers tiles of data, the Source allocates the buffers. The application is responsible for deallocating the memory.

To determine the Source’s recommendations for buffer sizes, the application performs a

DG\_CONTROL / DAT\_SETUPMEMXFER / MSG\_GET operation. The Source fills in the MinBufSize, MaxBufSize, and Preferred fields to communicate its buffer recommendations. Buffers must be double-word aligned and padded with zeros per raster line.

When an application issues a DG\_IMAGE / DAT\_IMAGEMEMXFER / MSG\_GET operation, check the TW\_IMAGEMEMXFER.Memory.Length field to determine the size of the buffer being presented to you. If it does not fit the recommendations, fail the operation with TWRC\_FAILURE / TWCC\_BADVALUE.

If the buffer is an appropriate size, fill in the required information.

* Sources must write one or more complete lines of image data (the full width of a strip or tile) into the buffer. Partial lines of image data are not allowed. If some of the buffer is unused, fill it in with zeros. Additionally, each line must be aligned to a 32-bit boundary. Return TWRC\_SUCCESS after each successful buffer except for the last one (return TWRC\_XFERDONE after that one).
* If the Source is transferring data whose bit depth is not 8 bits, it should fill the buffer without padding the data. If a 5-bit device wants the application to interpret its data as 8-bit data, it should report that it is supplying 8-bit data, make the valid data bits the most significant bits in the data byte, and pad the least significant bits with bits of whichever sense is “lightest”. Otherwise, the Source should pack the data bits together. For a 5-bit R-G-B device, that means the data for the green channel should immediately follow the last bit of the red channel. The application is responsible for “unpacking” the data. The Source reports how many bits it is providing per pixel in the BitsPerPixel field of the TW\_IMAGEINFO data structure.

#### Error Handling

**Operation Triplet and State Verification**

* Sources support all defined TWAIN triplets. A Source must verify every operation triplet they receive. If the operation is not recognized, the Source should return TWRC\_FAILURE and TWCC\_BADPROTOCOL.
* Sources must also maintain an awareness of what state their session is in. If an application invokes an operation that is invalid in the current state, the Source should fail the operation and return TWRC\_FAILURE and TWCC\_SEQERROR. Valid states for each operation are listed in Chapter 7, "Operation Triplets".
* Anytime a Source fails an operation that would normally cause the session to transition to another state, the session should not transition but should remain in the original state.
* Each triplet operation has its own set of valid Return and Condition Codes as listed in Chapter 7, "Operation Triplets". The Source must return a valid Return Code and set a valid Condition Code, if applicable, following every operation.
* All Return Codes and Condition Codes in the Source should be cleared upon the next call to

DS\_Entry( ). Clearing is delayed when a DG\_CONTROL / DAT\_STATUS / MSG\_GET

operation is received. In this case, the Source will fill the TW\_STATUS structure with the current condition information and then clear that information.

* If an application attempts to connect to a Source that only supports a single connection when the source is already opened, the Source should respond with TWRC\_FAILURE and TWCC\_MAXCONNECTIONS.
* For Windows Sources only, the DLL implementation makes it possible to be connected to more than one application. Unless the operation request is to open the Source, the Source must verify the application originating an operation is currently connected to the Source. To do this:

The Source must maintain a list containing the Id value for each connected application. (The Id value comes from the application’s TW\_IDENTITY structure which is referenced by the pOrigin parameter in the *DS\_Entry( )* call.)

The Source should check the TW\_IDENTITY.Id information of the application sending the operation and verify that it appears in the Source’s list of connected applications.

* For Windows only, if connected to multiple applications, the Source is responsible for maintaining a separate, current Condition Code for each application it is connected to. The Source writer should also maintain a temporary, and separate, Condition Code for any application that is attempting to establish a connection with the Source. This is true both for Sources that support only a single connection or have reached the maximum connections.

**Unrecoverable Error Situations**

The Source is solely responsible for determining whether an error condition within the Source is recoverable or not. The Source must determine when, and what, error condition information to present to the user. The application relies on the Source to specify when a failure occurs. If a Source is in an unrecoverable error situation, it may send a MSG\_CLOSEDSREQ to the application to request to have its user interface disabled and have an opportunity to begin again.

#### Memory Management

The Source does not have unlimited memory available, so it should be conservative in its use. It is valid for an application to open a Source and leave it open between several acquires. Therefore, Sources should minimize the time and resources required to load and remain open (in State 4). It is important for the Source writer to recognize that their Source will be using the memory heap of the host application, not its own heap. Therefore, the Source should be conscientious with allocation and de-allocation of memory.

**General Guidelines**

The following are some general guidelines:

* Check, when the Source is launched, to assure that enough memory space is available for adequate execution.
* Always verify that allocations were successful.
* Work with relocatable objects whenever possible - the heap you fragment is not your own.
* Deallocate temporary memory objects as soon as they are no longer needed.
* Maintain as small a non-operating memory footprint as can prudently be done - the Source will be “compatible” with more applications on more machines.
* Clean up after yourself. When about to be closed, deallocate all locally allocated RAM, eliminate any other objects on the heap, and prepare as appropriate to terminate.

**Local Variables**

* The Source may allocate and maintain local variables and buffers. Remember that you are borrowing RAM from the application so be efficient about how much RAM is allocated simultaneously.

**Instances Where the Source Allocates Memory**

In general, the application allocates all necessary structures and passes them to the Source. There are a few exceptions to this rule:

* The Source must create the container, pointed to by the hContainer field, needed to hold capability information on DG\_CONTROL / DAT\_CAPABILITY / MSG\_GET, MSG\_GETCURRENT, MSG\_GETDEFAULT, or MSG\_RESET operations. The application deallocates the container.
* The Source allocates the buffer for Native mode data transfers. The application deallocates the buffer.
* Normally, the application creates the buffers used in a Buffered Memory transfer (DG\_IMAGE

/ DAT\_IMAGEMEMXFER / MSG\_GET). However, if the Source is transferring tiled data, rather than strips of data, it is responsible for allocating the buffers. The application deallocates the buffers.

See the DG\_IMAGE / DAT\_JPEGCOMPRESSION operations.

#### Requirements for a Source to be TWAIN-Compliant

The following lists of triplets and capabilities map out the minimum required set of features that a Source must offer programmatically to be TWAIN compliant. Sources, though, are strongly encouraged to go beyond this list and implement as many of their capabilities as possible for programmatic access.

Initially, this list is organized by versions of TWAIN to help Source writers decide which version they wish to support. It is also intended for Applications writers, who can use this information to identify the real level of TWAIN support provided by a Source if its reported version is not matched by the items in this list. Further in this section, additional mandatory capabilities are listed based on the value set for a Capability that has been implemented, or when a Source with a specific feature is being used.

|  |  |
| --- | --- |
| **Operations** | **Version Required** |
| DG\_CONTROL / DAT\_CAPABILITY / MSG\_GET | 1.5 |
| DG\_CONTROL / DAT\_CAPABILITY / MSG\_GETCURRENT | 1.5 |
| DG\_CONTROL / DAT\_CAPABILITY / MSG\_GETDEFAULT | 1.5 |
| DG\_CONTROL / DAT\_CAPABILITY / MSG\_RESET | 1.5 |
| DG\_CONTROL / DAT\_CAPABILITY / MSG\_SET | 1.5 |
| DG\_CONTROL / DAT\_EVENT / MSG\_PROCESSEVENT | 1.5 |
| DG\_CONTROL / DAT\_IDENTITY / MSG\_GET | 1.5 |
| DG\_CONTROL / DAT\_IDENTITY / MSG\_OPENDS | 1.5 |
| DG\_CONTROL / DAT\_IDENTITY / MSG\_CLOSEDS | 1.5 |
| DG\_CONTROL / DAT\_PENDINGXFERS / MSG\_ENDXFER | 1.5 |
| DG\_CONTROL / DAT\_PENDINGXFERS / MSG\_GET | 1.5 |
| DG\_CONTROL / DAT\_PENDINGXFERS / MSG\_RESET | 1.5 |
| DG\_CONTROL / DAT\_SETUPMEMXFER / MSG\_GET | 1.5 |
| DG\_CONTROL / DAT\_STATUS / MSG\_GET | 1.5 |
| DG\_CONTROL / DAT\_USERINTERFACE / MSG\_DISABLEDS | 1.5 |
| DG\_CONTROL / DAT\_USERINTERFACE / MSG\_ENABLEDS | 1.5 |
| DG\_CONTROL / DAT\_XFERGROUP / MSG\_GET | 1.5 |
| DG\_IMAGE / DAT\_IMAGEINFO / MSG\_GET | 1.5 |
| DG\_IMAGE / DAT\_IMAGELAYOUT / MSG\_GET | 1.5 |
| DG\_IMAGE / DAT\_IMAGELAYOUT / MSG\_GETDEFAULT | 1.5 |
| DG\_IMAGE / DAT\_IMAGELAYOUT / MSG\_RESET | 1.5 |
| DG\_IMAGE / DAT\_IMAGELAYOUT / MSG\_SET | 1.5 |
| DG\_IMAGE / DAT\_IMAGEMEMXFER / MSG\_GET | 1.5 |
| DG\_IMAGE / DAT\_IMAGENATIVEXFER / MSG\_GET | 1.5 |
| DG\_CONTROL / DAT\_CAPABILITY / MSG\_QUERYSUPPORT | 1.9 |

|  |  |  |
| --- | --- | --- |
| **Operations** | | **Version Required** |
| DG\_CONTROL / DAT\_USERINTERFACE / MSG\_ENABLEDS \*  \* Support ***both*** UI and Programmatic Control Through:  (Show UI == TRUE) [UI Control]  (Show UI == FALSE) [Programmatic Control] | | 1.9 |
| DG\_CONTROL / DAT\_CAPABILITY / MSG\_RESETALL | | 1.91 |
| DG\_CONTROL / DAT\_CAPABILITY / MSG\_GET \*  \*For TW\_BOOL capabilities return enumerations when the Application is 2.0 or greater. Return one value when the application less than 2.0 | | 2.0 |
| **Capabilities** | **Requirements** | **Version Required** |
| CAP\_SUPPORTEDCAPS | MSG\_GET required | 1.5 |
| CAP\_UICONTROLLABLE | MSG\_GET required | 1.5 |
| CAP\_XFERCOUNT | All MSG\_\* operations required | 1.5 |
| ICAP\_COMPRESSION | All MSG\_GET\* operations required | 1.5 |
| ICAP\_BITDEPTH | All MSG\_\* operations required | 1.5 |
| ICAP\_BITORDER | All MSG\_\* operations required | 1.5 |
| ICAP\_PLANARCHUNKY | All MSG\_GET\* operations required | 1.5 |
| ICAP\_PHYSICALHEIGHT | All MSG\_GET\* operations required | 1.5 |
| ICAP\_PHYSICALWIDTH | All MSG\_GET\* operations required | 1.5 |
| ICAP\_PIXELFLAVOR | All MSG\_GET\* operations required | 1.5 |
| ICAP\_PIXELTYPE | All MSG\_\* operations required | 1.5 |
| ICAP\_UNITS | All MSG\_\* operations required | 1.5 |
| ICAP\_XFERMECH | All MSG\_\* operations required | 1.5 |
| ICAP\_XRESOLUTION | All MSG\_\* operations required | 1.5 |
| ICAP\_YRESOLUTION | All MSG\_\* operations required | 1.5 |
| CAP\_DEVICEONLINE | MSG\_GET required | 1.6 |
| CAP\_UICONTROLLABLE | MSG\_GET required | 1.6 |
| CAP\_UICONTROLLABLE | (Value = TRUE) | 1.9 |
| CAP\_SUPPORTEDDATS | All MSG\_GET\* operations required | 2.2 |
| ICAP\_XNATIVERESOLUTION | All MSG\_GET\* operations required for scanners | 2.2 |
| ICAP\_YNATIVERESOLUTION | All MSG\_GET\* operations required for scanners | 2.2 |

**Mandatory Features Dependencies**

##### SUPPORTED GROUPS

|  |  |  |
| --- | --- | --- |
| **When source supports:** | **Must support:** | **Version intro** |
| DF\_DS2 | DG\_CONTROL / DAT\_ENTRYPOINT / MSG\_SET | 2.0 |

##### CUSTOM CONTENT

|  |  |  |  |
| --- | --- | --- | --- |
| **When source supports:** | **Must respond to:** | **Mandatory capability:** | **Version intro** |
| Custom Content | DG\_CONTROL / DAT\_CAPABILITY  MSG\_GET  MSG\_GETLABEL  MSG\_GETLABELENUM | CAP\_CUSTOMINTERFACEGUID | 2.1 |

##### CAP\_SEGMENTED

|  |  |  |  |
| --- | --- | --- | --- |
| **When value is:** | **Must respond to:** | **Mandatory capability:** | **Version intro** |
| TWSG\_MANUAL | DG\_CONTROL /  DAT\_CAPABILITY  All MSG\_\* | CAP\_SUPPORTEDCAPSSEGMENTUNIQUE | 2.2 |

##### ICAP\_PIXELTYPE

|  |  |  |  |
| --- | --- | --- | --- |
| **When value is:** | **Must respond to:** | **Mandatory capability:** | **Version intro** |
| TWPT\_BW | DG\_CONTROL / DAT\_CAPABILITY  All MSG\_\* | ICAP\_BITDEPTHREDUCTION | 1.5 |

##### ICAP\_BITDEPTHREDUCTION

|  |  |  |  |
| --- | --- | --- | --- |
| **When value is:** | **Must respond to:** | **Mandatory capability:** | **Version intro** |
| TWBR\_HALFTONE | DG\_CONTROL / DAT\_CAPABILITY  All MSG\_\* | ICAP\_HALFTONES | 1.0 |
| TWBR\_CUSTHALFTONE | DG\_CONTROL / DAT\_CAPABILITY  All MSG\_\* | ICAP\_CUSTHALFTONE | 1.0 |
| TWBR\_THRESHOLD | DG\_CONTROL / DAT\_CAPABILITY  All MSG\_\* | ICAP\_THRESHOLD | 1.5 |

##### ICAP\_XFERMECH

|  |  |  |
| --- | --- | --- |
| **When value is:** | **Must support:** | **Version intro** |
| TWSX\_FILE | ICAP\_IMAGEFILEFORMAT | 1.0 |
| DG\_CONTROL / DAT\_SETUPFILEXFER / MSG\_GET, MSG\_SET |  |
| DG\_IMAGE / DAT\_IMAGEFILEXFER / MSG\_GET |  |

##### ICAP\_SUPPORTEDSIZES

|  |  |  |  |
| --- | --- | --- | --- |
| **When source supports:** | **Must respond to:** | **Mandatory capability:** | **Version intro** |
| Document  Scanning using  Fixed Frame Sizes | DG\_CONTROL / DAT\_CAPABILITY  All MSG\_\* | ICAP\_SUPPORTEDSIZES | 1.0 |

**Document Feeders**

Basic document feeder devices are those that have paper trays to hold one or more documents for transfer. Unique aspects of a document feeder include the ability to transfer more than one image, the typical inability to re-scan the same page twice, and the fact that if there is no paper loaded, it is usually impossible to scan.

##### ALL DOCUMENT FEEDERS

|  |  |  |  |
| --- | --- | --- | --- |
| **When source is a:** | **Must respond to:** | **Mandatory capability:** | **Version intro** |
| Document Feeder | DG\_CONTROL / DAT\_CAPABILITY  All MSG\_\* | CAP\_FEEDERENABLED  CAP\_PAPERDETECTABLE  CAP\_AUTOFEED | 1.0 1.6  1.0 |

##### CAP\_PAPERDETECTABLE

|  |  |  |  |
| --- | --- | --- | --- |
| **When value is:** | **Must respond to:** | **Mandatory capability:** | **Version intro** |
| TRUE | DG\_CONTROL / DAT\_CAPABILITY  All MSG\_\* | CAP\_FEEDERLOADED | 1.0 |

##### CAP\_AUTOFEED

|  |  |  |
| --- | --- | --- |
| **When value is:** | **Must provide *advanced paper handling* through:** | **Version intro** |
| FALSE | CAP\_EXTENDEDCAPS  CAP\_FEEDPAGE  CAP\_CLEARPAGE  CAP\_REWINDPAGE | 1.0 1.0 1.0  1.0 |

**Special Case**

##### ADF/FLATBED COMBO SCANNER

|  |  |  |  |
| --- | --- | --- | --- |
| **When source supports:** | **Must respond to:** | **Mandatory capability:** | **Version intro** |
| Flatbed / ADF combo scanner | DG\_CONTROL / DAT\_CAPABILITY  All MSG\_\* | CAP\_AUTOMATICSENSEMEDIUM | 2.1 |

##### DUPLEX

|  |  |  |  |
| --- | --- | --- | --- |
| **When source supports:** | **Must respond to:** | **Mandatory capability:** | **Version intro** |
| Duplex scanning | DG\_CONTROL / DAT\_CAPABILITY  All MSG\_\* | CAP\_DUPLEX  CAP\_DUPLEXENABLED | 1.7  1.7 |

##### PRINTERS

|  |  |  |  |
| --- | --- | --- | --- |
| **When source controls:** | **Must respond to:** | **Mandatory capabilities:** | **Version intro** |
| Any printer type device | DG\_CONTROL /  DAT\_CAPABILITY  All MSG\_\* | CAP\_PRINTERENABLED  CAP\_PRINTER  CAP\_PRINTERINDEX  CAP\_PRINTERSTRING  CAP\_PRINTERSUFFIX | 1.8 1.8 2.2 2.2  2.2 |
| **When source controls:** | **Must respond to:** | **Mandatory capability:** |  |
| Printer vertical position | DG\_CONTROL /  DAT\_CAPABILITY  MSG\_GET, MSG\_GETCURRENT, MSG\_GETDEFAULT, MSG\_RESET and MSG\_SET | CAP\_PRINTERVERTICALOFFSET | 2.2 |

##### ICAP\_PRINTERMODE

|  |  |  |  |
| --- | --- | --- | --- |
| **When source supports:** | **Must respond to:** | **Mandatory capability:** | **Version intro** |
| CAP\_PRINTERSTRING | DG\_CONTROL / DAT\_CAPABILITY  All MSG\_\* | CAP\_PRINTERMODE | 1.8 |
| CAP\_PRINTERSUFFIX | DG\_CONTROL / DAT\_CAPABILITY  All MSG\_\* | CAP\_PRINTERMODE | 1.8 |

##### ENDORSER

|  |  |  |  |
| --- | --- | --- | --- |
| **When source controls:** | **Must respond to:** | **Mandatory capabilities:** | **Version intro** |
| Endorser | DG\_CONTROL / DAT\_CAPABILITY  All MSG\_\* | ICAP\_SUPPORTEDEXTIMAGEINFO  CAP\_ENDORSER | 2.1  1.7 |

**Production Quality High Speed/Volume Scanners**

Production Quality High Speed/Volume scanners have greater demands on TWAIN. With diverse features like bar code reading, imprinting and compressions, they require much more attention to detail. Production drivers should be prepared to serve applications that wish to achieve complete programmatic control of all typical and custom features and this requires a VERY robust TWAIN implementation.

Mid- and High-volume scanners must support the following operational triplets:

DG\_CONTROL / DAT\_USERINTERFACE / MSG\_ENABLEDSUIONLY

DG\_CONTROL / DAT\_CUSTOMDSDATA / MSG\_GET & MSG\_SET

##### INTERNAL IMAGE BUFFER

|  |  |  |  |
| --- | --- | --- | --- |
| **When source supports:** | **Must respond to:** | **Mandatory capabilities:** | **Version intro** |
| Transfer of multiple images ahead of retrieval | DG\_CONTROL / DAT\_CAPABILITY  All MSG\_\* | CAP\_AUTOSCAN  CAP\_MAXBATCHBUFFERS  CAP\_CLEARBUFFERS | 1.6 1.8  1.8 |

##### ICAP\_UNDEFINEDIMAGESIZE

|  |  |  |  |
| --- | --- | --- | --- |
| **When source supports:** | **Must respond to:** | **Mandatory capability:** | **Version intro** |
| ICAP\_AUTOSIZE | DG\_CONTROL /  DAT\_CAPABILITY  All MSG\_\* | ICAP\_UNDEFINEDIMAGESIZE | 2.0 |
| ICAP\_AUTOMATICBORDERDETECTION | DG\_CONTROL /  DAT\_CAPABILITY  All MSG\_\* | ICAP\_UNDEFINEDIMAGESIZE | 1.8 |
| ICAP\_AUTOMATICLENGTHDETECTION | DG\_CONTROL /  DAT\_CAPABILITY  All MSG\_\* | ICAP\_UNDEFINEDIMAGESIZE | 2.1 |
| ICAP\_AUTOMATICROTATE | DG\_CONTROL /  DAT\_CAPABILITY  All MSG\_\* | ICAP\_UNDEFINEDIMAGESIZE | 1.8 |
| ICAP\_FLIPROTATION | DG\_CONTROL /  DAT\_CAPABILITY  All MSG\_\* | ICAP\_UNDEFINEDIMAGESIZE | 1.8 |

##### ICAP\_COMPRESSION

|  |  |  |  |
| --- | --- | --- | --- |
| **When value is:** | **Must respond to:** | **Mandatory capabilities:** | **Version intro** |
| TWCP\_JPEG | DG\_CONTROL / DAT\_CAPABILITY  All MSG\_\* | ICAP\_JPEGPIXELTYPE  ICAP\_JPEGQUALITY  ICAP\_JPEGSUBSAMPLING | 1.5 1.9  2.2 |
| TWCP\_GROUP32D | DG\_CONTROL / DAT\_CAPABILITY  All MSG\_\* | ICAP\_CCITTKFACTOR | 1.0 |

##### EXTENDED IMAGE INFO

|  |  |  |  |
| --- | --- | --- | --- |
| **When source supports::** | **Must respond to:** | **Mandatory capabilities:** | **Version intro** |
| Extended image info | DG\_CONTROL /  DAT\_CAPABILITY  MSG\_GET | ICAP\_EXTIMAGEINFO  ICAP\_SUPPORTEDEXTIMAGEINFO | 1.7  2.1 |
|  |  | **Mandatory values:** |  |
| **When source supports::** | **Must respond to:** | **Mandatory capabilities:** | **Version intro** |
| Extended image info | DG\_CONTROL /  DAT\_EXTIMAGEINFO | TWEI\_DOCUMENTNUMBER  TWEI\_PAGENUMBER  TWEI\_CAMERA  TWEI\_FRAMENUMBER TWEI\_FRAME  TWEI\_PIXELFLAVOR  TWEI\_PAPERCOUNT | 1.9 1.9 1.9 1.9 1.9 1.9  2.2 |
|  |  | **Mandatory value:** |  |
| Extended image info and duplex | DG\_CONTROL /  DAT\_EXTIMAGEINFO | TWEI\_PAGESIDE | 2.1 |

##### PATCH CODE DETECTION \*

|  |  |  |  |
| --- | --- | --- | --- |
| **When source controls:** | **Must respond to:** | **Mandatory capabilities:** | **Version intro** |
| Patch Code Detection | DG\_CONTROL /  DAT\_CAPABILITY  All MSG\_\* | ICAP\_PATCHCODEDETECTIONENABLED  ICAP\_SUPPORTEDPATCHCODETYPES  CAP\_JOBCONTROL | 1.8 1.8  1.7 |

\* Note: Source must also fill in the extended EOJ field of the TW\_PENDINGXFERS structure when CAP\_JOBCONTROL is enabled. See DG\_CONTROL / DAT\_PENDINGXFERS / MSG\_ENDXFER

##### BARCODE DETECTION

|  |  |  |  |
| --- | --- | --- | --- |
| **When source controls:** | **Must respond to:** | **Mandatory capabilities:** | **Version intro** |
| Bar Code Detection | DG\_CONTROL /  DAT\_CAPABILITY  All MSG\_\* | ICAP\_EXTIMAGEINFO  ICAP\_BARCODEDETECTIONENABLED  ICAP\_SUPPORTEDBARCODETYPES | 1.7 1.8  1.8 |

##### ALARMS

|  |  |  |  |
| --- | --- | --- | --- |
| **When source controls:** | **Must respond to:** | **Mandatory capability:** | **Version intro** |
| Audible alarms | DG\_CONTROL / DAT\_CAPABILITY  All MSG\_\* | CAP\_ALARMS | 1.8 |
| Alarm volume | DG\_CONTROL / DAT\_CAPABILITY  All MSG\_\* | CAP\_ALARMVOLUME | 1.8 |

##### MICR DETECTION

|  |  |  |  |
| --- | --- | --- | --- |
| **When source supports:** | **Must respond to:** | **Mandatory capabilities:** | **Version intro** |
| Reading Micr data | DG\_CONTROL /  DAT\_CAPABILITY  All MSG\_\* | ICAP\_EXTIMAGEINFO  ICAP\_SUPPORTEDEXTIMAGEINFO  CAP\_MICRENABLED | 1.7 2.1  2.0 |

**Permanent Storage/Retrieval Devices**

Permanent storage/retrieval devices are unique in that more than one image is stored and the dimensions and bit depth may vary from image to image. These devices could be just a database of images, or a PCMCIA card from a Digital Camera. Such devices need features for browsing the available images, retrieving properties and selecting sets of images for transfer.

##### PERMANENT STORAGE/RETRIEVAL

|  |  |  |  |
| --- | --- | --- | --- |
| **When source supports:** | **Required operations:** | | **Version intro** |
| Permanent Storage Retrieval | DG\_CONTROL / DAT\_FILESYSTEM / MSG\_COPY, MSG\_DELETE, MSG\_CREATEDIRECTORY,  MSG\_AUTOMATICCAPTURED, MSG\_FORMATMEDIA,  MSG\_GETFIRSTFILE, MSG\_GETINFO, MSG\_GETNEXTFILE,  MSG\_RENAME | |  |
| **Must respond to::** | **Mandatory capability:** |  |
| DG\_CONTROL / DAT\_CAPABILITY  All MSG\_\* | ICAP\_IMAGEDATASET | 1.7 |

##### ANNOTATION

|  |  |  |  |
| --- | --- | --- | --- |
| **When source supports:** | **Must respond to:** | **Mandatory capabilities:** | **Version intro** |
| Annotation | DG\_CONTROL / DAT\_CAPABILITY  All MSG\_\* | CAP\_AUTHOR  CAP\_CAPTION  CAP\_TIMEDATE | 1.0 1.0  1.0 |

##### FLASH

|  |  |  |  |
| --- | --- | --- | --- |
| **When source supports:** | **Must respond to:** | **Mandatory capability:** | **Version intro** |
| Flash | DG\_CONTROL / DAT\_CAPABILITY  All MSG\_\* | ICAP\_FLASHUSED2 | 1.8 |

##### AUDIO DEVICES

|  |  |  |  |
| --- | --- | --- | --- |
| **When source supports:** | **Must respond to:** | **Mandatory capability:** | **Version intro** |
| Audio snippets to be associated with an image | DG\_CONTROL /  DAT\_CAPABILITY  All MSG\_\* | ACAP\_XFERMECH | 1.8 |
| **When source supports:** | **Must respond to:** | | |
| Transfer of  Audio snippets | DG\_CONTROL / DAT\_XFERGROUP / MSG\_SET with a value of DG\_AUDIO | | |
| **And support these operations:** | | |
| DG\_AUDIO/DAT\_AUDIOFILEXFER/MSG\_GET  DG\_AUDIO/DAT\_AUDIONATIVEXFER/MSG\_GET | | |

**Portable Capture Devices**

Portable capture devices are very similar to permanent storage and retrieval devices in that they typically store a number of images, however they differ in that they often have real time capture opportunities and limitations related to battery life and lenses. Examples of such devices would be Digital Camera’s and Camcorders.

##### ASYNCHRONOUS DEVICE EVENTS

|  |  |  |  |
| --- | --- | --- | --- |
| **When source supports:** | **Must respond to:** | **Mandatory capability:** | **Version intro** |
| Asynchronous Device Events | DG\_CONTROL / DAT\_CAPABILITY  All MSG\_\* | CAP\_DEVICEEVENT | 1.8 |

##### STREAM IMAGES

|  |  |  |  |
| --- | --- | --- | --- |
| **When source supports:** | **Must respond to:** | **Mandatory capability:** | **Version intro** |
| Stream of images for Live Preview | DG\_CONTROL / DAT\_CAPABILITY  All MSG\_\* | CAP\_CAMERAPREVIEWUI | 1.8 |

##### AUTOMATIC CAPTURE

|  |  |  |  |
| --- | --- | --- | --- |
| **When source supports:** | **Must respond to:** | **Mandatory capabilities:** | **Version intro** |
| Automatic capture | DG\_CONTROL / DAT\_CAPABILITY  All MSG\_\* | CAP\_AUTOMATICCAPTURE  CAP\_TIMEBEFOREFIRSTCAPTURE  CAP\_TIMEBETWEENCAPTURES | 1.8 1.8  1.8 |

#### Other Topics

**Custom Operations**

Manufacturers may add custom operations to their Sources. These can also be made known to application manufacturers. This mechanism allows an application to access functionality not normally available from a generic TWAIN Source.

One use of this mechanism might be to implement device-specific diagnostics for a hardware diagnostic program. These custom operations should be used sparingly and never in place of predefined TWAIN operations.

Custom operations are defined by specifying special values for Data Groups (DGs), Data Argument Types (DATs), Messages (MSGs), and Capabilities (CAPs). The following areas have been reserved for custom definitions:

|  |  |
| --- | --- |
| **Data Groups** | **Top 8 bit flags (bits 24 - 31) in the DG identifiers reserved for custom use.** |
| DATs | Designators with values greater than 8000 hex. |
| Messages | Designators with values greater than 8000 hex. |
| Capabilities | Designators with values greater than 8000 hex. |

The responsibility for naming and managing the use of custom designators lies wholly upon the TWAIN element originating the designator and the element consuming it. Prior to interpreting a custom designator, the consuming element must check the originating element’s ProductName string from its TW\_IDENTITY structure. Since custom operation numbers may overlap, this is the only way to insure against confusion.

**6**

**Entry Points and Triplet Components**

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#### Entry Points

TWAIN has the following possible entry points:

* **DSM\_Entry( )** - located in the Source Manager and typically called by applications, with the following exceptions where a Source calls the Source Manager to communicate with an Application:

DG\_CONTROL / DAT\_NULL / MSG\_XFERREADY

DG\_CONTROL / DAT\_NULL / MSG\_CLOSEDSREQ

DG\_CONTROL / DAT\_NULL / MSG\_CLOSEDSOK

DG\_CONTROL / DAT\_NULL / MSG\_DEVICEEVENT

* **DS\_Entry( )** - located in the Source and called only by the Source Manager.

**Programming Basics**

* Upon entry, the parameters must be ordered on the stack in Pascal form. Be sure that your code expects this ordering rather than the reverse order that C uses.
* Refer to Chapter 12, "Operating System Dependencies" about each OS Programming Basics.

**Data Flags and Data Groups**

Versions of the TWAIN Specification up to and including TWAIN 2.0 indicate that the high 8-bits (24 – 31) in the TW\_IDENTITY.SupportedGroups are reserved for custom use.

TWAIN 2x has taken these bits for use by the Data Flags (DF\_APP2, DF\_DSM2 and DF\_DS2). This breaks backwards capability with previous versions of the Specification. The risk is considered to be very low, since very few Sources or Applications work with these bits. However, the conflict can be managed in the following ways.

* Avoid the use of 0x10000000, 0x20000000 and 0x40000000, these correspond to

DF\_DSM2, DF\_APP2 and DF\_DS2. The remaining bits: 0x01000000, 0x02000000, 0x04000000, 0x08000000 and 0x80000000 are still in the custom space for Applications and Sources, and they will remain free for that use in all subsequent versions of TWAIN.

* Applications can modify their code to recognize when these bits are in use by a particular Source, which has always been a necessary pre-requisite for custom features, since the bits are guaranteed to have different meaning for different vendors.
* These flags are of most interest to the Data Source Manager, which is now open source (they dictate when DAT\_ENTRYPOINT is called). If a legacy driver is using one of the custom bits, then propose a possible work-around to the TWAIN Working Group.

**Declaration of DSM\_Entry( )**

Written in C code form, the declaration looks like this:

TW\_UINT16 TW\_CALLINGSTYLE DSM\_Entry

( pTW\_IDENTITY pOrigin, // source of message pTW\_IDENTITY pDest, // destination of message

TW\_UINT32 DG, // data group ID: DG\_xxxx

TW\_UINT16 DAT, // data argument type: DAT\_xxxx

TW\_UINT16 MSG, // message ID: MSG\_xxxx

TW\_MEMREF pData // pointer to data );

**Parameters of DSM\_Entry( ) pOrigin**

This points to a TW\_IDENTITY structure, allocated by the application, that describes the application making the call. One of the fields in this structure, called Id, is an arbitrary and unique identifier assigned by the Source Manager to tag the application as a unique TWAIN entity. The Source Manager maintains a copy of the application’s identity structure, so the application must not modify that structure unless it first breaks its connection with the Source Manager, then reconnects to cause the Source Manager to store the new, modified identity. **pDest**

This is set either to NULL if the application is aiming the operation at the Source Manager or to the TW\_IDENTITY structure of the Source that the application is attempting to reach. The application allocated the space for the Source’s identity structure when it decided which Source was to be connected. The Source’s TW\_IDENTITY.Id is also uniquely set by the Source Manager when the Source is opened and should not be modified by the Source. The application should not count on the value of this field being consistent from one session to the next because the Source Manager reallocates these numbers every time it is opened. The Source Manager keeps a copy of the Source’s identity structure as should the application and the Source.

##### DG

The Data Group of the operation triplet. Currently, only DG\_CONTROL, DG\_IMAGE, and DG\_AUDIO are defined.

##### DAT

The Data Argument Type of the operation triplet. A complete list appears later in this chapter.

##### MSG

The Message of the operation triplet. A complete list appears later in this chapter.

###### pData

The pData parameter is of type TW\_MEMREF and is a pointer to the data (a variable or, more typically, a structure) that will be used according to the action specified by the operation triplet.

**Declaration of DS\_Entry( )**

DS\_Entry is only called by the Source Manager. Written in C code form, the declaration looks like this:

TW\_UINT16 TW\_CALLINGSTYLE DS\_Entry

( pTW\_IDENTITY pOrigin, // source of message

TW\_UINT32 DG, // data group ID: DG\_xxxx

TW\_UINT16 DAT, // data argument type: DAT\_xxxx

TW\_UINT16 MSG, // message ID: MSG\_xxxx

TW\_MEMREF pData // pointer to data );

**Declaration of TWAIN\_Callback( )**

This function is registered by the Application and is only called by the Source Manager. The actual name of the function is up to the application. Written in C code form, the declaration looks like this:

TW\_UINT16 TW\_CALLINGSTYLE TWAIN\_Callback

( pTW\_IDENTITY pOrigin, // source of message

TW\_UINT32 DG, // data group ID: DG\_xxxx

TW\_UINT16 DAT, // data argument type: DAT\_xxxx

TW\_UINT16 MSG, // message ID: MSG\_xxxx

TW\_MEMREF pData // pointer to data

);

#### Data Groups

**TWAIN operations can be broadly classified into three data groups:**

##### Control Oriented (DG\_CONTROL)

Controls the TWAIN session. Consumed by both Source Manager and Source. It is always available, no matter what the current setting of DG\_CONTROL / DAT\_XFERGROUP. **Image Data Oriented (DG\_IMAGE)**

Indicates the kind of data to be transferred. Change between DG\_AUDIO and DG\_IMAGE as needed using DG\_CONTROL / DAT\_XFERGROUP / MSG\_SET. The default at startup is for a Source to be ready to transfer DG\_IMAGE data. **Audio Data Oriented (DG\_AUDIO)**

Indicates the kind of data to be transferred. Change between DG\_AUDIO and DG\_IMAGE as needed using DG\_CONTROL / DAT\_XFERGROUP / MSG\_SET.

Currently, only image and audio data are supported but this could be expanded to include text, etc. This has several future implications. If more than one data type exists, an application and a Source will need to decide what type(s) of data the *Source* can, and will be allowed to, produce before a transfer can occur. Further, if multiple transfers are being generated from a single acquisition—such as when image and text are intermixed and captured from the same page—it must be unambiguous which type of data is being returned from each data transfer.

**Programming Basics**

Note the following:

* Data Group designators are 32-bit, unsigned values. The actual values that are assigned are powers of two (bit flags) so that the DGs can be easily masked.
* There are 24 DGs designated as *reserved* for pre-defined DGs . Four are currently in use. The top 8 bits are reserved for custom DGs.

#### Data Argument Types

Data Argument Types, or DATs, are used to allow programmatic identification of the TWAIN type for the structure of status variable referenced by the entry point parameter pData. pData will always point to a variable or data structure defined by TWAIN. If the consuming application or Source switches (cases, etc.) on the DAT specified in the formal parameter list of the entry point call, it can handle the form of the referenced data correctly.

|  |  |  |
| --- | --- | --- |
| **Data Type** | **Used by** | **Associated structure or type** |
| DAT\_NULL | ANY DG | Null structure. No data required for the operation |

|  |  |  |
| --- | --- | --- |
| **Data Type** | **Used by** | **Associated structure or type** |
| DAT\_CUSTOMBASE | n/a | Not a DAT in itself, but the baseline a Source must use when creating a custom DAT. |
| DAT\_AUDIOFILEXFER | DG\_AUDIO | Operates on null data. Filename / Format already negotiated. |
| DAT\_AUDIONATIVEXFER | DG\_AUDIO | TW\_HANDLE  On Windows - WAV handle  On Macintosh - audio handle  On Linux - WAV handle |
| DAT\_CAPABILITY | DG\_CONTROL | TW\_CAPABILITY structure |
| DAT\_ENTRYPOINT | DG\_CONTROL | TW\_ENTRYPOINT structure |
| DAT\_EVENT | DG\_CONTROL | TW\_EVENT structure |
| DAT\_FILESYSTEM | DG\_CONTROL | TW\_FILESYSTEM structure |
| DAT\_IDENTITY | DG\_CONTROL | TW\_IDENTITY structure |
| DAT\_PARENT | DG\_CONTROL | TW\_HANDLE  On Windows - Window handle  On Macintosh - Not used. Set to NULL  On Linux - Not used. Set to NULL |
| DAT\_PASSTHRU | DG\_CONTROL | TW\_PASSTHRU structure |
| DAT\_PENDINGXFERS | DG\_CONTROL | TW\_PENDINGXFERS structure |
| DAT\_SETUPFILEXFER | DG\_CONTROL | TW\_SETUPFILEXFER structure |
| DAT\_SETUPMEMXFER | DG\_CONTROL | TW\_SETUPMEMXFER structure |
| DAT\_STATUS | DG\_CONTROL | TW\_STATUS structure |
| DAT\_USERINTERFACE | DG\_CONTROL | TW\_USERINTERFACE structure |
| DAT\_XFERGROUP | DG\_CONTROL | TW\_UINT32  A DG designator describing data to be transferred (currently only image data is supported) |
| DAT\_CIECOLOR | DG\_IMAGE | TW\_CIECOLOR structure |
| DAT\_GRAYRESPONSE | DG\_IMAGE | TW\_GRAYRESPONSE structure |
| DAT\_IMAGEFILEXFER | DG\_IMAGE | Operates on NULL data. Filename/Format already negotiated |
| DAT\_IMAGEINFO | DG\_IMAGE | TW\_IMAGEINFO structure |
| DAT\_IMAGELAYOUT | DG\_IMAGE | TW\_IMAGELAYOUT structure |
| DAT\_IMAGEMEMXFER | DG\_IMAGE | TW\_IMAGEMEMXFER structure |
| DAT\_IMAGEMEMFILEXFER DG\_IMAGE | | TW\_IMAGEMEMXFER structure |
| **Data Type** | **Used by** | **Associated structure or type** |
| DAT\_IMAGENATIVEXFER | DG\_IMAGE | TW\_HANDLE;  On Windows - DIB handle  On Macintosh - PicHandle  On Linux - handle to TIFF image |
| DAT\_JPEGCOMPRESSION | DG\_IMAGE | TW\_JPEGCOMPRESSION structure |
| DAT\_PALETTE8 | DG\_IMAGE | TW\_PALETTE8 structure |
| DAT\_RGBRESPONSE | DG\_IMAGE | TW\_RGBRESPONSE structure |

#### Messages

A Message, or MSG, is used to communicate between TWAIN elements what action is to be taken upon a particular piece of data, or for a data-less operation, what action to perform. If an application wants to make anything happen in, or inquire any information from, a Source or the Source Manager, it must make a call to DSM\_Entry( ) with the proper MSG as one parameter of the operation triplet. The data to be acted upon is also specified in the parameter list of this call.

A MSG is always associated with a Data Group (DG) identifier and a Data Argument Type (DAT) identifier in an operation triplet. This operation unambiguously specifies what action is to be taken on what data. Refer to Chapter 7, "Operation Triplets" for the list of defined operation triplets.

|  |  |  |
| --- | --- | --- |
| **Message ID** | **Valid DAT(s)** | **Description of Specified Action** |
| MSG\_AUTOMATICCAPTURE  DIRECTORY | DAT\_FILESYSTEM | Place to store images acquired during automatic capture |
| MSG\_CHANGEDIRECTORY | DAT\_FILESYSTEM | Change device, domain, host, or image directory |
| MSG\_CLOSEDS | DAT\_IDENTITY | Close the specified Source |
| MSG\_CLOSEDSM | DAT\_PARENT | Close the Source Manager |
| MSG\_CLOSEDSREQ | DAT\_NULL | Source requests for application to close Source |
| MSG\_COPY | DAT\_FILESYSTEM | Copy images across storage devices |
| MSG\_CREATEDIRECTORY | DAT\_FILESYSTEM | Create an image directory |
| MSG\_CUSTOMBASE | n/a | Not a message in itself, but the baseline a  Source must use when creating a custom message |
| MSG\_DELETE | DAT\_FILESYSTEM | Delete an image or an image directory |
| MSG\_DEVICEEVENT | DAT\_NULL | Report an event from the Source to the Source  Manager |
| MSG\_DISABLEDS | DAT\_USERINTERFACE | Disable data transfer in the Source |
| MSG\_ENABLEDS | DAT\_USERINTERFACE | Enable data transfer in the Source |
| **Message ID** | **Valid DAT(s)** | **Description of Specified Action** |
| MSG\_ENDXFER | DAT\_PENDINGXFERS | Application tells Source that transfer is over |
| MSG\_FORMATMEDIA | DAT\_FILESYSTEM | Format a storage device |
| MSG\_GET | various DATs | Get all Available Values including Current & Default |
| MSG\_GETCLOSE | DAT\_FILESYSTEM | Close a file context created by  MSG\_GETFIRSTFILE |
| MSG\_GETCURRENT | various DATs | Get Current value |
| MSG\_GETDEFAULT | various DATs | Get Source’s preferred default value |
| MSG\_GETFIRST | DAT\_IDENTITY | Get first element from a “list” |
| MSG\_GETFIRSTFILE | DAT\_FILESYSTEM | Get the first file in a directory |
| MSG\_GETINFO | DAT\_FILESYSTEM | Get information about the current file |
| MSG\_GETNEXT | DAT\_IDENTITY | Get next element from a “list” |
| MSG\_GETNEXTFILE | DAT\_FILESYSTEM | Get the next file in a directory |
| MSG\_NULL | None | No action to be taken |
| MSG\_OPENDS | DAT\_IDENTITY | Open and Initialize the specified Source |
| MSG\_OPENDSM | DAT\_PARENT | Open the Source Manager |
| MSG\_PASSTHRU | DAT\_PASSTHRU | For use by Source Vendors only |
| MSG\_PROCESSEVENT | DAT\_EVENT | Tells Source to check if event/message belongs to it |
| MSG\_RENAME | DAT\_FILESYSTEM | Rename an image or an image directory |
| MSG\_RESET | various DATs | Return specified item to power-on (TWAIN default) condition |
| MSG\_SET | various DATs | Set one or more values |
| MSG\_USERSELECT | DAT\_IDENTITY | Presents dialog of all Sources to select from |
| MSG\_XFERREADY | DAT\_NULL | The Source has data ready for transfer to the application |

#### Custom Components of Triplets

**Custom Data Groups**

A manufacturer may choose to implement custom data descriptors that require a new Data Group. This would be needed if someone decides to extend TWAIN to, say, satellite telemetry.

* The top 8 bits of every DG\_xxxx identifier are reserved for use as custom DGs. Custom DG identifiers must use one of the upper 8 bits of the DG\_xxxx identifier. Remember, DGs are bit flags.
* The originator of the custom DG must fill the ProductName field in the application or Source’s TW\_IDENTITY structure with a uniquely descriptive name. The consumer will look at this field to determine whose custom DG is being used.
* TWAIN provides no formal allocation (or vendor-specific “identifier blocks”) for custom data group identifiers nor does it do any coordination to avoid collisions.
* The DG\_CUSTOMBASE value resides in the TWAIN.H file. All custom IDs must be numerically greater than this base. A similar custom base “address” is defined for Data Argument Types, Messages, Capabilities, Return Codes, and Condition Codes. The only difference in concept is that DGs are the only designators defined as bit flags. All other custom values can be any integer value larger than the xxxx\_CUSTOMBASE defined for that type of designator.

**Custom Data Argument Types**

DAT\_CUSTOMBASE is defined in the TWAIN.H file to allow a Source vendor to define “custom”

DATs for their particular device(s). The application can recognize the Source by checking the

TW\_IDENTITY.ProductName and the TW\_IDENTITY.TW\_VERSION structure. If an application is aware that this particular Source offers custom DATs, it can use them. No changes to TWAIN or the Source Manager are required to support such identifiers (or the data structures which they imply).

Refer to the TWAIN.H file for the value of DAT\_CUSTOMBASE for custom DATs. All custom values must be numerically greater than this constant.

**Custom Messages**

As with the DATs, MSG\_CUSTOMBASE is included in TWAIN.H so that the Source writer can create custom messages specific to their Source. If the applications understand these custom messages, actions beyond those defined in this specification can be performed through the normal TWAIN mechanism. No modifications to TWAIN or the Source Manager are required.

Remember that the consumer of these custom values will look in your

TW\_IDENTITY.ProductName field to clarify what the identifier’s value means—there is no other protection for overlapping custom definitions. Refer to the TWAIN.H file for the value of MSG\_CUSTOMBASE for custom Messages. All custom values must be numerically greater than this value.

**7**

**Operation Triplets**

**Chapter Contents**

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## Triplet Overview

**From Application to Source Manager (Control Information)**

|  |  |  |  |
| --- | --- | --- | --- |
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**From Application to Source (Control Information)**

|  |  |  |  |
| --- | --- | --- | --- |
| **Data Group** | **Data Argument Type** | **Message** | **Page** |
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|  |  | MSG\_GETCURRENT | 7-16 |
|  |  | MSG\_GETDEFAULT | 7-19 |
|  |  | MSG\_GETHELP | 7-21 |
|  |  | MSG\_GETLABEL | 7-22 |
|  |  | MSG\_GETLABELENUM | 7-23 |
|  |  | MSG\_QUERYSUPPORT | 7-25 |
|  |  | MSG\_RESET | 7-27 |
|  |  | MSG\_RESETALL | 7-30 |
|  |  | MSG\_SET | 7-32 |
|  |  | MSG\_SETCONSTRAINT | 7-35 |
| DG\_CONTROL | DAT\_CUSTOMDSDATA | MSG\_GET  MSG\_SET | 7-38  7-39 |
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|  |  | MSG\_RESET | 7-83 |
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| **Data Group** | **Data Argument Type** | **Message** | **Page** |
| DG\_CONTROL | DAT\_SETUPFILEXFER | MSG\_GET | 7-86 |
|  |  | MSG\_GETDEFAULT | 7-88 |
|  |  | MSG\_RESET | 7-90 |
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**From Application to Source (Image Information)**

|  |  |  |  |
| --- | --- | --- | --- |
| **Data Group** | **Data Argument Type** | **Message** | **Page #** |
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| DG\_IMAGE | DAT\_IMAGELAYOUT | MSG\_GET | 7-122 |
|  |  | MSG\_GETDEFAULT | 7-124 |
|  |  | MSG\_RESET | 7-125 |
|  |  | MSG\_SET | 7-126 |
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| DG\_IMAGE | DAT\_IMAGEMEMXFER | MSG\_GET | 7-131 |
| DG\_IMAGE | DAT\_IMAGENATIVEXFER | MSG\_GET | 7-134 |
| DG\_IMAGE | DAT\_JPEGCOMPRESSION | MSG\_GET | 7-136 |
|  |  | MSG\_GETDEFAULT | 7-137 |
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|  |  | MSG\_SET | 7-139 |
| **Data Group** | **Data Argument Type** | **Message** | **Page #** |
| DG\_IMAGE | DAT\_PALETTE8 | MSG\_GET | 7-140 |
|  |  | MSG\_GETDEFAULT | 7-141 |
|  |  | MSG\_RESET | 7-142 |
|  |  | MSG\_SET | 7-143 |
| DG\_IMAGE | DAT\_RGBRESPONSE | MSG\_RESET | 7-144 |
|  |  | MSG\_SET | 7-145 |

**From Application to Source (Audio Information)**

|  |  |  |  |
| --- | --- | --- | --- |
| **Data Group** | **Data Argument Type** | **Message** | **Page #** |
| DG\_AUDIO | DAT\_AUDIOFILEXFER | MSG\_GET | 7-7 |
| DG\_AUDIO | DAT\_AUDIOINFO | MSG\_GET | 7-8 |
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|  |  |  |  |
| --- | --- | --- | --- |
| **Data Group** | **Data Argument Type** | **Message** | **Page #** |
| DG\_CONTROL | DAT\_ENTRYPOINT | MSG\_GET | 7-41 |
|  |  | MSG\_SET | 7-42 |

**From Source Manager to Source (Control Information)**

|  |  |  |  |
| --- | --- | --- | --- |
| **Data Group** | **Data Argument Type** | **Message** | **Page #** |
| DG\_CONTROL | DAT\_IDENTITY | MSG\_CLOSEDS | 7-59 |
|  |  | MSG\_GET | 7-60 |
|  |  | MSG\_OPENDS | 7-68 |

**From Source to Application (Control Information via the Source Manager)**

**(Used by Windows Sources only**

)

|  |  |  |  |
| --- | --- | --- | --- |
| **Data Group** | **Data Argument Type** | **Message** | **Page #** |
| DG\_CONTROL | DAT\_NULL | MSG\_CLOSEDSOK | 7-72 |
|  |  | MSG\_CLOSEDSREQ | 7-73 |
|  |  | MSG\_DEVICEEVENT | 7-74 |
|  |  | MSG\_XFERREADY | 7-75 |

**TWAIN 2.0 (Entry Points)**

## Format of the Operation Triplet Descriptions

The following pages describe the operation triplets. They are all included and are arranged in alphabetical order using the Data Group, Data Argument Type, and Message identifier list.

There are three operations that are duplicated because that have a different originator and/or destination in each case. They are:

* DG\_CONTROL / DAT\_IDENTITY / MSG\_CLOSEDS
  + from Application to Source Manager
  + from Source Manager to Source
* DG\_CONTROL / DAT\_IDENTITY / MSG\_OPENDS
  + from Application to Source Manager
  + from Source Manager to Source
* DG\_CONTROL / DAT\_STATUS / MSG\_GET
  + from Application to Source Manager
  + from Application to Source

The format of each page is:

##### Triplet - The Concise DG / DAT / MSG Information

**Call**

Actual format of the routine call (parameter list) for the operation. Identification of the data structure used for the pData parameter is included.

**Valid States**

The states in which the application, Source Manager, or Source may legally invoke the operation.

**Description**

General description of the operation.

**Origin of the Operation (Application, Source Manager or, Source)**

The action(s) the application, Source Manager, or Source should take before invoking the operation.

**Destination of the Operation (Source Manager or Source)**

The action that the destination element (Source Manager or Source) of the operation will take.

**Return Codes**

The Return Codes and Condition Codes that are defined and valid for this operation.

**See Also**

Lists other related operation triplets, capabilities, constants, etc.

## Operation Triplets

##### DG\_AUDIO / DAT\_AUDIOFILEXFER / MSG\_GET

**Call**

DSM\_Entry (pOrigin, pDest, DG\_AUDIO, DAT\_AUDIOFILEXFER, MSG\_GET, NULL);

**Valid States**

6 (transitions to state 7)

**Description**

(Similar operation to DAT\_IMAGEFILEXFER).

This operation is used to initiate the transfer of audio from the Source to the application via the disk-file transfer mechanism. It causes the transfer to begin.

No special set up or action required. Application should have already invoked the DG\_CONTROL

/ DAT\_SETUPFILEXFER / MSG\_SET operation, unless the Source’s default transfer format and file name (typically, TWAINAUD.TMP) are acceptable to the application. The application need only invoke this operation once per image transferred.

Source should acquire the audio data, format it, create any appropriate header information, and write everything into the file specified by the previous DG\_CONTROL / DAT\_SETUPFILEXFER / MSG\_SET operation, and close the file.

Audio transfers are optional. If an application transfers only the images and never changes to **DG\_AUDIO**, then the audio snippets will be automatically discarded or skipped by the Source.

**Return Codes**

TWRC\_CANCEL

TWRC\_XFERDONE

TWRC\_FAILURE

TWCC\_BADPROTOCOL.

TWCC\_OPERATIONERROR

TWCC\_SEQERROR - not state 6.

/\* The following introduced for 2.0 or higher \*/

TWCC\_FILEWRITEERROR

**See Also**

ACAP\_XFERMECH

##### DG\_AUDIO / DAT\_AUDIOINFO / MSG\_GET

**Call**

DSM\_Entry (pOrigin, pDest, DG\_AUDIO, DAT\_AUDIOINFO, MSG\_GET, pSourceAudioInfo); pSourceAudioInfo = A pointer to a TW\_AUDIOINFO structure

**Valid States**

6 and 7

**Description**

Used to get the information of the current audio data ready to transfer. (Similar operation to

DAT\_IMAGEINFO)

**Return Codes**

TWRC\_SUCCESS

TWRC\_FAILURE

TWCC\_BADPROTOCOL

TWCC\_SEQERROR

**See Also**

None

##### DG\_AUDIO / DAT\_AUDIONATIVEXFER / MSG\_GET

**Call**

DSM\_Entry (pOrigin, pDest, DG\_AUDIO, DAT\_AUDIONATIVEXFER, MSG\_GET, pHandle);

pHandle = A pointer to a variable of type Handle

**On Windows** - This is a handle variable to WAV data located in memory.

**On Macintosh** - This is a handle to AIFF data.

**On Linux** - This is a handle to WAV data.

**Valid States**

6 (transitions to state 7)

**Description**

(Similar operation to DAT\_IMAGENATIVEXFER).

Causes the transfer of an audioÆs data from the Source to the application, via the Native transfer mechanism, to begin. The resulting data is stored in main memory in a single block. The data is stored in AIFF format on the Macintosh and as a WAV format under Microsoft Windows. The size of the audio snippet that can be transferred is limited to the size of the memory block that can be allocated by the Source.

**Note:** This is the default transfer mechanism. All Sources support this mechanism if DG\_AUDIO is supported. The Source will use this mechanism unless the application explicitly negotiates a different transfer mechanism with ACAP\_XFERMECH.

**Return Codes**

TWRC\_SUCCESS

TWRC\_FAILURE

TWCC\_BADPROTOCOL.

TWCC\_SEQERROR - not state 6.

**See Also**

ACAP\_XFERMECH

##### DG\_CONTROL / DAT\_CALLBACK / MSG\_INVOKE\_CALLBACK

MSG\_INVOKE\_CALLBACK is deprecated. It was added for Mac OS X, TWAIN 2.0 DS should use DAT\_NULL. Refer to the TWAIN 1.9 spec for implementation.

**Call**

DSM\_Entry (pOrigin, pDest, DG\_CONTROL, DAT\_CALLBACK,

MSG\_INVOKE\_CALLBACK, (TW\_MEMREF)&callback);

**Valid States**

4, 5, 7 (depending on the message)

**Description**

This triplet is sent by the DS to the DSM, which in turn calls the application’s registered callback function. The last argument is a pointer to an initialized TW\_CALLBACK structure, which contains the message to be processed.

The TW\_CALLBACK structure should be initialized as follows:

Msg Initialized to any valid DG\_CONTROL / DAT\_NULL message.

The message specified will be processed in the same manner as the DAT\_NULL mechanism employed by the Windows version. These are:

MSG\_XFERREADY

MSG\_CLOSEDSREQ

MSG\_CLOSEDSOK

MSG\_DEVICEEVENT

MSG\_INVOKE\_CALLBACK is the **only** way for a Mac OS X TWAIN 1.9 DS to inform the application of these events.

**Return Codes**

TWRC\_FAILURE

**See Also**

DG\_CONTROL / DAT\_CALLBACK / MSG\_REGISTER\_CALLBACK

DG\_CONTROL / DAT\_CALLBACK2 / MSG\_REGISTER\_CALLBACK

##### DG\_CONTROL / DAT\_CALLBACK / MSG\_REGISTER\_CALLBACK

**Call**

DSM\_Entry (pOrigin, pDest, DG\_CONTROL, DAT\_CALLBACK,

MSG\_REGISTER\_CALLBACK, (TW\_MEMREF)&callback);

**Valid States**

4

**Description**

This triplet is sent to the DSM by the Application to register the application’s entry point with the DSM, so that the DSM can use callbacks to inform the application of events generated by the DS.

The last argument is a pointer to an initialized TW\_CALLBACK structure. The TW\_CALLBACK structure should be initialized as follows:

CallBackProc The callback function’s entry point, used by DSM to send

DAT\_NULL/MSG\_xxx

RefCon An application defined reference constant. Returned as

\_pData in callback.

**Note:** Application should refrain from assigning a pointer to RefCon if they want the same behavior in 32bit and 64bit. RefCon is not large enough to hold a pointer as 64bit.

**Return Codes**

TWRC\_SUCCESS

TWRC\_FAILURE

TWCC\_BADVALUE

**See Also**

DG\_CONTROL / DAT\_CALLBACK / MSG\_INVOKE\_CALLBACK

DG\_CONTROL / DAT\_CALLBACK2 / MSG\_REGISTER\_CALLBACK

##### DG\_CONTROL / DAT\_CALLBACK2 / MSG\_REGISTER\_CALLBACK

**Call**

DSM\_Entry (pOrigin, pDest, DG\_CONTROL, DAT\_CALLBACK2, MSG\_REGISTER\_CALLBACK, (TW\_MEMREF)&callback); callback = A pointer to a TW\_CALLBACK2 structure

**Valid States**

4

**Description**

This triplet is sent to the DSM by the Application to register the application’s entry point with the DSM, so that the DSM can use callbacks to inform the application of events generated by the DS.

The last argument is a pointer to an initialized TW\_CALLBACK2 structure. The TW\_CALLBACK2 structure should be initialized as follows:

|  |  |
| --- | --- |
| CallBackProc | The callback function’s entry point, used by  MSG\_REGISTER\_CALLBACK. |
| RefCon | An application defined reference constant. |

**Return Codes**

TWRC\_FAILURE

**See Also**

DG\_CONTROL / DAT\_CALLBACK / MSG\_INVOKE\_CALLBACK

##### DG\_CONTROL / DAT\_CAPABILITY / MSG\_GET

**Call**

DSM\_Entry(pOrigin, pDest, DG\_CONTROL, DAT\_CAPABILITY, MSG\_GET, pCapability); pCapability = A pointer to a TW\_CAPABILITY structure.

**Valid States**

4 through 7

**Description**

Returns the Source’s Current, Default and Available Values for a specified capability.

These values reflect previous MSG\_SET or MSG\_SETCONSTRAINT operations on the capability, or Source’s automatic changes. (See MSG\_SET).

**Note:** This operation does not change the Current or Available Values of the capability.

**Application**

Set the pCapability fields as follows:

pCapability->Cap = the CAP\_xxxx or ACAP\_xxxx or ICAP\_xxxx identifier pCapability->ConType = TWON\_DONTCARE16 pCapability->hContainer = NULL

The Source will allocate the memory for the necessary container structure but the application must free it when the operation is complete and the application no longer needs to maintain the information.

Use MSG\_GET:

* As the first step in negotiation of a capability’s Available Values.
* To check the results if a MSG\_SET returns TWRC\_CHECKSTATUS.
* To check the Available, Current and Default Values with one command.

This operation may fail for a low memory condition. Either recover from a TWCC\_LOWMEMORY failure by freeing memory for the Source to use so it can continue, or terminating the acquisition and notifying the user of the low memory problem.

**Source**

If the application requests this operation on a capability your Source does not recognize (and you’re sure you’ve implemented all the capabilities that you’re required to), disregard the operation, but return TWRC\_FAILURE with TWCC\_BADCAP.

If you support the capability, fill in the fields listed below and allocate the container structure and place its handle into pCapability->hContainer. The container should be referenced by a “handle” of type TW\_HANDLE.

Fill the fields in pCapability as follows:

pCapability->ConType = TWON\_ARRAY,

TWON\_ONEVALUE,

TWON\_ENUMERATION, or TWON\_RANGE pCapability->hContainer = TW\_HANDLE referencing a container of ConType

Set ConType to the container type your Source uses for this capability. For the container type of

TWON\_ONEVALUE provide the Current Value. For the container type of TWON\_ARRAY provide the Available Values. For container types TWON\_ENUMERATION and TWON\_RANGE provide the Current, Default and Available Values.

This is a memory allocation operation. It is possible for this operation to fail due to a low memory condition. Be sure to verify that the allocation is successful. If it is not, attempt to reduce the amount of memory occupied by the Source. If the allocation cannot be made, return TWRC\_FAILURE with TWCC\_LOWMEMORY to the application and set the pCapability->hContainer handle to NULL.

**Note:** The Source *must* be able to respond to an inquiry about any of its capabilities at *any time* that the Source is open.

|  |  |
| --- | --- |
| **Return Codes**  TWRC\_SUCCESS  TWRC\_FAILURE |  |
| TWCC\_BADCAP | /\* Unknown capability--Source does not recognize \*/ |
|  | /\* this capability. This code should not be used \*/ |
|  | /\* by sources after 1.6. Applications still need \*/ |
|  | /\* to test for it for backward compatibility. \*/ |

TWCC\_CAPUNSUPPORTED /\* Capability not supported by source. Sources\*/

/\* 1.6 and newer must use this instead of \*/

/\* using TWCC\_BADCAP. \*/

TWCC\_CAPBADOPERATION /\* Operation not supported by capability.\*/

/\* Sources 1.6 and newer must use this \*/ /\* instead of using TWCC\_BADCAP.

TWCC\_CAPSEQERROR /\* Capability has a dependency on another \*/

/\* capability. Sources 1.6 and newer must \*/

/\* use this instead of using TWCC\_BADCAP. \*/

TWCC\_BADDEST /\* No such Source in session with application \*/ TWCC\_LOWMEMORY /\* Not enough memory to complete the operation\*/

TWCC\_SEQERROR /\* Operation invoked in invalid state \*/

**See Also**

DG\_CONTROL / DAT\_CAPABILITY / MSG\_GETCURRENT

DG\_CONTROL / DAT\_CAPABILITY / MSG\_GETDEFAULT

DG\_CONTROL / DAT\_CAPABILITY / MSG\_RESET

DG\_CONTROL / DAT\_CAPABILITY / MSG\_SET

DG\_CONTROL / DAT\_CAPABILITY / MSG\_SETCONSTRAINT

“Capability Containers” on page 2-15 and TW\_ONEVALUE, TW\_ENUMERATION, TW\_RANGE, TW\_ARRAY.

“Capability Constants” on page 8-73 (in Chapter 8, "Data Types and Data Structures")

Capability Containers: TW\_ONEVALUE, TW\_ENUMERATION, TW\_RANGE, TW\_ARRAY (in Chapter 8, "Data Types and Data Structures")

Listing of all capabilities “The Capability Listings” on page 10-12 (in Chapter 10, "Capabilities")

##### DG\_CONTROL / DAT\_CAPABILITY / MSG\_GETCURRENT

**Call**

DSM\_Entry(pOrigin, pDest, DG\_CONTROL, DAT\_CAPABILITY, MSG\_GETCURRENT, pCapability); pCapability = A pointer to a TW\_CAPABILITY structure.

**Valid States**

4 through 7

**Description**

Returns the Source’s Current Value for the specified capability.

The Current Value reflects previous MSG\_SET operations on the capability, or Source’s automatic changes. (See MSG\_SET).

**Note:** This operation does not change the Current Values of the capability.

**Application**

Set the pCapability fields as follows:

pCapability->Cap = the CAP\_xxxx or ACAP\_xxxx or ICAP\_xxxx identifier pCapability->ConType = TWON\_DONTCARE16 pCapability->hContainer = NULL

The Source will allocate the memory for the necessary container structure but the application must free it when the operation is complete and the application no longer needs to maintain the information.

Use MSG\_GETCURRENT:

* To check the Source’s power-on Current Values (see Chapter 10, "Capabilities" for TWAINdefined defaults for each capability).
* To check just the Current Value (in place of using MSG\_GET).
* In State 6 to determine the settings. They could have been set by the user (if

TW\_USERINTERFACE.ShowUI = TRUE) or be the results of automatic processes used by the Source.

This operation may fail for a low memory condition. Either recover from a TWCC\_LOWMEMORY failure by freeing memory for the Source to use so it can continue, or terminating the acquisition and notifying the user of the low memory problem.

**Source**

If the application requests this operation on a capability your Source does not recognize (and you’re sure you’ve implemented all the capabilities that you’re required to), disregard the operation, but return TWRC\_FAILURE with TWCC\_BADCAP.

If you support the capability, fill in the fields listed below and allocate the container structure and place its handle into pCapability->hContainer. The container should be referenced by a “handle” of type TW\_HANDLE.

Fill the fields in pCapability as follows:

pCapability->ConType = TWON\_ARRAY or TWON\_ONEVALUE pCapability->hContainer = TW\_HANDLE referencing a container of ConType

Set ConType to the container type that matches the type for this capability. Fill the fields in the container structure with the Current Value of the capability.

This is a memory allocation operation. It is possible for this operation to fail due to a low memory condition. Be sure to verify that the allocation is successful. If it is not, attempt to reduce the amount of memory occupied by the Source. If the allocation cannot be made, return TWRC\_FAILURE with TWCC\_LOWMEMORY to the application and set the pCapability->hContainer handle to NULL.

Note that the Source **must** be able to respond to an inquiry about any of its capabilities at **any time** that the Source is open.

**Return Codes**

TWRC\_SUCCESS

TWRC\_FAILURE

TWCC\_BADCAP /\* Unknown capability--Source does not recognize \*/

/\* this capability. This code should not be used \*/

/\* by sources after 1.6. Applications still need \*/

/\* to test for it for backward compatibility. \*/

TWCC\_CAPUNSUPPORTED /\* Capability not supported by source. Sources\*/

/\* 1.6 and newer must use this instead of \*/

/\* using TWCC\_BADCAP. \*/

TWCC\_CAPBADOPERATION /\* Operation not supported by capability. \*/

/\* Sources 1.6 and newer must use this instead\*/

/\* of using TWCC\_BADCAP. \*/

TWCC\_CAPSEQERROR /\* Capability has a dependency on another \*/

/\* capability. Sources 1.6 and newer must use \*/

/\* this instead of using TWCC\_BADCAP. \*/

TWCC\_BADDEST /\* No such Source in-session with \*/ /\* application \*/

TWCC\_LOWMEMORY /\* Not enough memory to complete the \*/ /\* operation \*/

TWCC\_SEQERROR /\* Operation invoked in invalid state. \*/

**See Also**

DG\_CONTROL / DAT\_CAPABILITY / MSG\_GET

DG\_CONTROL / DAT\_CAPABILITY / MSG\_GETDEFAULT

DG\_CONTROL / DAT\_CAPABILITY / MSG\_RESET

DG\_CONTROL / DAT\_CAPABILITY / MSG\_SET

DG\_CONTROL / DAT\_CAPABILITY / MSG\_SETCONSTRAINT

Capability Constants (in Chapter 8, "Data Types and Data Structures")

Capability Containers: TW\_ONEVALUE, TW\_ENUMERATION, TW\_RANGE, TW\_ARRAY (in Chapter 8, "Data Types and Data Structures")

Listing of all capabilities (in Chapter 10, "Capabilities").

##### DG\_CONTROL / DAT\_CAPABILITY / MSG\_GETDEFAULT

**Call**

DSM\_Entry(pOrigin, pDest, DG\_CONTROL, DAT\_CAPABILITY, MSG\_GETDEFAULT, pCapability); pCapability = A pointer to a TW\_CAPABILITY structure.

**Valid States**

4 through 7

**Description**

Returns the Source’s Default Value. This is the Source’s preferred default value.

The Source’s Default Value cannot be changed.

**Application**

Set the pCapability fields as follows:

pCapability->Cap = the CAP\_xxxx or ACAP\_xxxx or ICAP\_xxxx identifier pCapability->ConType = TWON\_DONTCARE16 pCapability->hContainer = NULL

The Source will allocate the memory for the necessary container structure but the application must free it when the operation is complete and the application no longer needs to maintain the information.

Use MSG\_GETDEFAULT:

* To check the Source’s preferred Values. Using the Source’s preferred default as the Current Value may increase performance in some Sources.

This operation may fail for a low memory condition. Either recover from a TWCC\_LOWMEMORY failure by freeing memory for the Source to use so it can continue, or terminating the acquisition and notifying the user of the low memory problem.

**Source**

If the application requests this operation on a capability your Source does not recognize (and you are sure you have implemented all the capabilities that you’re required to), disregard the operation, but return TWRC\_FAILURE with TWCC\_BADCAP.

If you support the capability, fill in the fields listed below and allocate the container structure and place its handle into pCapability->hContainer. The container should be referenced by a “handle” of type TW\_HANDLE.

* Fill the fields in pCapability as follows: pCapability->ConType = TWON\_ARRAY or TWON\_ONEVALUE pCapability->hContainer = TW\_HANDLE referencing a container of ConType

Set ConType to the container type that matches for this capability. Fill the fields in the container with the Default Value of this capability.

The Default Value is the preferred value for the Source. This value is used as the power-on value for capabilities if TWAIN does not specify a default.

This is a memory allocation operation. It is possible for this operation to fail due to a low memory condition. Be sure to verify that the allocation is successful. If it is not, attempt to reduce the amount of memory occupied by the Source. If the allocation cannot be made return TWRC\_FAILURE with TWCC\_LOWMEMORY to the application and set the pCapability->hContainer handle to NULL.

Note that the Source **must** be able to respond to an inquiry about any of its capabilities at **any time** that the Source is open.

**Return Codes**

TWRC\_SUCCESS

TWRC\_FAILURE

TWCC\_BADCAP /\* Unknown capability--Source does not recognize \*/

/\* this capability. This code should not be used \*/

/\* by sources after 1.6. Applications still need \*/

/\* to test for it for backward compatibility. \*/

TWCC\_CAPUNSUPPORTED /\* Capability not supported by source. Sources\*/

/\* 1.6 and newer must use this instead of \*/

/\* using TWCC\_BADCAP. \*/

TWCC\_CAPBADOPERATION /\* Operation not supported by capability. \*/

/\* Sources 1.6 and newer must use this instead\*/ /\* of using TWCC\_BADCAP.

TWCC\_CAPSEQERROR /\* Capability has a dependency on another \*/

/\* capability. Sources 1.6 and newer must use \*/

/\* this instead of using TWCC\_BADCAP. \*/

TWCC\_BADDEST /\* No such Source in-session with \*/

/\* application \*/

TWCC\_LOWMEMORY /\* Not enough memory to complete the \*/ /\* operation \*/ TWCC\_SEQERROR /\* Operation invoked in invalid state \*/

**See Also**

DG\_CONTROL / DAT\_CAPABILITY / MSG\_GET

DG\_CONTROL / DAT\_CAPABILITY / MSG\_GETCURRENT

DG\_CONTROL / DAT\_CAPABILITY / MSG\_RESET

DG\_CONTROL / DAT\_CAPABILITY / MSG\_SET

DG\_CONTROL / DAT\_CAPABILITY / MSG\_SETCONSTRAINT

Capability Constants (in Chapter 10, "Capabilities")

Capability Containers: TW\_ONEVALUE, TW\_ENUMERATION, TW\_RANGE, TW\_ARRAY (in Chapter 8, "Data Types and Data Structures")

Listing of all capabilities (in Chapter 10, "Capabilities")

##### DG\_CONTROL / DAT\_CAPABILITY / MSG\_GETHELP

**Call**

DSM\_Entry(pOrigin, NULL, DG\_CONTROL, DAT\_CAPABILITY, MSG\_GETHELP, pTwCapability); pTwCapability = A pointer to a TW\_CAPABILITY structure.

**Valid States**

4

**Description**

Returns help text suitable for use in a GUI; for instance: “Specify the amount of detail in an image. Higher values result in more detail.” for ICAP\_XRESOLUTION.

**Application**

The Application frees the handle.

**Source**

The Source returns a TW\_ONEVALUE container with a TWTY\_HANDLE item type. The handle points to a string. The encoding of the string is determined by the

TW\_IDENTITY.TW\_VERSION.Language reported back by the Source, unless overridden by CAP\_LANGUAGE.

**Return Codes**

TWRC\_SUCCESS

TWRC\_FAILURE

TWCC\_BADPROTOCOL

TWCC\_CAPUNSUPPORTED

**See Also**

DG\_CONTROL / DAT\_CAPABILITY / MSG\_GETLABEL

##### DG\_CONTROL / DAT\_CAPABILITY / MSG\_GETLABEL

**Call**

DSM\_Entry(pOrigin, NULL, DG\_CONTROL, DAT\_CAPABILITY, MSG\_GETLABEL, pTwCapability); pTwCapability = A pointer to a TW\_CAPABILITY structure.

**Valid States**

4

**Description**

Returns a label suitable for use in a GUI, for instance “Resolution:” for ICAP\_XRESOLUTION.

**Application**

The Application frees the handle.

**Source**

The Source returns a TW\_ONEVALUE container with a TWTY\_HANDLE item type. The handle points to a string. The encoding of the string is determined by the

TW\_IDENTITY.TW\_VERSION.Language reported back by the Source, unless overridden by CAP\_LANGUAGE.

**Return Codes**

TWRC\_SUCCESS

TWRC\_FAILURE

TWCC\_BADPROTOCOL

TWCC\_CAPUNSUPPORTED

**See Also**

DG\_CONTROL / DAT\_CAPABILITY / MSG\_GETHELP

##### DG\_CONTROL / DAT\_CAPABILITY / MSG\_GETLABELENUM

**Call**

DSM\_Entry(pOrigin, NULL, DG\_CONTROL, DAT\_CAPABILITY, MSG\_GETLABELENUM, pTwCapability); pTwCapability = A pointer to a TW\_CAPABILITY structure.

**Valid States**

4

**Description**

Return all of the labels for a capability of type TW\_ARRAY or TW\_ENUMERATION, for example “US Letter” for ICAP\_SUPPORTEDSIZES’ TWSS\_USLETTER.

**Application**

The Application receives a TW\_ARRAY with a TW\_STR255 type. Each index in the array corresponds to the same index of a TW\_ARRAY or a TW\_ENUMERATION returned by a MSG\_GET for that same capability.

For example, if ICAP\_SUPPORTEDSIZES returns the following for MSG\_GET:

ptwenumeration->ItemType = TWTY\_UINT16 ptwenumeration->NumItems = 3 ptwenumeration->CurrentIndex = 0 ptwenumeration->DefaultIndex = 0

((TW\_UINT16\*)&ptwenumeration->ItemList)[0] = TWSS\_USLETTER

((TW\_UINT16\*)&ptwenumeration->ItemList)[1] = TWSS\_A4LEDGER ((TW\_UINT16\*)&ptwenumeration->ItemList)[2] = TWSS\_USEXECUTIVE

It should return something like the following for MSG\_GETLABELENUM:

ptwarray->ItemType = TWTY\_STR255 ptwarray ->NumItems = 3

((char\*)&ptwarray->ItemList)[0\*sizeof(TW\_STR255)] is “US Letter”

((char\*)&ptwarray->ItemList)[1\*sizeof(TW\_STR255)] is “A4 Letter”

((char\*)&ptwarray->ItemList)[2\*sizeof(TW\_STR255)] is “US Executive”

**Source**

The Source returns a TW\_ARRAY container with a TW\_STR255 item type. The string data is UTF-8 encoded. The language is determined by the TW\_IDENTITY.TW\_VERSION.Language reported back by the Source, unless overridden by CAP\_LANGUAGE.

This feature is only supported for capabilities that return TW\_ARRAY or TW\_ENUMERATION for MSG\_GET. Other capabilities (like TW\_RANGE or TW\_ONEVALUE) return TWRC\_FAILURE / TWCC\_BADPROTOCOL.

**Return Codes**

TWRC\_SUCCESS

TWRC\_FAILURE

TWCC\_CAPUNSUPPORTED

TWCC\_BADPROTOCOL

**See Also**

DG\_CONTROL / DAT\_CAPABILITY / MSG\_GETLABEL

##### DG\_CONTROL / DAT\_CAPABILITY / MSG\_QUERYSUPPORT

**Call**

DSM\_Entry(pOrigin, pDest, DG\_CONTROL, DAT\_CAPABILITY, MSG\_QUERYSUPPORT, pCapability); pCapability = A pointer to a TW\_CAPABILITY structure.

**Valid States**

4 through 7

**Description**

Returns the Source’s support status of this capability.

**Application**

Set the pCapability fields as follows:

pCapability->Cap = the CAP\_xxxx or ACAP\_xxxx or ICAP\_xxxx identifier pCapability->ConType = TWON\_ONEVALUE pCapability->hContainer = NULL

The Source will allocate the memory for the necessary container structure but the application must free it when the operation is complete and the application no longer needs to maintain the information.

Use MSG\_QUERYSUPPORT:

• To check the whether the Source supports a particular operation on the capability.

This operation may fail for a low memory condition. Either recover from a TWCC\_LOWMEMORY failure by freeing memory for the Source to use so it can continue, or terminating the acquisition and notifying the user of the low memory problem.

**Source**

Fill the fields in pCapability as follows:

pCapability->ConType = TWON\_ONEVALUE

pCapability->hContainer = TW\_HANDLE referencing a container of type TW\_ONEVALUE.

Fill the fields in TW\_ONEVALUE as follows:

1. ItemType = TWTY\_INT32;
2. Item = Bit pattern representing the set of operations that are supported by the Data Source on this capability (TWQC\_GET, TWQC\_SET, TWQC\_GETCURRENT, TWQC\_GETDEFAULT, TWQC\_RESET, TWQC\_SETCONSTRAINT);

If the application requests this operation on a capability your Source does not recognize (and you’re sure you’ve implemented all the capabilities that you’re required to), do not disregard the operation, but fill out the TWON\_ONEVALUE container with a value of zero(0) for the Item field, indicating no support for any of the DAT CAPABILITY operations, and return a status of TWRC\_SUCCESS.

If the capability will currently return TWRC\_FAILURE / TWCC\_CAPSEQERROR, because its availability depends on that of other capabilities, then fill out the TWON\_ONEVALUE container with a value of zero (0) for the Item field, indicating no support for any of the DAT CAPABILITY operations, and return a status of TWRC\_SUCCESS.

This is a memory allocation operation. It is possible for this operation to fail due to a low memory condition. Be sure to verify that the allocation is successful. If it is not, attempt to reduce the amount of memory occupied by the Source. If the allocation cannot be made return TWRC\_FAILURE with TWCC\_LOWMEMORY to the application and set the pCapability->hContainer handle to NULL.

Note that the Source **must** be able to respond to an inquiry about any of its capabilities at **any time** that the Source is open.

**Return Codes**

TWRC\_SUCCESS

TWRC\_FAILURE

TWCC\_BADDEST /\* No such Source in-session with \*/

/\* application \*/

TWCC\_LOWMEMORY /\* Not enough memory to complete the \*/

/\* operation \*/

**See Also**

DG\_CONTROL / DAT\_CAPABILITY / MSG\_GET

DG\_CONTROL / DAT\_CAPABILITY / MSG\_GETCURRENT

DG\_CONTROL / DAT\_CAPABILITY / MSG\_RESET

DG\_CONTROL / DAT\_CAPABILITY / MSG\_SET

Capability Constants (in Chapter 8, "Data Types and Data Structures")

Capability Container: TW\_ONEVALUE (in Chapter 8, "Data Types and Data Structures").

Listing of all capabilities (in Chapter 10, "Capabilities")

##### DG\_CONTROL / DAT\_CAPABILITY / MSG\_RESET

**Call**

DSM\_Entry(pOrigin, pDest, DG\_CONTROL, DAT\_CAPABILITY, MSG\_RESET, pCapability); pCapability = A pointer to a TW\_CAPABILITY structure.

**Valid States**

4 (when indicated by MSG\_QUERYSUPPORT)

5, 6, 7 (when the capability appears in the CAP\_EXTENDEDCAPS array, and when indicated by

MSG\_QUERYSUPPORT)

**Description**

Change the Current Value of the specified capability back to its power-on value and return the new Current Value.

The power-on value is the Current Value the Source started with when it entered State 4 after a

DG\_CONTROL / DAT\_IDENTITY / MSG\_OPENDS. These values are listed as TWAIN defaults (in Chapter 10, "Capabilities"). If “no default” is specified, the Source uses it preferred default value (returned from MSG\_GETDEFAULT).

**Application**

Set the pCapability fields as follows:

pCapability->Cap = the CAP\_xxxx or ACAP\_xxxx or ICAP\_xxxx identifier pCapability->ConType = TWON\_DONTCARE16 pCapability->hContainer = NULL

The Source will allocate the memory for the necessary container structure but the application must free it when the operation is complete and the application no longer needs to maintain the information.

Use MSG\_RESET:

• To set the Current Value of the specified capability to the Source’s mandatory or preferred value, and to remove any constraints from the allowed values supported by the Source.

This operation may fail for a low memory condition. Either recover from a TWCC\_LOWMEMORY failure by freeing memory for the Source to use so it can continue, or terminating the acquisition and notifying the user of the low memory problem.

**Source**

If the application requests this operation on a capability your Source does not recognize (and you’re sure you’ve implemented all the capabilities that you’re required to), disregard the operation, but return TWRC\_FAILURE with TWCC\_BADCAP.

If you support the capability, reset the Current Value of the capability back to its power-on value. This value must also match the TWAIN default listed in Chapter 10, "Capabilities".

Also return the new Current Value (just like in a MSG\_GETCURRENT). Fill in the fields listed below and allocate the container structure and place its handle into pCapability->hContainer. The container should be referenced by a “handle” of type TW\_HANDLE.

Fill the fields in pCapability as follows:

pCapability->ConType = TWON\_ARRAY or TWON\_ONEVALUE pCapability->hContainer = TW\_HANDLE referencing a container of ConType

Set ConType to the container type that matches the type for this capability. Fill the fields in the container structure with the Current Value of the capability (after resetting it as stated above).

This is a memory allocation operation. It is possible for this operation to fail due to a low memory condition. Be sure to verify that the allocation is successful. If it is not, attempt to reduce the amount of memory occupied by the Source. If the allocation cannot be made return TWRC\_FAILURE with TWCC\_LOWMEMORY to the application and set the pCapability->hContainer handle to NULL.

Note that this operation is only valid in State 4, unless permitted by the presence of the capability in the CAP\_EXTENDEDCAPS array. Any attempt to invoke it in any other state should be disregarded, though the Source should return TWRC\_FAILURE with TWCC\_SEQERROR.

**Return Codes**

TWRC\_SUCCESS

TWRC\_FAILURE

TWCC\_BADCAP /\* Unknown capability--Source does not recognize \*/

/\* this capability. This code should not be used \*/

/\* by sources after 1.6. Applications still need \*/

/\* to test for it for backward compatibility. \*/

TWCC\_CAPUNSUPPORTED /\* Capability not supported by source Sources\*/

/\* 1.6 and newer must use this instead of \*/

/\* using TWCC\_BADCAP. \*/

TWCC\_CAPBADOPERATION /\* Operation not supported by capability. \*/ /\* Sources 1.6 and newer must use this instead\*/ /\* of using TWCC\_BADCAP.

TWCC\_CAPSEQERROR /\* Capability has a dependency on another \*/

/\* capability. Sources 1.6 and newer must use \*/ /\* this instead of using TWCC\_BADCAP. \*/

TWCC\_BADDEST /\* No such Source in-session with \*/ /\* application \*/

TWCC\_LOWMEMORY /\* Not enough memory to complete the \*/ /\* operation \*/

TWCC\_SEQERROR /\* Operation invoked in invalid state \*/

**See Also**

DG\_CONTROL / DAT\_CAPABILITY / MSG\_GET

DG\_CONTROL / DAT\_CAPABILITY / MSG\_GETCURRENT

DG\_CONTROL / DAT\_CAPABILITY / MSG\_GETDEFAULT

DG\_CONTROL / DAT\_CAPABILITY / MSG\_SET

DG\_CONTROL / DAT\_CAPABILITY / MSG\_SETCONSTRAINT

“Capability Constants” on page 8-73.

Capability Containers: TW\_ONEVALUE, TW\_ENUMERATION, TW\_RANGE, TW\_ARRAY (in Chapter 8, "Data Types and Data Structures")

Listing of all capabilities (in Chapter 10, "Capabilities".)

##### DG\_CONTROL / DAT\_CAPABILITY / MSG\_RESETALL

**Call**

DSM\_Entry(pOrigin, pDest, DG\_CONTROL, DAT\_CAPABILITY, MSG\_RESETALL, pCapability); pCapability = A pointer to a TW\_CAPABILITY structure.

**Valid States**

4 only

**Description**

This command resets all current values back to original power-on defaults. All current values are set to their default value except where mandatory values are required. All constraints are removed for all of the negotiable capabilities supported by the driver.

**Application**

Set the pCapability fields as follows:

pCapability->Cap = CAP\_SUPPORTEDCAPS pCapability->ConType = TWON\_DONTCARE16 pCapability->hContainer = NULL

The Source will not allocate any memory as a part of this call. It will only return a status to indicate success or failure. If this call succeeds then the application must assume that all capabilities have been reset, as well as any DAT structures that are associated with capabilities (such as DAT\_IMAGELAYOUT or DAT\_JPEGCOMPRESSION).

**Source**

The TW\_CAPABILITY structure has no special meaning for this call. It is not required that the application set the Cap field to CAP\_SUPPORTEDCAPS, so do not test for it. Do not change the structure in any way. Do not allocate any memory for this call.

When this call is complete the driver should be restored to factory defaults, matching the settings it had when first installed on the user’s machine.

**Return Codes**

TWRC\_SUCCESS

TWRC\_FAILURE

TWCC\_BADCAP /\* Unknown capability--Source does not \*/

/\* recognize this capability. This code \*/

/\* should not be used by sources after \*/

/\* 1.6. Applications still need to test \*/ /\* for it for backward compatibility. \*/

TWCC\_CAPUNSUPPORTED /\* Capability not supported by \*/ /\* source. Sources 1.6 and newer \*/

/\* must use this instead of \*/

/\* using TWCC\_BADCAP. \*/

TWCC\_CAPBADOPERATION /\* Operation not supported by \*/ /\* capability. Sources 1.6 and newer \*/

/\* must use this instead of using \*/

/\* TWCC\_BADCAP. \*/

TWCC\_CAPSEQERROR /\* Capability has a dependency on another \*/ /\* capability. Sources 1.6 and newer \*/

/\* must use this instead of using \*/

/\* TWCC\_BADCAP. \*/

TWCC\_BADDEST /\* No such Source in-session with \*/

/\* application \*/

TWCC\_LOWMEMORY /\* Not enough memory to complete the \*/

/\* operation \*/

TWCC\_SEQERROR /\* Operation invoked in invalid state \*/

**See Also**

DG\_CONTROL / DAT\_CAPABILITY / MSG\_GET

DG\_CONTROL / DAT\_CAPABILITY / MSG\_GETCURRENT

DG\_CONTROL / DAT\_CAPABILITY / MSG\_GETDEFAULT

DG\_CONTROL / DAT\_CAPABILITY / MSG\_RESET

DG\_CONTROL / DAT\_CAPABILITY / MSG\_SET

DG\_CONTROL / DAT\_CAPABILITY / MSG\_SETCONSTRAINT

Capability Constants (in Chapter 10, "Capabilities")

Capability Containers: TW\_ONEVALUE, TW\_ENUMERATION, TW\_RANGE, TW\_ARRAY (in Chapter 8, "Data Types and Data Structures")

Listing of all capabilities (in Chapter 10, "Capabilities")

##### DG\_CONTROL / DAT\_CAPABILITY / MSG\_SET

**Call**

DSM\_Entry(pOrigin, pDest, DG\_CONTROL, DAT\_CAPAB ILITY, MSG\_SET, pCapability); pCapability = A pointer to a TW\_CAPABILITY structure.

**Valid States**

4 (when indicated by MSG\_QUERYSUPPORT)

5, 6, 7 (when the capability appears in the CAP\_EXTENDEDCAPS array, and when indicated by

MSG\_QUERYSUPPORT)

**Description**

Changes the Current Value of the capability to that specified by the application. As of TWAIN 2.2 MSG\_SET only modifies the Current Value of the specified capability, constraints cannot be changed with MSG\_SET. The original functionality of MSG\_SET has been addressed in MSG\_SETCONSTRAINT for TWAIN 2.2 Sources and higher. (Please refer to DG\_CONTROL /

DAT\_CAPABILITY / MSG\_SETCONSTRAINT.)

**Application**

An application will use the setting of a capability’s Current and Available Values differently depending on how the Source was enabled (DG\_CONTROL / DAT\_USERINTERFACE /

MSG\_ENABLEDS). As of TWAIN 2.2 MSG\_SET can only change the Current Value, any attempt to change Default or Constraint Values should return TWRC\_CHECKSTATUS with only the Current Value changed.

If TW\_USERINTERFACE.ShowUI = TRUE

* In State 4, set the Current Value to be displayed to the user as the current value. This value will be used for acquiring the image unless changed by the user or an automatic process (such as ICAP\_AUTOBRIGHT).
* In State 6, get the Current Value which was chosen by the user or automatic process. This is the setting used in the upcoming transfer.

If TW\_USERINTERFACE.ShowUI = FALSE

* In State 4, set the Current Value to the setting that will be used to acquire images (unless automatic settings are set to TRUE, for example: ICAP\_AUTOBRIGHT).
* In State 6, get the Current Value which was chosen by any automatic processes. This is the setting used in the upcoming transfer.

If possible, use the same container type in a MSG\_SET that the Source returned from a MSG\_GET.

Allocate the container structure. This is where you will place the value(s) you wish to have the Source set. Store the handle into pCapability->hContainer. The container must be referenced by a “handle” of type TW\_HANDLE.

**Set the following:**

pCapability->ConType = TWON\_ARRAY, TWON\_ONEVALUE, TWON\_ENUMERATION, or

TWON\_RANGE

pCapability->Cap = CAP\_xxxx designator of capability of interest pCapability->hContainer = TW\_HANDLE referencing a container of ConType

Place the value(s) that you wish the Source to use in the container. If successful, these values will supersede any previous negotiations for this capability.

The application must free the container it allocated when the operation is complete and the application no longer needs to maintain the information.

**Source**

Return TWRC\_FAILURE / TWCC\_BADCAP:

* If the application requests this operation on a capability your Source does not recognize (and you’re sure you’ve implemented all the capabilities that you’re required to). Disregard the operation.

Return TWRC\_FAILURE / TWCC\_BADVALUE:

* If the application requests that a value be set that lies outside the supported range of values for the capability (smaller than your minimum value or larger than your maximum value). Set the value to that which most closely approximates the requested value.
* If the application sends a container that you do not support, or do not support in a MSG\_SET.

Returns TRCC\_CHECKSTATUS:

* If the application requests one or more values that lie within the supported range of values (but that value does not exactly match one of the supported values), set the value to the nearest supported value. The application should then do a MSG\_GET to check these values.

Return TWRC\_FAILURE / TWCC\_SEQERROR:

* If the application sends MSG\_SET in State 5, 6 or 7 and the capability is not allowed by

CAP\_EXTENDEDCAPS.

If the request is acceptable, use the container structure referenced by pCapability->hContainer to set the Current value for the capability.

**Return Codes**

TWRC\_SUCCESS

TWRC\_CHECKSTATUS /\* Capability value(s) could not be matched exactly \*/

TWRC\_FAILURE

TWCC\_BADCAP /\* Source does not recognize this capability. This \*/

/\* code should not be used by sources after 1.6. \*/

/\* Applications still need to test it for backward \*/ /\* compatibility. \*/

|  |  |
| --- | --- |
| TWCC\_CAPUNSUPPORTED | /\* Capability not supported by source. \*/  /\* Sources 1.6 and newer must use this. \*/ |
| TWCC\_CAPBADOPERATION | /\* Operation not supported by capability. \*/  /\* Sources 1.6 and newer must use this. \*/ |

TWCC\_CAPSEQERROR /\* Capability has a dependency on another \*/ /\* capability Sources 1.6 and newer must use \*/

/\* this. \*/

TWCC\_BADDEST /\* No such Source in-session with application \*/

TWCC\_BADVALUE /\* Value outside Source’s range for the capability \*/

TWCC\_SEQERROR /\* Operation invoked in invalid state \*/

**See Also**

DG\_CONTROL / DAT\_CAPABILITY / MSG\_GET

DG\_CONTROL / DAT\_CAPABILITY / MSG\_GETCURRENT

DG\_CONTROL / DAT\_CAPABILITY / MSG\_GETDEFAULT

DG\_CONTROL / DAT\_CAPABILITY / MSG\_RESET DG\_CONTROL / DAT\_CAPABILITY / MSG\_SETCONSTRAINT

Capability Constants (in Chapter 8, "Data Types and Data Structures")

Capability Containers: TW\_ONEVALUE, TW\_ENUMERATION, TW\_RANGE, TW\_ARRAY (in Chapter 8, "Data Types and Data Structures")

Listing of all capabilities (in Chapter 10, "Capabilities")

##### DG\_CONTROL / DAT\_CAPABILITY / MSG\_SETCONSTRAINT

**Call**

DSM\_Entry(pOrigin, pDest, DG\_CONTROL, DAT\_CAPABILITY, MSG\_SETCONSTRAINT, pCapability); pCapability = A pointer to a TW\_CAPABILITY structure.

**Valid States**

4 (when indicated by MSG\_QUERYSUPPORT)

5, 6, 7 (when the capability appears in the CAP\_EXTENDEDCAPS array, and when indicated by

MSG\_QUERYSUPPORT)

**Description**

Changes the Current Value(s) and Available Value(s) of the specified capability to those specified by the application.

Current Values are set when the container is a TW\_ONEVALUE or TW\_ARRAY. Available and Current Values are set when the container is a TW\_ENUMERATION, TW\_ARRAY or TW\_RANGE.

**Note:** Sources are not required to allow restriction of their Available Values, however, this is strongly recommended.

**Application**

An application will use the setting of a capability’s Available Values when the Source was enabled (DG\_CONTROL / DAT\_USERINTERFACE / MSG\_ENABLEDS) with TW\_USERINTERFACE.ShowUI = TRUE.

* In State 4, set the Current Value(s) to be displayed to the user as the current value. This value will be used for acquiring the image unless changed by the user or an automatic process (such as ICAP\_AUTOBRIGHT).
* In State 4, set the Available Values to restrict the settings displayed to the user and available for use by the Source.
* In State 6, get the Current Value(s) which was chosen by the user or automatic process. This is the setting used in the upcoming transfer.

Store the handle into pCapability->hContainer. The container must be referenced by a “handle” of type TW\_HANDLE.

Set the following:

pCapability->ConType = TWON\_ARRAY, TWON\_ONEVALUE, TWON\_ENUMERATION, or

TWON\_RANGE

pCapability->Cap = CAP\_xxxx designator of capability of interest pCapability->hContainer = TW\_HANDLE referencing a container of ConType Place the value(s) that you wish the Source to use in the container. If successful, these values will supersede any previous negotiations for this capability.

The application must free the container it allocated when the operation is complete and the application no longer needs to maintain the information.

**Source**

Return TWRC\_FAILURE / TWCC\_BADCAP:

* If the application requests this operation on a capability your Source does not recognize (and you’re sure you’ve implemented all the capabilities that you’re required to). Disregard the operation.

Return TWRC\_FAILURE / TWCC\_BADVALUE:

* If the application requests that all values be set which are outside the supported values for the capability.
* If the application sends a container that you do not support, or do not support in a

MSG\_SETCONSTRAINT.

* If the application attempts to set the Available Values and the Source does not support restriction of the capability’s Available Values.

Returns TRCC\_CHECKSTATUS:

* If the application requests one or more values that are supported (but all values do not exactly match one of the supported values). The application should then do a MSG\_GET to check these values.

Return TWRC\_FAILURE / TWCC\_SEQERROR:

* If the application sends MSG\_SETCONSTRAINT in State 5, 6 or 7 and the capability is not allowed by CAP\_EXTENDEDCAPS.

If the request is acceptable, use the container structure referenced by

pCapability->hContainer to set the Available Values for the capability. If the container type is TWON\_ONEVALUE set the Current Value for the capability to that value.

If the container type is TWON\_RANGE, TWON\_ARRAY or TWON\_ENUMERATION, set the Current

Value for the capability to that value and optionally limit the Available Values for the capability to match those provided by the application, masking all other internal values so that the user cannot select them.

**Important:** Sources should accommodate requests to limit Available Values. In the interest of adoptability for the breadth of Source manufacturers, such accommodation is not required. It is recommended, however, that the Sources do so, and that the Source’s user interface be modified (from its power-on state, and when the user interface is raised) to reflect any limitation of choices implied by the newly negotiated settings.

**Note:** For example, if an application can only accept black and white image data, it tells the Source of this limitation by doing a MSG\_SET on ICAP\_PIXELTYPE with a

TW\_ENUMERATION or TW\_RANGE container containing only TWPT\_BW (black and white).

**Note:** If the Source disregards this negotiated value and fails to modify its user interface, the user may select to acquire a color image. Either the user’s selection would fail (for reasons unclear to the user) or the transfer would fail (also for unclear reasons for the user). The Source should strive to prevent such situations.

**Return Codes**

TWRC\_SUCCESS

TWRC\_CHECKSTATUS /\* Capability value(s) could not be matched exactly \*/ TWRC\_FAILURE

TWCC\_CAPUNSUPPORTED /\* Capability not supported by source. \*/

TWCC\_CAPBADOPERATION /\* Operation not supported by capability. \*/

TWCC\_CAPSEQERROR /\* Capability has a dependency on another \*/ /\* capability. \*/

TWCC\_BADDEST /\* No such Source in-session with application \*/

TWCC\_BADVALUE /\* Value(s) outside Source's range for capability \*/

TWCC\_SEQERROR /\* Operation invoked in invalid state \*/

**See Also**

DG\_CONTROL / DAT\_CAPABILITY / MSG\_GET

DG\_CONTROL / DAT\_CAPABILITY / MSG\_GETCURRENT

DG\_CONTROL / DAT\_CAPABILITY / MSG\_GETDEFAULT

DG\_CONTROL / DAT\_CAPABILITY / MSG\_RESET

DG\_CONTROL / DAT\_CAPABILITY / MSG\_SET

Capability Constants (in Chapter 8, "Data Types and Data Structures")

Capability Containers: TW\_ONEVALUE, TW\_ENUMERATION, TW\_RANGE, TW\_ARRAY (in Chapter 8, "Data Types and Data Structures")

Listing of all capabilities (in Chapter 10, "Capabilities")

##### DG\_CONTROL / DAT\_CUSTOMDSDATA / MSG\_GET

**Call**

DSM\_Entry( pOrigin, pDest, DG\_CONTROL, DAT\_CUSTOMDSDATA, MSG\_GET, pCustomData

); pCustomData = A pointer to a TW\_CUSTOMDSDATA structure.

**Valid States**

**4 only**

**Description**

This operation is used by the application to query the data source for its current settings, e.g. DPI, paper size, color format. The sources settings will be returned in a TW\_CUSTOMDSDATA structure. The actual format of the data in this structure is data source dependent and not defined by

TWAIN.

**Application**

pDest references the sources identity structure. pCustomData points to a TW\_CUSTOMDSDATA structure.

**Source**

Fills the pCustomData pointer with source specific settings. If supported, CAP\_ENABLEDSUIONLY and CAP\_CUSTOMDSDATA *are required*.

**Return Codes**

TWRC\_SUCCESS

TWRC\_FAILURE

TWCC\_SEQERROR

**See Also**

Capability CAP\_CUSTOMDSDATA

##### DG\_CONTROL / DAT\_CUSTOMDSDATA / MSG\_SET

**Call**

DSM\_Entry(pOrigin, pDest, DG\_CONTROL, DAT\_CUSTOMDSDATA, MSG\_SET, pCustomData);

pCustomData = A pointer to a TW\_CUSTOMDSDATA structure.

**Valid States**

4 only

**Description**

This operation is used by the application to set the current settings for a data source to a previous state as defined by the data contained in the pCustomData data structure. The actual format of the data in this structure is data source dependent and not defined by TWAIN.

**Application**

pDest references the sources identity structure. pCustomData points to a TW\_CUSTOMDSDATA structure.

**Source**

Changes its current settings to the values specified in the pCustomData structure.

**Return Codes**

TWRC\_SUCCESS

TWRC\_FAILURE

TWCC\_SEQERROR

**See Also**

Capability CAP\_CUSTOMDSDATA

##### DG\_CONTROL / DAT\_DEVICEEVENT / MSG\_GET

**Call**

DSM\_Entry (pOrigin, pDest, DG\_CONTROL, DAT\_DEVICEEVENT, MSG\_GET, pSourceDeviceEvent); pSourceDeviceEvent = A pointer to a TW\_DEVICEEVENT structure

**Valid States**

4 through 7

**Description**

Upon receiving a DG\_CONTROL / DAT\_NULL / MSG\_DEVICEEVENT from the Source, the Application must immediately make this call to obtain the event information.

Sources must queue the data for each event so that it is available for this call.

**Return Codes**

TWRC\_SUCCESS

TWRC\_FAILURE

|  |  |
| --- | --- |
| TWCC\_BADPROTOCOL | Capability not supported. |
| TWCC\_SEQERROR | No events in the queue, or not in States 4 through 7. |

**See Also**

DG\_CONTROL / DAT\_NULL / MSG\_DEVICEEVENT (from Source to Application)

CAP\_DEVICEEVENT

##### DG\_CONTROL / DAT\_ENTRYPOINT / MSG\_GET

**Call**

DSM\_Entry (pOrigin, pDest, DG\_CONTROL, DAT\_ENTRYPPINT, MSG\_GET, pEntryPoint); pEntryPoint = A pointer to a TW\_ENTRYPOINT structure

**Valid States**

3

**Description**

A TWAIN 2.0 Application examines the Source’s TW\_IDENTITY .SupportedGroups. If

DF\_DSM2 is set, then it must issue this call to get the entry points for the Source Manager. If the

conditions are not met then the Source Manager will return TWRC\_FAILURE / TWCC\_BADPROTOCOL, and the Application must assume TWAIN 1.x behavior.

The Application gets five entry points in the TW\_ENTRYPOINT structure:

* the DSM\_Entry function, this may be ignored
* the DSM\_MemAllocate function, used by the Application to allocate memory that will be freed by the Source
* the DSM\_MemFree function, used by the Application to free memory allocated by the Source
* the DSM\_MemLock function, used by the Application to get a usable pointer from a handle it got from the Source.
* the DSM\_MemUnlock function, used when the Application is done with the memory it got from the Source. This call is usually made just before DSM\_MemFree.

**Return Codes**

TWRC\_SUCCESS

TWRC\_FAILURE TWCC\_BADPROTOCOL

TWCC\_SEQERROR

**See Also**

Identifying TWAIN 2.0 Elements, in Chapter 2, "Technical Overview".

##### DG\_CONTROL / DAT\_ENTRYPOINT / MSG\_SET

**Call**

DSM\_Entry (pOrigin, pDest, DG\_CONTROL, DAT\_ENTRYPOINT, MSG\_SET, pEntryPoint); pEntryPoint = A pointer to a TW\_ENTRYPOINT structure

**Valid States**

The TWAIN 2.0 Source Manager issues this command to Sources (that set DF\_DS2) prior of any other command sent by the Application. In most cases it will immediately precede the call to DG\_CONTROL / DAT\_IDENTITY / MSG\_OPEN.

The Source gets five entry points in the TW\_ENTRYPOINT structure:

* the pointer to the DSM\_Entry function, used for any DAT\_NULL operations such as DG\_CONTROL / DAT\_NULL / MSG\_XFERREADY.
* the DSM\_MemAllocate function, used by the Source to allocate memory that will be freed by the Application
* the DSM\_MemFree function, used by the Source to free memory allocated by the Application
* \*the DSM\_MemLock function, used by the Source to get a usable pointer from a handle it got from the Application.
* the DSM\_MemUnlock function, used when the Source is done with the memory it got from the Application. This call is usually made just before DSM\_MemFree.

**Note:** TWAIN 1.x Sources must continue to find and load the Source Manager DSM\_Entry on their own.

**Return Codes**

TWRC\_SUCCESS

TWRC\_FAILURE TWCC\_BADPROTOCOL

TWCC\_SEQERROR

**See Also**

Identifying TWAIN 2.0 Elements, in Chapter 2, "Technical Overview".

##### DG\_CONTROL / DAT\_EVENT / MSG\_PROCESSEVENT

Windows and Macintosh pre OS X using carbon only; MSG\_PROCESSEVENT is not available on Mac OS X nor Linux. Refer to Chapter 12, "Operating System Dependencies" for more information.

**Call**

DSM\_Entry(pOrigin, pDest, DG\_CONTROL, DAT\_EVENT, MSG\_PROCESSEVENT, pEvent);

pEvent = A pointer to a TW\_EVENT structure.

**Valid States**

5 through 7

**Description**

This operation supports the distribution of events from the application to Sources so that the Source can maintain its user interface and return messages to the application. Once the application has enabled the Source, it **must** **immediately** begin sending to the Source all events that enter the application’s main event loop. This allows the Source to update its user interface in real-time and to return messages to the application which cause state transitions. Even if the application overrides the Source’s user interface, it must forward all events once the Source has been enabled. The Source will tell the application whether or not each event belongs to the Source. **Note:** Events only need to be forwarded to the Source while it is enabled.

The Source should be structured such that identification of the event’s “owner” is handled before doing anything else. Further, the Source should return **immediately** if the Source isn’t the owner. This convention should minimize performance concerns for the application (remember, these events are only sent while a Source is enabled—that is, just before and just after the transfer is taking place).

**Application**

**Windows**: Make pEvent->pEvent point to the message structure.

**Macintosh**: Make pEvent->pEvent point to an EventRecord.

**Note:**  On return, the application should check the Return Code from DSM\_Entry() for

TWRC\_DSEVENT or TWRC\_NOTDSEVENT. If TWRC\_DSEVENT is returned, the application should not process the event—it was consumed by the Source. If TWRC\_NOTDSEVENT is returned, the application should process the event as it normally would.

With either of these Return Codes, the application should also check the pEvent->TWMessage and switch on the result. This is the mechanism used by the Source to notify the application that a data transfer is ready or that it should close the Source. The Source can return one of the following messages:

MSG\_XFERREADY /\* Source has one or more images \*/

/\* ready to transfer \*/

MSG\_CLOSEDSREQ /\* Source wants to be closed, \*/

/\* usually initiated by a \*/

/\* user-generated event \*/

MSG\_NULL /\* no message for application \*/

**Source**

Process this operation **immediately** and return to the application **immediately** if the event doesn’t belong to you. Be aware that the application will be sending *thousands* of messages to you. Consider in-line processing and global flags to speed implementation.

**Return Codes**

TWRC\_DSEVENT /\* Source consumed event--application \*/

/\* should not process it \*/

TWRC\_NOTDSEVENT /\* Event belongs to application - \*/

/\* process as usual \*/

TWRC\_FAILURE

TWCC\_BADDEST /\* No such Source in-session \*/

/\* with application \*/

TWCC\_SEQERROR /\* Operation invoked in invalid \*/

/\* state \*/

**See Also**

DG\_CONTROL / DAT\_NULL / MSG\_CLOSEDSREQ (from Source to Application)

DG\_CONTROL / DAT\_NULL / MSG\_XFERREADY (from Source to Application)

Event loop information (in Chapter 7, "Operation Triplets".)

##### DG\_CONTROL / DAT\_FILESYSTEM / MSG\_AUTOMATICCAPTUREDIRECTORY

**Call**

DSM\_Entry (pOrigin, pDest, DG\_CONTROL, DAT\_FILESYSTEM, MSG\_AUTOMATICCAPTUREDIRECTORY, pSourceFileSystem);

pSourceFileSystem = A pointer to a TW\_FILESYSTEM structure

**Valid States**

4 only

**Description**

This operation selects the destination directory within the Source (camera, storage, etc), where images captured using CAP\_AUTOMATICCAPTURE will be stored. This command only selects the destination directory (a file of type TWFT\_DIRECTORY). The directory must exist and be accessible to the Source. The creation of images within the directory is at the discretion of the Source, and may result in the creation of additional sub-directories.

In all other regards the behavior of this operation is the same as DG\_CONTROL /

DAT\_FILESYSTEM / MSG\_CHANGEDIRECTORY.

If the application does not specify a directory for automatic capture, then the destination of the images is left to the discretion of the Source. A directory named /Images is recommended, but not required.

**Return Codes**

TWRC\_SUCCESS

TWRC\_FAILURE

TWCC\_BADPROTOCOL - operation not supported.

TWCC\_DENIED - operation denied (device not ready).

TWCC\_FILENOTFOUND - specified InputName does not exist.

TWCC\_SEQERROR - not state 4.

**See Also**

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_COPY

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_CREATEDIRECTORY DG\_CONTROL / DAT\_FILESYSTEM / MSG\_DELETE

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_FORMATMEDIA

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_GETCLOSE

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_GETFIRSTFILE

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_GETINFO

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_GETNEXTFILE

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_RENAME

CAP\_AUTOMATICCAPTURE

##### DG\_CONTROL / DAT\_FILESYSTEM / MSG\_CHANGEDIRECTORY

**Call**

DSM\_Entry (pOrigin, pDest, DG\_CONTROL, DAT\_FILESYSTEM, MSG\_CHANGEDIRECTORY, pSourceFileSystem); pSourceFileSystem = A pointer to a TW\_FILESYSTEM structure

**Valid States**

4 only

**Description**

This operation selects the current device within the Source (camera, storage, etc). If the device is a TWFT\_DOMAIN, then this command enters a directory that can contain TWFT\_HOST files. If the device is a TWFT\_HOST, then this command enters a directory that can contain TWFT\_DIRECTORY files. If the device is a TWFT\_DIRECTORY, then this command enters a directory that can contain TWFT\_DIRECTORY or TWFT\_IMAGE files.

Sources can support part or all of the storage hierarchy that is one of the following:

/Domain/Host/Directory/

/Host/Directory/…

/Directory/…

(Storage not supported)

It is permitted to mix domain, host, and directory names in the root file system of the Source. To help resolve any potential name conflict, Applications should set TW\_FILESYSTEM-> FileType to the appropriate value for the topmost file. If this is not done and there is a name conflict, the Source’s default behavior must be to use the file of type TWFT\_DIRECTORY or TWFT\_HOST, in that order.

For example, consider two files named “abc” in the root of a Source:

/abc/123 (abc is a domain)

/abc/789 (abc is a directory)

Change directory to the first one by setting FileType to TWFT\_DOMAIN, or to the second one by setting FileType to TWFT\_DIRECTORY. The FileType for each will be discovered while browsing the directory using DAT\_GETFILEFIRST and DAT\_GETFILENEXT. If the FileType is not specified, then the Source must change to the “/abc/789” directory.

Example:

A Source supports two devices: /Camera and /Disk. If an application changes directory to / Camera, then it can negotiate imaging parameters and transfer images in a traditional fashion. If an application changes directory to /Disk/abc/xyz, then it cannot negotiate imaging parameters (the images have already been captured); all it can do is browse the directory tree and transfer the images it finds.

The Application sets the new current working directory by placing in the InputName field an absolute or relative path. The Source returns the absolute path and name of the new directory in the OutputName field. The special filename dot “.” can be used to retrieve the name of the current directory. The special filename dot-dot “..” can be used to change to the parent directory. Refer to the section on File Systems for more information.

**Return Codes**

TWRC\_SUCCESS

TWRC\_FAILURE

TWCC\_BADPROTOCOL - operation not supported.

TWCC\_DENIED - operation denied (device not ready).

TWCC\_FILENOTFOUND - specified InputName does not exist.

TWCC\_SEQERROR - not state 4.

**See Also**

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_AUTOMATICCAPTUREDIRECTORY

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_COPY

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_CREATEDIRECTORY

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_DELETE

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_FORMATMEDIA

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_GETCLOSE

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_GETFIRSTFILE

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_GETINFO

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_GETNEXTFILE

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_RENAME

##### DG\_CONTROL / DAT\_FILESYSTEM / MSG\_COPY

**Call**

DSM\_Entry (pOrigin, pDest, DG\_CONTROL, DAT\_FILESYSTEM, MSG\_COPY, pSourceFileSystem); pSourceFileSystem = A pointer to a TW\_FILESYSTEM structure

**Valid States**

4 only

**Description**

This operation copies a file or directory. Absolute and relative pathnames are supported. A file may not be overwritten with this command. If an Application wishes to do this, it must first delete the unwanted file and then reissue the Copy command.

The Application specifies the path and name of the entry to be copied in InputName. The Application specifies the new patch and name in OutputName.

It is not permitted to copy files into the root directory.

**Return Codes**

TWRC\_SUCCESS

TWRC\_FAILURE

TWCC\_BADPROTOCOL - operation not supported.

TWCC\_DENIED - file cannot be deleted (root file, or protected by Source).

TWCC\_FILEEXISTS - specified OutputName already exists.

TWCC\_FILENOTFOUND - InputName not found or OutputName invalid.

TWCC\_SEQERROR - not state 4.

**See Also**

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_AUTOMATICCAPTUREDIRECTORY

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_CHANGEDIRECTORY

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_CREATEDIRECTORY

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_DELETE

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_FORMATMEDIA

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_GETCLOSE

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_GETFIRSTFILE

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_GETINFO

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_GETNEXTFILE

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_RENAME

##### DG\_CONTROL / DAT\_FILESYSTEM / MSG\_CREATEDIRECTORY

**Call**

DSM\_Entry (pOrigin, pDest, DG\_CONTROL, DAT\_FILESYSTEM, MSG\_CREATEDIRECTORY, pSourceFileSystem); pSourceFileSystem = A pointer to a TW\_FILESYSTEM structure

**Valid States**

4 only

**Description**

This operation creates a new directory within the current directory. Pathnames are not allowed, only the name of the new directory can be specified.

Example:

“abc” is valid.

“/Disk/abc” is not valid.

The Application specifies the name of the new directory in InputName.

On success, the Source returns the absolute path and name of the new directory in OutputName.

**Return Codes**

TWRC\_SUCCESS

TWRC\_FAILURE

TWCC\_BADPROTOCOL - operation not supported.

TWCC\_DENIED - cannot create directory in current directory, directories may not be created in root, or the Source may opt to prevent the creation of new directories in some instances, for instance if the new directory would be too deep in the tree.

TWCC\_FILEEXISTS - the specified InputName already exists.

TWCC\_SEQERROR - not state 4.

**See Also**

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_AUTOMATICCAPTUREDIRECTORY

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_CHANGEDIRECTORY

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_COPY

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_DELETE

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_FORMATMEDIA

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_GETCLOSE

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_GETFIRSTFILE

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_GETINFO

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_GETNEXTFILE

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_RENAME

##### DG\_CONTROL / DAT\_FILESYSTEM / MSG\_DELETE

**Call**

DSM\_Entry (pOrigin, pDest, DG\_CONTROL, DAT\_FILESYSTEM, MSG\_DELETE, pSourceFileSystem); pSourceFileSystem = A pointer to a TW\_FILESYSTEM structure

**Valid States**

4 only

**Description**

This operation deletes a file or directory on the device. Pathnames are not allowed, only the name of the file or directory to be deleted can be specified. Recursive deletion can be specified by setting the pSourceFileSystem->Recursive to TRUE.

Example:

“abc” is valid.

“/Disk/abc” is not valid.

The Application specifies the name of the entry to be deleted in InputName. There is no return in OutputName on success.

The Application cannot delete entries in the root directory. The Application cannot delete directories unless they are empty.

**Return Codes**

TWRC\_SUCCESS

TWRC\_FAILURE

TWCC\_BADPROTOCOL - operation not supported.

TWCC\_DENIED - file cannot be deleted (root file, or protected by Source).

TWCC\_FILENOTFOUND - filename not found.

TWCC\_NOTEMPTY - directory is not empty, and cannot be deleted.

TWCC\_SEQERROR - not state 4.

**See Also**

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_AUTOMATICCAPTUREDIRECTORY

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_CHANGEDIRECTORY DG\_CONTROL / DAT\_FILESYSTEM / MSG\_COPY

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_CREATEDIRECTORY

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_FORMATMEDIA

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_GETCLOSE

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_GETFIRSTFILE

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_GETINFO

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_GETNEXTFILE

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_RENAME

##### DG\_CONTROL / DAT\_FILESYSTEM / MSG\_FORMATMEDIA

**Call**

DSM\_Entry (pOrigin, pDest, DG\_CONTROL, DAT\_FILESYSTEM, MSG\_FORMATMEDIA, pSourceFileSystem); pSourceFileSystem = A pointer to a TW\_FILESYSTEM structure

**Valid States**

4 only

**Description**

This operation formats the specified storage. This operation destroys all images and subdirectories under the selected device. Use with caution.

The Application specifies the name of the device to be deleted in InputName. There is no data returned by this call.

The Application cannot format the root directory. Sources may opt to protect their media from this command, so Applications must check return and condition codes.

**Return Codes**

TWRC\_SUCCESS

TWRC\_FAILURE

TWCC\_BADPROTOCOL - operation not supported.

TWCC\_DENIED - format denied (root directory, or protected by Source).

TWCC\_FILENOTFOUND - filename not found.

TWCC\_SEQERROR - not state 4.

**See Also**

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_AUTOMATICCAPTUREDIRECTORY

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_CHANGEDIRECTORY DG\_CONTROL / DAT\_FILESYSTEM / MSG\_COPY

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_CREATEDIRECTORY

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_DELETE

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_GETCLOSE

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_GETFIRSTFILE

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_GETINFO

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_GETNEXTFILE

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_RENAME

##### DG\_CONTROL / DAT\_FILESYSTEM / MSG\_GETCLOSE

**Call**

DSM\_Entry (pOrigin, pDest, DG\_CONTROL, DAT\_FILESYSTEM, MSG\_GETCLOSE, pSourceFileSystem); pSourceFileSystem = A pointer to a TW\_FILESYSTEM structure

**Valid States**

4 through 6

**Description**

The operation frees the Context field in pSourceFileSystem.

Every call to DG\_CONTROL / DAT\_FILESYSTEM / MSG\_GETFIRSTFILE must be matched by a call to MSG\_GETCLOSE to release the Context field in the pSourceFileSystem structure. Note that the .Context value must be preserved between calls.

An Application may (erroneously) issue this operation at any time (even if a MSG\_GETFIRSTFILE has not been issued yet). Sources must protect themselves from such uses. See the section on File Systems for more information on why and how this must be done.

**Return Codes**

TWRC\_SUCCESS

TWRC\_FAILURE

TWCC\_BADPROTOCOL - operation not supported.

TWCC\_BADVALUE - .Context contains an invalid value.

TWCC\_SEQERROR - invalid context calling MSG\_GETCLOSE without first calling MSG\_GETFIRSTFILE.

**See Also**

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_AUTOMATICCAPTUREDIRECTORY

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_CHANGEDIRECTORY DG\_CONTROL / DAT\_FILESYSTEM / MSG\_COPY

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_CREATEDIRECTORY

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_DELETE

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_FORMATMEDIA

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_GETFIRSTFILE

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_GETINFO

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_GETNEXTFILE

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_RENAME

##### DG\_CONTROL / DAT\_FILESYSTEM / MSG\_GETFIRSTFILE

**Call**

DSM\_Entry (pOrigin, pDest, DG\_CONTROL, DAT\_FILESYSTEM, MSG\_GETFIRSTFILE, pSourceFileSystem); pSourceFileSystem = A pointer to a TW\_FILESYSTEM structure

**Valid States**

4 through 6

**Description**

This operation gets the first filename in a directory, and returns information about that file (the same information that can be retrieved with MSG\_GETINFO).

The Source positions the Context to point to the first filename. InputName is ignored. OutputName contains the absolute path and name of the file. Note that the .Context value must be preserved between calls.

Applications must not assume any ordering of the files delivered by the Source, with one exception: if MSG\_GETFIRSTFILE is issued in the root directory, then the operation must return a TWFT\_CAMERA device.

NB: “.” and “..” are NEVER reported by this command.

**Return Codes**

TWRC\_SUCCESS

TWRC\_FAILURE

TWCC\_BADPROTOCOL - operation not supported.

TWCC\_BADVALUE - .Context contains an invalid value.

TWCC\_DENIED - file exists, but information about it has not been returned.

TWCC\_FILENOTFOUND - directory is empty.

TWCC\_SEQERROR - called MSG\_GETFIRSTFILE again without first calling MSG\_GETCLOSE.

**See Also**

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_AUTOMATICCAPTUREDIRECTORY

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_CHANGEDIRECTORY DG\_CONTROL / DAT\_FILESYSTEM / MSG\_COPY

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_CREATEDIRECTORY

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_DELETE

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_FORMATMEDIA

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_GETCLOSE DG\_CONTROL / DAT\_FILESYSTEM / MSG\_GETINFO

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_GETNEXTFILE

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_RENAME

##### DG\_CONTROL / DAT\_FILESYSTEM / MSG\_GETINFO

**Call**

DSM\_Entry (pOrigin, pDest, DG\_CONTROL, DAT\_FILESYSTEM, MSG\_GETINFO, pSourceFileSystem); pSourceFileSystem = A pointer to a TW\_FILESYSTEM structure

**Valid States**

4 through 7

**Description**

This operation fills the information fields in pSourceFileSystem.

InputName contains the absolute or relative path and filename of the requested file. OutputName returns the absolute path to the file.

Example *InputName*:

“abc” is valid.

“/Disk/abc” is valid.

The empty string ““ returns information about the current file (if any).

“.” returns information about the current directory.

“..” returns information about the parent directory.

**Return Codes**

TWRC\_SUCCESS

TWRC\_FAILURE

TWCC\_BADPROTOCOL - operation not supported.

TWCC\_DENIED - - file exists, but information about it has not been returned.

TWCC\_FILENOTFOUND - specified file does not exist.

TWCC\_SEQERROR - not state 4 - 7, or no current file.

**See Also**

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_AUTOMATICCAPTUREDIRECTORY

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_CHANGEDIRECTORY DG\_CONTROL / DAT\_FILESYSTEM / MSG\_COPY

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_CREATEDIRECTORY

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_DELETE

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_FORMATMEDIA

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_GETCLOSE

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_GETFIRSTFILE

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_GETNEXTFILE

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_RENAME

##### DG\_CONTROL / DAT\_FILESYSTEM / MSG\_GETNEXTFILE

**Call**

DSM\_Entry (pOrigin, pDest, DG\_CONTROL, DAT\_FILESYSTEM, MSG\_GETNEXTFILE, pSourceFileSystem); pSourceFileSystem = A pointer to a TW\_FILESYSTEM structure

**Valid States**

4 through 6

**Description**

This operation gets the next filename in a directory, and returns information about that file (the same information that can be retrieved with MSG\_GETINFO).

The Source positions the Context to point to the next filename. InputName is ignored.

OutputName contains the absolute path and name of the file. Note that the .Context value must be preserved between calls.

A call to MSG\_GETFIRSTFILE must be issued on a given directory before the first call to MSG\_GETNEXTFILE.

NB: The “.” and “..” entries are NEVER reported by this command

**Return Codes**

TWRC\_SUCCESS

TWRC\_FAILURE

TWCC\_BADPROTOCOL - operation not supported.

TWCC\_BADVALUE - .Context contains an invalid value.

TWCC\_DENIED - file exists, but information about it has not been returned.

TWCC\_FILENOTFOUND - directory is empty.

TWCC\_SEQERROR - invalid context calling MSG\_GETNEXTFILE without first calling MSG\_GETFIRSTFILE.

**See Also**

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_AUTOMATICCAPTUREDIRECTORY

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_CHANGEDIRECTORY DG\_CONTROL / DAT\_FILESYSTEM / MSG\_COPY

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_CREATEDIRECTORY

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_DELETE

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_FORMATMEDIA

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_GETCLOSE

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_GETFIRSTFILE

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_GETINFO

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_RENAME

##### DG\_CONTROL / DAT\_FILESYSTEM / MSG\_RENAME

**Call**

DSM\_Entry (pOrigin, pDest, DG\_CONTROL, DAT\_FILESYSTEM, MSG\_RENAME, pSourceFileSystem); pSourceFileSystem = A pointer to a TW\_FILESYSTEM structure

**Valid States**

4 only

**Description**

This operation renames (and optionally moves) a file or directory. Absolute and relative path names are supported. A file may not be overwritten with this command. If an Application wishes to do this it must first delete the unwanted file, then issue the rename command.

The Application specifies the path and name of the entry to be renamed in InputName. The Application specifies the new path and name in OutputName.

Filenames in the root directory cannot be moved or renamed.

**Return Codes**

TWRC\_SUCCESS

TWRC\_FAILURE

TWCC\_BADPROTOCOL - operation not supported.

TWCC\_DENIED - file cannot be deleted (root file, or protected by Source).

TWCC\_FILEEXISTS - specified OutputName already exists.

TWCC\_FILENOTFOUND - InputName not found or OutputName invalid.

TWCC\_SEQERROR - not state 4.

**See Also**

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_AUTOMATICCAPTUREDIRECTORY

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_CHANGEDIRECTORY DG\_CONTROL / DAT\_FILESYSTEM / MSG\_COPY

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_CREATEDIRECTORY

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_DELETE

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_FORMATMEDIA

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_GETCLOSE

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_GETFIRSTFILE

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_GETINFO

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_GETNEXTFILE

##### DG\_CONTROL / DAT\_IDENTITY / MSG\_CLOSEDS (from Application to Source Manager)

**Call**

DSM\_Entry(pOrigin, NULL, DG\_CONTROL, DAT\_IDENTITY, MSG\_CLOSEDS, pSourceIdentity); pSourceIdentity = A pointer to a TW\_IDENTITY structure.

**Valid States**

**4 only** (Transitions to State 3, if successful)

**Description**

When an application is finished with a Source, it must formally close the session between them using this operation. This is necessary in case the Source only supports connection with a single application (many desktop scanners will behave this way). A Source such as this cannot be accessed by other applications until its current session is terminated.

**Application**

Reference pSourceIdentity to the application’s copy of the TW\_IDENTITY structure for the Source whose session is to be ended. The application needs to unload the Source from memory after it is closed. The process for unloading the Source is similar to that used to unload the Source Manager.

**Source Manager**

Passes the message onto the Source as

DSM\_Entry(pOrigin, DG\_CONTROL, DAT\_IDENTITY, MSG\_CLOSEDS, pSourceIdentity);

Following receipt of TWRC\_SUCCESS from the Source, Closes the Source. If the Source has no more connections removes it from memory.

**Return Codes**

TWRC\_SUCCESS

TWRC\_FAILURE

TWCC\_SEQERROR /\* Operation invoked in invalid state \*/

**See Also**

DG\_CONTROL / DAT\_IDENTITY / MSG\_OPENDS (from Application to Source

Manager)

##### DG\_CONTROL / DAT\_IDENTITY / MSG\_CLOSEDS (from Source Manager to Source)

**Call**

DS\_Entry(pOrigin, DG\_CONTROL, DAT\_IDENTITY, MSG\_CLOSEDS, pSourceIdentity); pSourceIdentity = A pointer to a TW\_IDENTITY structure.

**Valid States**

**4 only** (Transitions Source back to the “loaded but not open” State - approximately State 3.5)

**Description**

Closes the Source so it can be unloaded from memory. The Source responds by doing its shutdown and clean-up activities needed to ensure the heap will be “clean” after the Source is unloaded. Under Windows, the Source will only be unloaded if the connection with the last application accessing it is about to be broken. The Source will know this by its internal “connect count” that should be maintained by any Source that supports multiple application connects.

**Source Manager** pSourceIdentity is filled from a previous MSG\_OPENDS operation.

**Source**

Perform all necessary housekeeping in anticipation of being unloaded. Be sure to dispose of any memory buffers that the Source has allocated locally, or that may have become the Source’s responsibility during the course of the TWAIN session. The Source exists in a shared memory environment. It is therefore critical that all remnants of the Source, except the entry point (initial) code, be removed as the Source prepares to be unloaded.

**Return Codes**

TWRC\_SUCCESS

TWRC\_FAILURE

TWCC\_OPERATIONERROR /\* Internal Source error; \*/

/\* handled by the Source \*/

**See Also**

DG\_CONTROL / DAT\_IDENTITY / MSG\_OPENDS (from Source Manager to Source)

##### DG\_CONTROL / DAT\_IDENTITY / MSG\_GET (from Source Manager to Source)

**Call**

DS\_Entry(pOrigin, DG\_CONTROL, DAT\_IDENTITY, MSG\_GET, pSourceIdentity); pSourceIdentity = A pointer to a TW\_IDENTITY structure.

**Valid States**

3 through 7 (Yes, the Source must be able to return the identity *before* it is opened.)

**Description**

This operation triplet is generated only by the Source Manager and is sent to the Source. It returns the identity structure for the Source.

**Source Manager**

No special set up or action required.

**Source**

Fills in all fields of pSourceIdentity except the Id field which is only modified by the Source Manager. This structure was allocated by either the application or the Source Manager depending on which one initiated the MSG\_OPENDS operation for the Source.

**Note:** Sources should locate the code that handles initialization of the Source (responding to MSG\_OPENDS) and identification (DAT\_IDENTITY / MSG\_GET) in the segment first loaded when the DLL/code resource is invoked. Responding to the identification operation should not cause any other segments to be loaded. Code to handle all other operations and to support the user interface should be located in code segments that will be loaded upon demand. Remember, the Source is a “guest” of the application and needs to be sensitive to use of available memory and other system resources. The Source Manager’s perceived performance may be adversely affected unless the Source efficiently handles identification requests.

**Return Codes**

TWRC\_SUCCESS /\* This operation must succeed. \*/

##### DG\_CONTROL / DAT\_IDENTITY / MSG\_GETDEFAULT

**Call**

DSM\_Entry(pOrigin, NULL, DG\_CONTROL, DAT\_IDENTITY, MSG\_GETDEFAULT, pSourceIdentity); pSourceIdentity = A pointer to a TW\_IDENTITY structure.

**Valid States**

3 through 7

**Description**

Gets the identification information of the system default Source.

**Application**

No special set up or action required.

**Source Manager**

Fills the structure pointed to by pSourceIdentity with identifying information about the system default Source.

**Return Codes**

TWRC\_SUCCESS

TWRC\_FAILURE

TWCC\_NODS /\* no Sources found matching \*/

/\* application's SupportedGroups \*/

TWCC\_LOWMEMORY /\* not enough memory to perform \*/

/\* this operation \*/

**See Also**

DG\_CONTROL / DAT\_IDENTITY / MSG\_GETFIRST

DG\_CONTROL / DAT\_IDENTITY / MSG\_GETNEXT

DG\_CONTROL / DAT\_IDENTITY / MSG\_OPENDS (from Application to Source

Manager)

DG\_CONTROL / DAT\_IDENTITY / MSG\_OPENDS (from Source Manager to Source)

DG\_CONTROL / DAT\_IDENTITY / MSG\_USERSELECT

##### DG\_CONTROL / DAT\_IDENTITY / MSG\_GETFIRST

**Call**

DSM\_Entry(pOrigin, NULL, DG\_CONTROL, DAT\_IDENTITY, MSG\_GETFIRST, pSourceIdentity); pSourceIdentity = A pointer to a TW\_IDENTITY structure.

**Valid States**

3 through 7

**Description**

The application may obtain a list of all Sources that are currently available on the system which match the application’s supported groups (DGs, that the application specified in the

SupportedGroups field of its TW\_IDENTITY structure). To obtain the complete list of all available Sources requires invocation of a series of operations. The first operation uses MSG\_GETFIRST to find the first Source on “the list” (whichever Source the Source Manager finds first). All the following operations use DG\_CONTROL / DAT\_IDENTITY / MSG\_GETNEXT to get the identity information, one at a time, of all remaining Sources.

**Note:** The application must invoke the MSG\_GETFIRST operation before a MSG\_GETNEXT operation. If the MSG\_GETNEXT is invoked first, the Source Manager will fail the operation (TWRC\_ENDOFLIST).

If the application wants to cause a specific Source to be opened, one whose ProductName the application knows, it must first establish the existence of the Source using the MSG\_GETFIRST/ MSG\_GETNEXT operations. Once the application has verified that the Source is available, it can request that the Source Manager open the Source using DG\_CONTROL / DAT\_IDENTITY / MSG\_OPENDS. The application must not execute this operation without first verifying the existence of the Source because the results may be unpredictable.

**Application**

No special set up or action required.

**Source Manager**

Fills the TW\_IDENTITY structure pointed to by pSourceIdentity with the identity information of the first Source found by the Source Manager within the TWAIN directory/folder.

**Return Codes**

TWRC\_SUCCESS

TWRC\_FAILURE

TWCC\_NODS /\* No Sources can be found \*/

TWCC\_LOWMEMORY /\* Not enough memory to perform \*/

/\* this operation \*/

**See Also**

DG\_CONTROL / DAT\_IDENTITY / MSG\_GETDEFAULT

DG\_CONTROL / DAT\_IDENTITY / MSG\_GETNEXT

DG\_CONTROL / DAT\_IDENTITY / MSG\_OPENDS (from Application to Source

Manager)

DG\_CONTROL / DAT\_IDENTITY / MSG\_OPENDS (from Source Manager to Source)

DG\_CONTROL / DAT\_IDENTITY / MSG\_USERSELECT

##### DG\_CONTROL / DAT\_IDENTITY / MSG\_GETNEXT

**Call**

DSM\_Entry(pOrigin, NULL, DG\_CONTROL, DAT\_IDENTITY, MSG\_GETNEXT, pSourceIdentity); pSourceIdentity = A pointer to a TW\_IDENTITY structure.

**Valid States**

3 through 7

**Description**

The application may obtain a list of all Sources that are currently available on the system which match the application’s supported groups (DGs, that the application specified in the

SupportedGroups field of its TW\_IDENTITY structure). To obtain the complete list of all available

Sources requires invocation of a series of operations. The first operation uses DG\_CONTROL /

DAT\_IDENTITY / MSG\_GETFIRST to find the first Source on “the list” (whichever Source the Source Manager finds first). All the following operations use MSG\_GETNEXT to get the identity information, one at a time, of all remaining Sources.

**Note:** The application must invoke the MSG\_GETFIRST operation before a MSG\_GETNEXT operation. If the MSG\_GETNEXT is invoked first, the Source Manager will fail the operation (TWRC\_ENDOFLIST).

If the application wants to cause a specific Source to be opened, one whose ProductName the application knows, it must first establish the existence of the Source using the MSG\_GETFIRST/ MSG\_GETNEXT operations. Once the application has verified that the Source is available, it can request that the Source Manager open the Source using DG\_CONTROL / DAT\_IDENTITY / MSG\_OPENDS. The application must not execute this operation without first verifying the existence of the Source because the results may be unpredictable.

**Application**

No special set up or action required.

**Source Manager**

Fills the TW\_IDENTITY structure pointed to by pSourceIdentity with the identity information of the next Source found by the Source Manager within the TWAIN directory/folder.

**Return Codes**

TWRC\_SUCCESS

TWRC\_ENDOFLIST /\* after MSG\_GETNEXT if no more \*/

/\* Sources \*/

TWRC\_FAILURE

TWCC\_LOWMEMORY /\* not enough memory to perform \*/

/\* this operation \*/

**See Also**

DG\_CONTROL / DAT\_IDENTITY / MSG\_GETDEFAULT

DG\_CONTROL / DAT\_IDENTITY / MSG\_GETFIRST

DG\_CONTROL / DAT\_IDENTITY / MSG\_OPENDS (from Application to Source

Manager)

DG\_CONTROL / DAT\_IDENTITY / MSG\_OPENDS (from Source Manager to Source)

DG\_CONTROL / DAT\_IDENTITY / MSG\_USERSELECT

##### DG\_CONTROL / DAT\_IDENTITY / MSG\_OPENDS (from Application to Source Manager)

**Call**

DSM\_Entry(pOrigin, NULL, DG\_CONTROL, DAT\_IDENTITY, MSG\_OPENDS, pSourceIdentity); pSourceIdentity = A pointer to a TW\_IDENTITY structure.

**Valid States**

3 only (Transitions to State 4, if successful)

**Description**

Loads the specified Source into main memory and causes its initialization.

**Application**

The application may specify any available Source’s TW\_IDENTITY structure in pSourceIdentity. That structure may have been obtained using a MSG\_GETFIRST, MSG\_GETNEXT, or MSG\_USERSELECT operation. If the session with the Source Manager was closed since the identity structure being used was obtained, the application must set the Id field to 0. This will cause the Source Manager to issue the Source a new Id. The application can have the Source Manager open the default Source by setting the ProductName field to “\0” (Null string) and the Id field to zero.

**Source Manager**

Opens the Source specified by pSourceIdentity and creates a unique Id value for this Source (under Microsoft Windows, this assumes that the Source hadn’t already been opened by another application). This value is recorded in pSourceIdentity->Id. The Source Manager passes the triplet on to the Source to have the remaining fields in pSourceIdentity filled in.

Upon receiving the request from the Source Manager, the Source fills in all the fields in pSourceIdentity except for Id. If an application tries to connect to a Source that is already connected to its maximum number of applications, the Source returns TWRC\_FAILURE/ TWCC\_MAXCONNECTIONS.

**Warning:** The Source and application **must** not assume that the value written into pSourceIdentity.Id will remain constant between sessions. This value is used internally by the Source Manager to uniquely identify applications and Sources and to manage the connections between them. During a different session, this value may still be valid but might be assigned to a different application or Source! Don’t use this value directly.

**Return Codes**

TWRC\_SUCCESS

TWRC\_FAILURE

TWCC\_LOWMEMORY /\* not enough memory to \*/

/\* open the Source \*/

TWCC\_MAXCONNECTIONS /\* Source cannot support\*/

/\* another connection \*/

TWCC\_NODS /\* specified Source was \*/

/\* not found \*/

TWCC\_OPERATIONERROR /\* internal Source error;\*/

/\* handled by the Source \*/

**See Also**

DG\_CONTROL / DAT\_IDENTITY / MSG\_CLOSEDS (from Application to Source

Manager)

DG\_CONTROL / DAT\_IDENTITY / MSG\_CLOSEDS (from Source Manager to Source)

DG\_CONTROL / DAT\_IDENTITY / MSG\_GET (from Source Manager to Source)

DG\_CONTROL / DAT\_IDENTITY / MSG\_GETDEFAULT

DG\_CONTROL / DAT\_IDENTITY / MSG\_GETFIRST

DG\_CONTROL / DAT\_IDENTITY / MSG\_GETNEXT

DG\_CONTROL / DAT\_IDENTITY / MSG\_USERSELECT

##### DG\_CONTROL / DAT\_IDENTITY / MSG\_OPENDS (from Source Manager to Source)

**Call**

DS\_Entry(pOrigin, DG\_CONTROL, DAT\_IDENTITY, MSG\_OPENDS, pSourceIdentity); pSourceIdentity = A pointer to a TW\_IDENTITY structure.

**Valid States**

Source is loaded but not yet open (approximately State 3.5, session transitions to State 4, if successful).

**Description**

Opens the Source for operation.

**Source Manager**

pSourceIdentity is filled in from a previous DG\_CONTROL / DAT\_IDENTITY / MSG\_GET and the Id field should be filled in by the Source Manager.

**Source**

Initializes any needed internal structures, performs necessary checks, and loads all resources needed for normal operation.

Refer to Chapter 12, "Operating System Dependencies" for more information on MSG\_OPENDS.

Source should record a copy of \*pOrigin, the application’s TW\_IDENTITY structure, whose Id field maintains a unique number identifying the application that is calling. Sources that support only a single connection should examine pOrigin->Id for each operation to verify they are being called by the application they acknowledge being connected with. All requests from other applications should fail (TWRC\_FAILURE / TWCC\_MAXCONNECTIONS). The Source is responsible for managing this, not the Source Manager (the Source Manager does not know in advance how many connections the Source will support). Multiple connections only happen by the same application connecting multiple times with different names.

**Return Codes**

TWRC\_SUCCESS

TWRC\_FAILURE

TWCC\_LOWMEMORY /\* not enough memory to \*/

/\* open the Source \*/

TWCC\_MAXCONNECTIONS /\* Source cannot support \*/

/\* another connection \*/

TWCC\_OPERATIONERROR /\* internal Source error;\*/

/\* handled by the Source \*/

**See Also**

DG\_CONTROL / DAT\_IDENTITY / MSG\_CLOSEDS (from Source Manager to Source)

DG\_CONTROL / DAT\_IDENTITY / MSG\_GET (from Source Manager to Source)

##### DG\_CONTROL / DAT\_IDENTITY / MSG\_SET

**Call**

DSM\_Entry(pOrigin, NULL, DG\_CONTROL, DAT\_IDENTITY, MSG\_SET, pTwIdentity);

\_pTwIdentity = A pointer to a TW\_IDENTITY structure containing a valid TW\_IDENTITY for a Data source.

**Valid States**

3

**Description**

This operation triplet is generated by the application and is consumed by the Data Source Manager. It allows an application to set the default

TWAIN driver, which is reported back by DG\_CONTROL / DAT\_IDENTITY / MSG\_GETDEFAULT.

**Application**

The application must specify an available Source’s TW\_IDENTITY structure in pTwIdentity. That structure must have been obtained using a MSG\_GETFIRST, MSG\_GETNEXT, or MSG\_USERSELECT operation since the Source Manager was last opened.

**Source Manager**

Sets a new default TWAIN driver.

**Return Codes**

TWRC\_SUCCESS

TWRC\_FAILURE

TWCC\_BADVALUE /\* Invalid DS in TW\_IDENTITY \*/

**See Also**

DG\_CONTROL / DAT\_IDENTITY / MSG\_GETDEFAULT

##### DG\_CONTROL / DAT\_IDENTITY / MSG\_USERSELECT

Windows and Macintosh only; MSG\_USERSELECT is not available on Linux. Refer to Chapter 12, "Operating System Dependencies".

**Call**

DSM\_Entry(pOrigin, NULL, DG\_CONTROL, DAT\_IDENTITY, MSG\_USERSELECT, pSourceIdentity); pSourceIdentity = A pointer to a TW\_IDENTITY structure.

**Valid States**

3 through 7

**Description**

This operation should be invoked when the user chooses **Select Source...** from the application’s

**File** menu (or an equivalent user action). This operation causes the Source Manager to display the Select Source dialog. This dialog allows the user to pick which Source will be used during subsequent **Acquire** operations. The Source selected becomes the system default Source. This default persists until a different Source is selected by the user. The system default Source may be overridden by an application (the override is local to only that application). Only Sources that can supply data matching one or more of the application’s SupportedGroups (from the application’s identity structure) will be selectable. All others will be unavailable for selection.

**Application**

If the application wants a particular Source, other than the system default, to be highlighted in the Select Source dialog, it should set the ProductName field of the structure pointed to by pSourceIdentity to the ProductName of that Source. This information should have been obtained from an earlier operation using DG\_CONTROL / DAT\_IDENTITY / MSG\_GETFIRST,

MSG\_GETNEXT, or MSG\_USERSELECT. Otherwise, the application should set the ProductName field in pSourceIdentity to the null string (“\0”). In either case, the application should set the Id field in pSourceIdentity to zero.

If the Source Manager can’t find a Source whose ProductName matches that specified by the application, it will select the system default Source (the default that matches the SupportedGroups of the application). This is not considered to be an error condition. No error will be reported. The application should check the ProductName field of pSourceIdentity following this operation to verify that the Source it wanted was opened.

**Source Manager**

The Source Manager displays the Select Source dialog and allows the user to select a Source. When the user clicks the “OK” button (“Select” button in the Microsoft Windows Source

Manager) in the Select Source dialog, the system default Source (maintained by the Source Manager) will be changed to the selected Source. This Source’s identifying information will be written into pSourceIdentity.

The “Select” button (“OK” button in the Macintosh Source Manager) will be grayed out if there are no Sources available matching the SupportedGroups specified in the application’s identity structure, pOrigin. The user must click the “Cancel” button to exit the Select Source dialog. The application cannot discern from this Return Code whether the user simply canceled the selection or there were no Sources for the user to select. If the application really wants to know whether

any Sources are available that match the specified SupportedGroups it can invoke a MSG\_GETFIRST operation and check for a successful result.

It copies the TW\_IDENTITY structure of the selected Source into pSourceIdentity.

**Suggestion for Source Developers:** The string written in the Source’s

TW\_IDENTITY.ProductName field should clearly and unambiguously identify your product or the Source to the user (if the Source can be used to control more than one device). ProductName contains the string that will be placed in the Select Source dialog (accompanied, on the Macintosh, with an icon from the Source’s resource file representing the Source). It is further suggested that the Source’s disk file name approximate the ProductName to assist the user in equating the two.

**Return Codes**

TWRC\_SUCCESS

TWRC\_CANCEL /\* User clicked cancel button - maybe there \*/

/\* were no Sources \*/

TWRC\_FAILURE

TWCC\_LOWMEMORY /\* not enough memory to perform this \*/

/\* operation \*/

**See Also**

DG\_CONTROL / DAT\_IDENTITY / MSG\_GETDEFAULT

DG\_CONTROL / DAT\_IDENTITY / MSG\_GETFIRST

DG\_CONTROL / DAT\_IDENTITY / MSG\_GETNEXT

DG\_CONTROL / DAT\_IDENTITY / MSG\_OPENDS (from Application to Source

Manager)

DG\_CONTROL / DAT\_IDENTITY / MSG\_OPENDS (from Source Manager to Source)

DG\_CONTROL / DAT\_IDENTITY / MSG\_SET

##### DG\_CONTROL / DAT\_NULL / MSG\_CLOSEDSOK

For Macintosh OS X 1.9 data sources, refer to the TWAIN 1.9 specification.

**Call**

DSM\_Entry(pOrigin, pDest, DG\_CONTROL, DAT\_NULL, MSG\_CLOSEDSOK, NULL);

This operation requires no data (NULL).

**Valid States**

5 through 7 (This operation causes the session to transition to State 5.)

**Description**

The Source sends this message to the application to indicate that the Source needs to be closed.

**Source**

Source creates this triplet with NULL data and sends it to the Source Manager via the Source Manager’s DSM\_Entry point.

**Source Manager**

Upon receiving this triplet, the Source Manager passes this message to the application either using the applications callback function or by posts a private message to the application’s event/ message loop.

**Application**

The Application will either receive this message in its callback function or as an event in its event loop.

**Return Codes**

TWRC\_SUCCESS

TWRC\_FAILURE

TWCC\_SEQERROR /\* Operation invoked in invalid state \*/

TWCC\_BADDEST /\* No such application in session with\*/

/\* Source \*/

**See Also**

DG\_CONTROL / DAT\_EVENT / MSG\_PROCESSEVENT

DG\_CONTROL / DAT\_USERINTERFACE / MSG\_DISABLEDS

##### DG\_CONTROL / DAT\_NULL / MSG\_CLOSEDSREQ (from Source to Application)

For Macintosh OS X 1.9 data sources, refer to the TWAIN 1.9 specification.

**Call**

DSM\_Entry(pOrigin, pDest, DG\_CONTROL, DAT\_NULL, MSG\_CLOSEDSREQ, NULL);

This operation requires no data (NULL).

**Valid States**

5 through 7 (This operation causes the session to transition to State 5.)

**Description**

The Source sends this message to the application to indicate that the Source needs to be closed.

**Source**

Source creates this triplet with NULL data and sends it to the Source Manager via the Source Manager’s DSM\_Entry point.

**Source Manager**

Upon receiving this triplet, the Source Manager passes this message to the application either using the applications callback function or by posts a private message to the application’s event/ message loop.

**Application**

The Application will either receive this message in its callback function or as an event in its event loop.

**Return Codes**

TWRC\_SUCCESS

TWRC\_FAILURE

TWCC\_SEQERROR /\* Operation invoked in invalid state \*/

TWCC\_BADDEST /\* No such application in session with\*/

/\* Source \*/

**See Also**

DG\_CONTROL / DAT\_EVENT / MSG\_PROCESSEVENT

DG\_CONTROL / DAT\_CALLBACK / MSG\_REGISTER\_CALLBACK

DG\_CONTROL / DAT\_USERINTERFACE / MSG\_DISABLEDS

##### DG\_CONTROL / DAT\_NULL / MSG\_DEVICEEVENT (from Source to Application)

**Call**

DSM\_Entry (pOrigin, pDest, DG\_CONTROL, DAT\_NULL, MSG\_DEVICEEVENT, NULL);

This operation requires no data (NULL)

**Valid States**

4 through 7

**Description**

When enabled the source sends this message to the Application to alert it that some event has taken place. Upon receiving this message, the Application must immediately issue a call to DG\_CONTROL / DAT\_DEVICEEVENT / MSG\_GET to obtain the event information.

**Return Codes**

TWRC\_SUCCESS

TWRC\_FAILURE

TWCC\_SEQERROR - operation invoked in invalid state.

TWCC\_BADDEST - no such application in session with Source.

**See Also**

DG\_CONTROL / DAT\_DEVICEEVENT / MSG\_GET

Capability - CAP\_DEVICEEVENT

##### DG\_CONTROL / DAT\_NULL / MSG\_XFERREADY (from Source to Application)

For Macintosh OS X 1.9 data sources, refer to the TWAIN 1.9 specification.

**Call**

DSM\_Entry(pOrigin, pDest, DG\_CONTROL, DAT\_NULL, MSG\_XFERREADY, NULL);

This operation requires no data (NULL).

**Valid States**

5 only (This operation causes the transition to State 6.)

**Description**

The Source sends this message to the application to indicate that the Source has data that is ready to be transferred.

**Source**

Source creates this triplet with NULL data and sends it to the Source Manager via the Source Manager’s DSM\_Entry point.

**Source Manager**

Upon receiving this triplet, the Source Manager passes this message to the application either using the applications callback function or by posts a private message to the application’s event/ message loop.

**Application**

The Application will either receive this message in its callback function or as an event in its event loop.

**Return Codes**

TWRC\_SUCCESS

TWRC\_FAILURE

TWCC\_SEQERROR /\* Operation invoked in invalid state \*/

TWCC\_BADDEST /\* No such application in session with\*/

/\* Source \*/

**See Also**

DG\_CONTROL / DAT\_EVENT / MSG\_PROCESSEVENT

DG\_CONTROL / DAT\_CALLBACK / MSG\_REGISTER\_CALLBACK

DG\_IMAGE / DAT\_IMAGEFILEXFER / MSG\_GET

DG\_IMAGE / DAT\_IMAGEMEMFILEXFER / MSG\_GET

DG\_IMAGE / DAT\_IMAGEMEMXFER / MSG\_GET

DG\_IMAGE / DAT\_IMAGENATIVEXFER / MSG\_GET

##### DG\_CONTROL / DAT\_PARENT / MSG\_CLOSEDSM

**Call**

DSM\_Entry(pOrigin, NULL, DG\_CONTROL, DAT\_PARENT, MSG\_CLOSEDSM, pParent); pParent = the same pParent used for OPENDSM.

**Valid States**

3 **only** (causes transition back to State 2, if successful)

**Description**

When the application has closed all the Sources it had previously opened, and is finished with the Source Manager (the application plans to initiate no other TWAIN sessions), it must close the Source Manager. The application should unload the Source Manager DLL or code resource after the Source Manager is closed—unless the application has immediate plans to use the Source Manager again.

After the Source Manager is closed the unique ID assigned to pOrigin->Id is no longer valid.

**Application**

References the same pParent parameter that was used during the “open Source Manager” operation. If the operation returns TWRC\_SUCCESS, the application should unload the Source Manager from memory.

**Source Manager**

Does any housekeeping needed to prepare for being unloaded from memory. This housekeeping is transparent to the application.

If the Source Manager has been opened multiple times it will remain active and connected to the other connection(s).

**Return Codes**

TWRC\_SUCCESS

TWRC\_FAILURE

TWCC\_SEQERROR /\* Operation invoked in invalid state \*/

**See Also**

DG\_CONTROL / DAT\_PARENT / MSG\_OPENDSM

##### DG\_CONTROL / DAT\_PARENT / MSG\_OPENDSM

**Call**

DSM\_Entry(pOrigin, NULL, DG\_CONTROL, DAT\_PARENT, MSG\_OPENDSM, pParent);

**On Windows -** pParent = points to the window handle (hWnd) that will act as the Source’s “parent”. The variable is of type TW\_HANDLE and must contain the window handle.

**On Macintosh -** pParent = should be a NULL value.

**Valid States**

2 **only** (causes transition to State 3, if successful)

**Description**

Causes the Source Manager to initialize itself. This operation **must** be executed before any other operations will be accepted by the Source Manager.

**Application**

The application must allocate a structure of type TW\_IDENTITY and fill in all fields. The Id field must be NULL. Once the structure is prepared, this pOrigin parameter should point at that structure. If the Source Manager is opened successfully it will assign a value to Id.

The application must save the entire structure. From now on, the structure will be referred to by the pOrigin parameter to identify the application in every call the application makes to DSM\_Entry( ).

**Windows** — Set pParent to point to a window handle (hWnd) of an open window that will remain open until the Source Manager is closed.

**Macintosh** —Set pParent to NULL.

**Linux** —Set pParent to NULL.

**Source Manager**

Initializes and prepares itself for subsequent operations. Maintains a copy of pParent.

If successfully opened, the Source Manager will assign a unique ID to pOrigin->Id for this application. **Return Codes**

TWRC\_SUCCESS

TWRC\_FAILURE

TWCC\_LOWMEMORY /\* not enough memory to perform \*/

/\* this operation \*/

TWCC\_SEQERROR /\* Operation invoked in invalid \*/

/\* state \*/

**See Also**

DG\_CONTROL / DAT\_PARENT / MSG\_CLOSEDSM

##### DG\_CONTROL / DAT\_PASSTHRU / MSG\_PASSTHRU

**Call**

DSM\_Entry (pOrigin, pDest, DG\_CONTROL, DAT\_PASSTHRU,MSG\_PASSTHRU, pSourcePassthru); pSourcePassthru = A pointer to a TW\_PASSTHRU structure

**Valid States**

4 through 7

**Description**

PASSTHRU is intended for the use of Source writers writing diagnostic applications. It allows raw communication with the currently selected device in the Source.

**Return Codes**

TWRC\_SUCCESS

TWRC\_FAILURE

TWCC\_BADPROTOCOL - capability not supported.

TWCC\_SEQERROR - command could not be completed in this state.

**See Also**

CAP\_PASSTHRU

##### DG\_CONTROL / DAT\_PENDINGXFERS / MSG\_ENDXFER

**Call**

|  |  |
| --- | --- |
| DSM\_Entry (pOrigin, pDest, DG\_CONTROL, pPendingXfers); pPendingXfers = A pointer to a TW\_PENDINGXFERS  **Valid States**  6 and 7  When DAT\_XFERGROUP is set to DG\_IMAGE: | MSG\_ENDXFER, |

(Transitions to State 5 if this was the last transfer (pPendingXfers->Count == 0).

Transitions to State 6 if there are more transfers pending (pPendingXfers->Count != 0). To abort all remaining transfers and transition from State 6 to State 5, use DG\_CONTROL / DAT\_PENDINGXFERS / MSG\_RESET.

When DAT\_XFERGROUP is set to DG\_AUDIO:

Transitions to State 6 no matter what the value of pPendingXfers->Count.

**Description**

This triplet is used to cancel or terminate a transfer. Issued in state 6, this triplet cancels the next pending transfer, discards the transfer data, and decrements the pending transfers count. In state 7, this triplet terminates the current transfer. If any data has not been transferred (this is only possible during a memory transfer) that data is discarded.

The application can use this operation to cancel the next pending transfer (Source writers take note of this). For example, after the application checks TW\_IMAGEINFO (or TW\_AUDIOINFO, if transferring audio snippets), it may decide to not transfer the next image. The operation must be sent prior to the beginning of the transfer, otherwise the Source will simply abort the current transfer. The Source decrements the number of pending transfers.

**Application**

The application must invoke this operation at the end of every transfer to signal the Source that the application has received all the data it expected. The application should send this after receiving a TWRC\_XFERDONE or TWRC\_CANCEL.

No special set up or action required. Be sure to correctly track which state the Source will be in as a result of your action. Be aware of the value in pPendingXfers->Count both before and after the operation. Invoking this operation causes the loss of data that your user may not expect to be lost. Be very careful and prudent when using this operation.

When DAT\_XFERGROUP is set to DG\_IMAGE and CAP\_JOBCONTROL is set to other than TWJC\_NONE then check pPendingXfers->EOJ for TWEJ\_xxx Job control value.

**Source**

**Option #1)** Fill pPendingXfers->Count with the number of transfers the Source is ready to supply to the application, upon demand. If pPendingXfers->Count > 0 (or equals -1),

transition to State 6 and await initiation of the next transfer by the application. If pPendingXfers->Count == 0, transition all the way back to State 5 and await the next acquisition.

**Option #2)** Preempt the acquired data that is next in line for transfer to the application (pending transfers can be thought of as being pushed onto a FIFO queue as acquired and popped off the queue when transferred). Decrement pPendingXfers->Count. If already acquired, discard the

data for the preempted transfer. Update pPendingXfers->Count with the new number of

pending transfers. If this value is indeterminate, leave the value in this field at -1. Note: -1 is not a valid value for the number of audio snippets.

**Option #3)** Cancel the current transfer. Discard any local buffers or data involved in the transfer.

Prepare the Source and the device for the next transfer. Decrement pPendingXfers->Count

(don’t decrement if already zero or -1). If there is a transfer pending, return to State 6 and prepare the Source to begin the next transfer. If no transfer is pending, return to State 5 and await initiation of the next acquisition from the application or the user. Note: when DAT\_XFERGROUP is set to DG\_AUDIO, the Source will not go lower than State 6 based on the value of pPendingXfers>Count.

When DAT\_XFERGROUP is set to DG\_IMAGE and CAP\_JOBCONTROL is set to other than

TWJC\_NONE then pPendingXfers->EOJ should reflect the current TWEJ\_xxx Job control value.

**Note:** If a Source supports simultaneous connections to more than one application, the Source should maintain a separate pPendingXfers structure for each application it is in-session with.

**Return Codes**

TWRC\_SUCCESS

TWRC\_FAILURE

TWCC\_BADDEST /\* No such Source in-session with application \*/

TWCC\_SEQERROR /\* Operation invoked in invalid state \*/

**See Also**

DG\_AUDIO / DAT\_AUDIOFILEXFER / MSG\_GET

DG\_AUDIO / DAT\_AUDIONATIVEXFER / MSG\_GET

DG\_CONTROL / DAT\_PENDINGXFERS / MSG\_GET

DG\_CONTROL / DAT\_PENDINGXFERS / MSG\_RESET

DG\_CONTROL / DAT\_PENDINGXFERS / MSG\_STOPFEEDER

DG\_CONTROL / DAT\_XFERGROUP / MSG\_SET

DG\_IMAGE / DAT\_IMAGEFILEXFER / MSG\_GET

DG\_IMAGE / DAT\_IMAGEMEMFILEXFER / MSG\_GET

DG\_IMAGE / DAT\_IMAGEMEMXFER / MSG\_GET

DG\_IMAGE / DAT\_IMAGENATIVEXFER / MSG\_GET

Capability - CAP\_XFERCOUNT

##### DG\_CONTROL / DAT\_PENDINGXFERS / MSG\_GET

**Call**

DSM\_Entry (pOrigin, pDest, DG\_CONTROL, MSG\_GET, pPendingXfers); pPendingXfers = A pointer to a TW\_PENDINGXFERS

**Valid States**

4 through 7

**Description**

Returns the number of transfers the Source is ready to supply to the application, upon demand. If

DAT\_XFERGROUP is set to DG\_IMAGE, this is the number of images. If DAT\_XFERGROUP is set to DG\_AUDIO, this is the number of audio snippets for the current image. If there is no current image, this call must return TWRC\_FAILURE / TWCC\_SEQERROR.

**Application**

No special set up or action required.

When DAT\_XFERGROUP is set to DG\_IMAGE and CAP\_JOBCONTROL is set to other than TWJC\_NONE then check pPendingXfers->EOJ for TWEJ\_xxx Job control value.

**Source**

Fill pPendingXfers->Count with the number of transfers the Source is ready to supply to the application, upon demand. This value should reflect the number of complete data blocks that have already been acquired or are in the process of being acquired.

When CAP\_JOBCONTROL is set to other than TWJC\_NONE then pPendingXfers->EOJ should reflect the current TWEJ\_xxx Job control value.

When DAT\_XFERGROUP is set to DG\_IMAGE:

If the Source is not sure how many transfers are pending, but is sure that the number is at least one, set pPendingXfers->Count to -1. A Source connected to a device with an automatic document feeder that cannot determine the number of pages in the feeder, or how many selections the user may make on each page, would respond in this way. A Source providing access to a series of images from a video camera or a data base may also respond this way.

When DAT\_XFERGROUP is set to DG\_AUDIO:

-1 is not a valid value for pPendingXfers->Count.

**Return Codes**

TWRC\_SUCCESS

TWRC\_FAILURE

TWCC\_BADDEST /\* No such Source in-session with application \*/

TWCC\_SEQERROR /\* Operation invoked in invalid state \*/

**See Also**

DG\_CONTROL / DAT\_PENDINGXFERS / MSG\_ENDXFER

DG\_CONTROL / DAT\_PENDINGXFERS / MSG\_RESET

DG\_CONTROL / DAT\_PENDINGXFERS / MSG\_STOPFEEDER

DG\_CONTROL / DAT\_XFERGROUP / MSG\_SET

Capability - CAP\_XFERCOUNT

##### DG\_CONTROL / DAT\_PENDINGXFERS / MSG\_RESET

**Call**

DSM\_Entry (pOrigin, pDest, DG\_CONTROL, MSG\_RESET, pPendingXfers); pPendingXfers = A pointer to a TW\_PENDINGXFERS

**Valid States**

When DAT\_XFERGROUP is set to DG\_IMAGE:

6 only (Transitions to State 5, if successful)

When DAT\_XFERGROUP is set to DG\_AUDIO:

6 only (State remains at 6)

**Description**

Sets the number of pending transfers in the Source to zero.

**Application**

When DAT\_XFERGROUP is set to DG\_IMAGE:

No special set up or action required. Be aware of the state transition caused by this operation. Invoking this operation causes the loss of data that your user may not expect to be lost. Be very careful and prudent when using this operation. The application may need to use this operation if an error occurs within the application that necessitates breaking off all TWAIN sessions. This will get the application, Source Manager, and Source back to State 5 together.

When DAT\_XFERGROUP is set to DG\_AUDIO:

The available audio snippets are discarded, but the Source remains in State 6.

**Source**

Set pPendingXfers->Count to zero. Discard any local buffers or data involved in any of the pending transfers.

When DAT\_XFERGROUP is set to DG\_IMAGE:

Return to State 5 and await initiation of the next acquisition from the application or the user.

When DAT\_XFERGROUP is set to DG\_AUDIO:

Remain in State 6.

**Note:**  If a Source supports simultaneous sessions with more than one application, the Source should maintain a separate pPendingXfers structure for each application it is in-session with.

**Return Codes**

TWRC\_SUCCESS

TWRC\_FAILURE

TWCC\_BADDEST /\* No such Source in-session with application \*/

TWCC\_SEQERROR /\* Operation invoked in invalid state \*/

**See Also**

DG\_CONTROL / DAT\_PENDINGXFERS / MSG\_ENDXFER

DG\_CONTROL / DAT\_PENDINGXFERS / MSG\_GET

DG\_CONTROL / DAT\_PENDINGXFERS / MSG\_STOPFEEDER

DG\_CONTROL / DAT\_XFERGROUP / MSG\_SET

Capability - CAP\_XFERCOUNT

##### DG\_CONTROL / DAT\_PENDINGXFERS / MSG\_STOPFEEDER

**Call**

DSM\_Entry (pOrigin, pDest, DG\_CONTROL, DAT\_PENDINGXFERS, MSG\_STOPFEEDER, pPendingXfers); pPendingXfers = A pointer to a TW\_PENDINGXFERS structure

**Valid States**

6 only

**Description**

If CAP\_AUTOSCAN is TRUE, this command will stop the operation of the scanner’s automatic feeder. No other action is taken.

**Application**

The DG\_CONTROL / DAT\_PENDINGXFERS / MSG\_RESET command stops a session (returning to

State 5), but it also discards any images that have been captured by the scanner. The

MSG\_STOPFEEDER command solves this problem by stopping the feeder, but remaining in State 6. The application may then continue to transfer images, until pPendingXfers->Count goes to zero.

**Source**

This command should only perform successfully if CAP\_AUTOSCAN is TRUE. If CAP\_AUTOSCAN is FALSE, this command should return TWRC\_FAILURE / TWCC\_SEQERROR.

**Return Codes**

TWRC\_SUCCESS

TWRC\_FAILURE

TWCC\_BADDEST – no such Source in session with application.

TWCC\_BADPROTOCOL - Source does not support operation.

TWCC\_SEQERROR - Operation invoked in invalid state.

**See Also**

DG\_CONTROL / DAT\_PENDINGXFERS / MSG\_ENDXFER

DG\_CONTROL / DAT\_PENDINGXFERS / MSG\_GET

DG\_CONTROL / DAT\_PENDINGXFERS / MSG\_RESET

Capabilities - CAP\_AUTOSCAN

##### DG\_CONTROL / DAT\_SETUPFILEXFER / MSG\_GET

**Call**

DSM\_Entry (pOrigin, pDest, DG\_CONTROL, DAT\_SETUPFILEXFER, MSG\_GET, pSetupFile); pSetupFile = A pointer to a TW\_SETUPFILEXFER structure

**Valid States**

4 through 6

**Description**

Returns information about the file into which the Source has or will put the acquired DG\_IMAGE or DG\_AUDIO data.

**Application**

No special set up or action required.

**Source**

Set the following:

pSetupFile->Format = format of destination file

(DG\_IMAGE Constants: TWFF\_TIFF, TWFF\_PICT, TWFF\_BMP, etc.) (DG\_AUDIO Constants: TWAF\_WAV, TWAF\_AIFF, TWAF\_AU, etc.) pSetupFile->FileName = name of file

**Windows**: include the complete path name

**Macintosh**: filename only

**Linux**: include the complete path name

pSetupFile->VRefNum = volume reference number

**Windows**: not used. Set to TWON\_DONTCARE16.

**Macintosh**: Set to the FSVolumeRefNum of the folder of the file.

**Linux**: not used. Set to TWON\_DONTCARE16.

**Return Codes**

TWRC\_SUCCESS

TWRC\_FAILURE

TWCC\_BADDEST /\* No such Source in-session with application \*/

TWCC\_BADPROTOCOL /\* Source does not support file transfer \*/

TWCC\_SEQERROR /\* Operation invoked in invalid state \*/

**See Also**

DG\_CONTROL / DAT\_SETUPFILEXFER / MSG\_GETDEFAULT

DG\_CONTROL / DAT\_SETUPFILEXFER / MSG\_RESET

DG\_CONTROL / DAT\_SETUPFILEXFER / MSG\_SET

DG\_IMAGE / DAT\_IMAGEFILEXFER / MSG\_GET

DG\_IMAGE / DAT\_IMAGEMEMFILEXFER / MSG\_GET

Capabilities - ICAP\_XFERMECH, ICAP\_IMAGEFILEFORMAT, ACAP\_XFERMECH

##### DG\_CONTROL / DAT\_SETUPFILEXFER / MSG\_GETDEFAULT

**Call**

DSM\_Entry (pOrigin, pDest, DG\_CONTROL, DAT\_SETUPFILEXFER, MSG\_GETDEFAULT, pSetupFile); pSetupFile = A pointer to a TW\_SETUPFILEXFER structure

**Valid States**

4 through 6

**Description**

Returns information for the default DG\_IMAGE or DG\_AUDIO file.

**Application**

No special set up or action required.

**Source**

Set the following:

pSetupFile->Format = format of destination file

(DG\_IMAGE Constants: TWFF\_TIFF, TWFF\_PICT, TWFF\_BMP, etc.) (DG\_AUDIO Constants: TWAF\_WAV, TWAF\_AIFF, TWAF\_AU, etc.) pSetupFile->FileName = name of file

**Windows**: include the complete path name

**Macintosh**: filename only

**Linux**: include the complete path name pSetupFile->VRefNum = volume reference number

**Windows**: not used. Set to TWON\_DONTCARE16.

**Macintosh**: Set to the FSVolumeRefNum of the folder of the file.

**Linux**: not used. Set to TWON\_DONTCARE16.

**Return Codes**

TWRC\_SUCCESS

TWRC\_FAILURE

TWCC\_BADDEST /\* No such Source in-session with application \*/

TWCC\_BADPROTOCOL /\* Source does not support file transfer \*/

TWCC\_SEQERROR /\* Operation invoked in invalid state \*/

**See Also**

DG\_CONTROL / DAT\_SETUPFILEXFER / MSG\_GET

DG\_CONTROL / DAT\_SETUPFILEXFER / MSG\_RESET

DG\_CONTROL / DAT\_SETUPFILEXFER / MSG\_SET

DG\_IMAGE / DAT\_IMAGEFILEXFER / MSG\_GET

DG\_IMAGE / DAT\_IMAGEMEMFILEXFER / MSG\_GET

Capabilities - ICAP\_XFERMECH, ICAP\_IMAGEFILEFORMAT, ACAP\_XFERMECH

##### DG\_CONTROL / DAT\_SETUPFILEXFER / MSG\_RESET

**Call**

DSM\_Entry (pOrigin, pDest, DG\_CONTROL, DAT\_SETUPFILEXFER, MSG\_RESET, pSetupFile); pSetupFile = A pointer to a TW\_SETUPFILEXFER structure

**Valid States**

4 only

**Description**

Resets the current file information to the DG\_IMAGE or DG\_AUDIO default file information and returns that default information..

**Application**

No special set up or action required.

**Source**

Set the following:

pSetupFile->Format = format of destination file

(DG\_IMAGE Constants: TWFF\_TIFF, TWFF\_PICT, TWFF\_BMP, etc.)

(DG\_AUDIO Constants: TWAF\_WAV, TWAF\_AIFF, TWAF\_AU, etc.)

pSetupFile->FileName = name of file

**Windows**: include the complete path name

**Macintosh**: filename only

**Linux**: include the complete path name

pSetupFile->VRefNum = volume reference number

**Windows**: not used. Set to TWON\_DONTCARE16.

**Macintosh**: Set to the FSVolumeRefNum to reflect the default file only if it already exists. Otherwise, set this field to NULL.

**Linux**: not used. Set to TWON\_DONTCARE16.

**Return Codes**

TWRC\_SUCCESS

TWRC\_FAILURE

TWCC\_BADDEST /\* No such Source in-session with application \*/

TWCC\_BADPROTOCOL /\* Source does not support file transfer \*/ TWCC\_SEQERROR /\* Operation invoked in invalid state \*/

/\* The following introduced for 2.0 or higher \*/

TWCC\_FILEWRITEERROR

**See Also**

DG\_CONTROL / DAT\_SETUPFILEXFER / MSG\_GET

DG\_CONTROL / DAT\_SETUPFILEXFER / MSG\_GETDEFAULT

DG\_CONTROL / DAT\_SETUPFILEXFER / MSG\_SET

DG\_IMAGE / DAT\_IMAGEFILEXFER / MSG\_GET

DG\_IMAGE / DAT\_IMAGEMEMFILEXFER / MSG\_GET

Capabilities - ICAP\_XFERMECH, ICAP\_IMAGEFILEFORMAT, ACAP\_XFERMECH

##### DG\_CONTROL / DAT\_SETUPFILEXFER / MSG\_SET

**Call**

DSM\_Entry (pOrigin, pDest, DG\_CONTROL, DAT\_SETUPFILEXFER, MSG\_SET, pSetupFile); pSetupFile = A pointer to a TW\_SETUPFILEXFER structure

**Valid States**

4 through 6

**Description**

Sets the file transfer information for the next file transfer. The application is responsible for verifying that the specified file name is valid and that the file either does not currently exist (in which case, the Source is to create the file), or that the existing file is available for opening and read/write operations. The application should also assure that the file format it is requesting can be provided by the Source (otherwise, the Source will generate a TWRC\_FAILURE / TWCC\_BADVALUE error).

**Application**

Set the following:

pSetupFile->Format = format of destination file

(DG\_IMAGE Constants: TWFF\_TIFF, TWFF\_PICT, TWFF\_BMP, etc.) (DG\_AUDIO Constants: TWAF\_WAV, TWAF\_AIFF, TWAF\_AU, etc.) pSetupFile->FileName = name of file

**Windows**: include the complete path name

**Macintosh**: filename only

**Linux**: include the complete path name pSetupFile->VRefNum = volume reference number

**Windows**: not used. Set to TWON\_DONTCARE16.

**Macintosh**: Set to the FSVolumeRefNum to reflect the default file only if it already exists. Otherwise, set this field to NULL.

**Linux**: not used. Set to TWON\_DONTCARE16.

**Note:** ICAP\_XFERMECH or ACAP\_XFERMECH (depending on the value of DAT\_XFERGROUP) must have been set to TWSXdata) and return TWRC\_FAILURE with TWCC\_BADVALUE. If the format and file name are OK, but a file error occurs when trying to open the file (other than "file does not exist”), return TWCC\_BADVALUE and set up to use the default file. If the specified file does not exit, create it. If the file exists and has data in it, overwrite the existing data starting with the first byte of the file.

**Return Codes**

TWRC\_SUCCESS

TWRC\_FAILURE

TWCC\_BADDEST /\* No such Source in-session with application \*/

TWCC\_BADPROTOCOL /\* Source does not support file transfer \*/

TWCC\_BADVALUE /\* Source cannot comply with one of the \*/

/\* settings \*/ TWCC\_SEQERROR /\* Operation invoked in invalid state \*/

/\* The following introduced for 2.0 or higher \*/

TWCC\_FILEWRITEERROR

**See Also**

DG\_CONTROL / DAT\_SETUPFILEXFER / MSG\_GET

DG\_CONTROL / DAT\_SETUPFILEXFER / MSG\_GETDEFAULT

DG\_CONTROL / DAT\_SETUPFILEXFER / MSG\_RESET

DG\_IMAGE / DAT\_IMAGEFILEXFER / MSG\_GET

DG\_IMAGE / DAT\_IMAGEMEMFILEXFER / MSG\_GET

Capabilities - ICAP\_XFERMECH, ICAP\_IMAGEFILEFORMAT, ACAP\_XFERMECH

##### DG\_CONTROL / DAT\_SETUPMEMXFER / MSG\_GET

**Call**

DSM\_Entry(pOrigin, pDest, DG\_CONTROL, DAT\_SETUPMEMXFER, MSG\_GET, pSetupMem); pSetupMem = A pointer to a TW\_SETUPMEMXFER structure.

**Valid States**

4 through 6

**Description**

Returns the Source’s preferred, minimum, and maximum allocation sizes for transfer memory buffers. The application using buffered memory transfers must use a buffer size between

MinBufSize and MaxBufSize in their TW\_IMAGEMEMXFER.Memory.Length when using the

DG\_IMAGE / DAT\_IMAGEMEMXFER / MSG\_GET operation. Sources may return a more efficient preferred value in State 6 after the image size, etc. has been specified.

**Application**

No special set up or action required.

**Source**

Set the following:

*pSetupMem->MinBufSize* = minimum usable buffer size, in bytes

*pSetupMem->MaxBufSize* = maximum usable buffer size, in bytes (-1 means an indeterminately large buffer is acceptable) *pSetupMem->Preferred* = preferred transfer buffer size, in bytes

If the Source doesn’t care about the size of any of these specifications, set the field(s) to TWON\_DONTCARE32. This signals the application that any value for that field is OK with the Source.

**Return Codes**

TWRC\_SUCCESS

TWRC\_FAILURE

TWCC\_BADDEST /\* No such Source in-session with \*/

/\* application \*/

TWCC\_SEQERROR /\* Operation invoked in invalid \*/

/\* state \*/

**See Also**

DG\_IMAGE / DAT\_IMAGEMEMFILEXFER / MSG\_GET

DG\_IMAGE / DAT\_IMAGEMEMXFER / MSG\_GET

Capabilities - ICAP\_COMPRESSION, ICAP\_XFERMECH

##### DG\_CONTROL / DAT\_STATUS / MSG\_GET (from Application to Source Manager)

**Call**

DSM\_Entry(pOrigin, NULL, DG\_CONTROL, DAT\_STATUS, MSG\_GET, pSourceStatus);

pSourceStatus = A pointer to a TW\_STATUS structure.

**Valid States**

2 through 7

**Description**

Returns the current Condition Code for the Source Manager.

**Application**

NULL references the operation to the Source Manager.

**Source Manager**

Fills pSourceStatus->ConditionCode with its current Condition Code. Then, it will clear its internal Condition Code so you cannot issue a status inquiry twice for the same error (the information is lost after the first request).

**Return Codes**

TWRC\_SUCCESS /\* This operation must succeed \*/

TWRC\_FAILURE

TWCC\_BADDEST /\* No such Source in-session with \*/

/\* application \*/

**See Also**

Return Codes and Condition Codes (Chapter 11, "Return Codes and Condition Codes")

##### DG\_CONTROL / DAT\_STATUS / MSG\_GET (from Application to Source)

**Call**

DSM\_Entry(pOrigin, pDest, DG\_CONTROL, DAT\_STATUS, MSG\_GET, pSourceStatus);

pSourceStatus = A pointer to a TW\_STATUS structure.

**Valid States**

4 through 7

**Description**

Returns the current Condition Code for the specified Source.

**Application**

pDest references a copy of the targeted Source’s identity structure.

**Source**

Fills pSourceStatus->ConditionCode with its current Condition Code. Then, it will clear its internal Condition Code so you cannot issue a status inquiry twice for the same error (the information is lost after the first request).

Fills pSourceStatus->Data with its current custom code. If there is no custom code, the value must be 0.

**Return Codes**

TWRC\_SUCCESS /\* This operation must succeed \*/

TWRC\_FAILURE

TWCC\_BADDEST /\* No such Source in-session with \*/

/\* application \*/

**See Also**

Return Codes and Condition Codes (Chapter 11, "Return Codes and Condition Codes")

##### DG\_CONTROL / DAT\_STATUSUTF8 / MSG\_GET

**Call**

DSM\_Entry(pOrigin, NULL, DG\_CONTROL, DAT\_STATUSUTF8, MSG\_GET, pStatusUtf8); pStatusUtf8 = pointer to a TW\_STATUSUTF8 structure.

**Valid States**

3 through 7

**Description**

Translate the contents of a TW\_STATUS structure received from a Source into a localized UTF-8 encoded string.

**Application**

This operation can be called at anytime, with the contents of any TW\_STATUS structure that it has received from the Source. The Source returns a value indicating the number of bytes (not characters) of data, including the terminating NUL byte. It also returns a handle to a UTF-8 encoded string, which the Application must lock before accessing, and which it must unlock and free when it is done.

**Source**

Translates the full contents of a TW\_STATUS structure into a localized UTF-8 encode string, returning back a handle to that string, and the number of bytes (not characters) in the string, including the terminating NUL byte.

The Source returns a generic message if it is asked to return a string for a status code that it does not recognize.

**Return Codes**

TWRC\_SUCCESS

TWRC\_FAILURE

TWCC\_BADVALUE// something is wrong with &StatusUtf8

**See Also**

DG\_CONTROL / DAT\_STATUS / MSG\_GET (from Application to Source Manager)

DG\_CONTROL / DAT\_STATUS / MSG\_GET (from Application to Source)

##### DG\_CONTROL / DAT\_USERINTERFACE / MSG\_DISABLEDS

**Call**

DSM\_Entry(pOrigin, pDest, DG\_CONTROL, DAT\_USERINTERFACE, MSG\_DISABLEDS, pUserInterface); pUserInterface = A pointer to a TW\_USERINTERFACE structure.

**Valid States**

5 only (Transitions to State 4, if successful)

**Description**

This operation causes the Source’s user interface, if displayed during the DG\_CONTROL /

DAT\_USERINTERFACE / MSG\_ENABLEDS operation, to be lowered. The Source is returned to State 4, where capability negotiation can again occur. The application can invoke this operation either because it wants to shut down the current session, or in response to the Source “posting” a MSG\_CLOSEDSREQ event to it. Rarely, the application may need to close the Source because an error condition was detected.

**Application**

References the same pUserInterface structure as during the MSG\_ENABLEDS operation. This implies that the application keep a copy of this structure locally as long as the Source is enabled.

If the application did not display the Source’s built-in user interface, it will most likely invoke this operation either when all transfers have been completed or aborted (TW\_PENDINGXFERS.Count =

0).

**Source**

If the Source’s user interface is displayed, it should be lowered. The Source returns to State 4 and is again available for capability negotiation.

**Return Codes**

TWRC\_SUCCESS

TWRC\_FAILURE

TWCC\_BADDEST /\* No such Source in-session \*/

/\* with application \*/

TWCC\_SEQERROR /\* Operation invoked in \*/

/\* invalid state \*/

**See Also**

DG\_CONTROL / DAT\_NULL / MSG\_CLOSEDSREQ (from Source to Application)

DG\_CONTROL / DAT\_USERINTERFACE / MSG\_ENABLEDS

Event loop information (in Chapter 3, "Application Implementation")

##### DG\_CONTROL / DAT\_USERINTERFACE / MSG\_ENABLEDS

**Call**

DSM\_Entry(pOrigin, pDest, DG\_CONTROL, DAT\_USERINTERFACE, MSG\_ENABLEDS, pUserInterface); pUserInterface = A pointer to a TW\_USERINTERFACE structure

**Valid States**

4 only (Transitions to State 5, if successful)

**Description**

This operation causes three responses in the Source:

* Places the Source into a “ready to acquire” condition. If the application raises the Source’s user interface (see #2, below), the Source will wait to assert MSG\_XFERREADY until the “GO” button in its user interface or on the device is clicked. If the application bypasses the Source’s user interface, this operation causes the Source to become immediately “armed”. That is, the Source should assert MSG\_XFERREADY as soon as it has data to transfer.
* The application can choose to raise the Source’s built-in user interface, or not, using this operation. The application signals the Source’s user interface should be displayed by setting pUserInterface->ShowUI to TRUE. If the application does not want the Source’s user interface to be displayed, or wants to replace the Source’s user interface with one of its own, it sets pUserInterface->ShowUI to FALSE. If activated, the Source’s user interface will remain displayed until it is closed by the user or explicitly disabled by the application (see Note).
* Terminates Source’s acceptance of “set capability” requests from the application. Capabilities can only be negotiated in State 4 (unless special arrangements are made using the

CAP\_EXTENDEDCAPS capability). Values of capabilities can still be inquired in States 5 through 7.

**Note:** Once the Source is enabled, the application **must** begin sending the Source every event that enters the application’s main event loop. The application must continue to send the Source events until it disables (MSG\_DISABLEDS) the Source. This is true even if the application chooses not to use the Source’s built-in user interface.

**Application**

Set pUserInterface->ShowUI to TRUE to display the Source’s built-in user interface, or to FALSE to place the Source in an “armed” condition so that it is immediately prepared to acquire data for transfer. Set ShowUI to FALSE only if bypassing the Source’s built-in user interface—that is, only if the application is prepared to handle all user interaction necessary to acquire data from the selected Source.

Sources are not required to be enabled without showing their User Interface (i.e.

TW\_USERINTERFACE.ShowUI = FALSE). If a Source does not support ShowUI = FALSE, they will continue to be enabled just as if ShowUI = TRUE, but return TWRC\_CHECKSTATUS. The application can check for this Return Code and continue knowing the Source’s User Interface is being displayed.

Watch the value of pUserInterface->ModalUI after the operation has completed to see if the Source’s user interface is modal or modeless.

The application must maintain a local copy of pUserInterface while the Source is enabled.

* **Windows**: Set pUserInterface->hParent to a handle (hWnd) to the window that will act as the Source’s parent.
* **Macintosh**: Set pUserInterface->hParent to NULL.
* **Linux**: Set pUserInterface->hParent to NULL.

**Note:** Application should establish that the Source can supply compatible ICAP\_PIXELTYPEs and ICAP\_BITDEPTHs prior to enabling the Source. The application **must** verify that the Source can supply data of a type it can consume. If this operation fails, the application should notify the user that the device and application are incompatible due to data type mismatch. If the application diligently sets SupportedGroups in its identity structure before it tries to open the Source, the Source Manager will, in the Select Source dialog or through the MSG\_GETFIRST/MSG\_GETNEXT mechanism, filter out the Sources that don’t match these SupportedGroups.

**Source**

If pUserInterface->ShowUI is TRUE, the Source should display its user interface and wait for the user to initiate an acquisition. If pUserInterface->ShowUI is FALSE, the Source should immediately begin acquiring data based on its current configuration (a device that requires the user to push a button on the device, such as a hand-scanner, will be “armed” by this operation and will assert MSG\_XFERREADY as soon as the Source has data ready for transfer). The Source should fail any attempt to set a capability value (TWRC\_FAILURE / TWCC\_SEQERROR) until it returns to State 4 (unless an exception approval exists via a CAP\_EXTENDEDCAPS agreement).

Set pUserInterface->ModalUI to TRUE if your built-in user interface is modal. Otherwise, set it to FALSE.

**Note:** If the application has set ShowUI or CAP\_INDICATORS to TRUE, then the Source is responsible for presenting the user with appropriate progress indicators regarding the acquisition and transfer process. If ShowUI is set to TRUE, CAP\_INDICATORS is ignored and progress and errors are always shown.

**Note:** It is strongly recommended that all Sources support being enabled without their User

Interface if the application requests (TW\_USERINTERFACE.ShowUI = FALSE). But if your

Source cannot be used without its User Interface, it should enable showing the Source

User Interface (just as if ShowUI = TRUE) but return TWRC\_CHECKSTATUS. All Sources, however, must support the CAP\_UICONTROLLABLE. This capability reports whether or not a Source allows ShowUI = FALSE. An application can use this capability to know whether the Source-supplied user interface can be suppressed before it is displayed.

**Return Codes**

TWRC\_SUCCESS

TWRC\_CHECKSTATUS /\* Source cannot enable \*/

/\* without User Interface \*/

/\* so it enabled with the \*/ /\* User Interface. \*/

TWRC\_FAILURE

TWCC\_BADDEST /\* No such Source in-session \*/

/\* with application \*/

TWCC\_LOWMEMORY /\* Not enough memory to open \*/

/\* the Source \*/

TWCC\_OPERATIONERROR /\* Internal Source error; \*/

/\* handled by the Source \*/

TWCC\_SEQERROR /\* Operation invoked in \*/

/\* invalid state \*/

TWCC\_NOMEDIA /\* Source has nothing to capture \*/

**See Also**

DG\_CONTROL / DAT\_NULL / MSG\_CLOSEDSREQ (from Source to Application)

DG\_CONTROL / DAT\_USERINTERFACE / MSG\_DISABLEDS

Capability - CAP\_INDICATORS

Event loop information (in Chapter 3, "Application Implementation")

##### DG\_CONTROL / DAT\_USERINTERFACE / MSG\_ENABLEDSUIONLY

**Call**

DSM\_Entry(pOrigin, pDest, DG\_CONTROL, DAT\_USERINTERFACE, MSG\_ENABLEDSUIONLY, pUserInterface); pUserInterface = A pointer to a TW\_USERINTERFACE structure.

**Valid States**

4 only (transitions to State 5, if successful)

**Description**

This operation is very similar to DG\_CONTROL/ DAT\_USERINTERFACE/ MSG\_ENABLEDS operation except that no image transfer will take place. This operation is used by applications that wish to display the source user interface to allow the user to manipulate the sources current settings for DPI, paper size, etc. but not acquire an image. The ShowUI member of the TW\_USERINTERFACE structure is ignored since this operations only purpose is to display the source UI. The other members of the TW\_USERINTERFACE structure have the same meaning as in the DG\_CONTROL/ DAT\_USERINTERFACE/ MSG\_ENABLEDS operation.

This operation has the following effects.

* The source transitions from state 4 to state 5. The source will display its user interface dialog but will not have a scan button (unless its only purpose is to preview the image).
* The application must begin sending the Source every event that enters the applications main event loop. This mechanism is the same as in the MSG\_ENABLEDS operation.
* When the user hits OK or cancel from the source user interface dialog the source will send either MSG\_CLOSEDSOK or MSG\_CLOSEDSREQ Message.
* To close the source the application will respond back by sending a DG\_CONTROL /

DAT\_USERINTERFACE / MSG\_DISABLEDS. This source closes the dialog and then transitions from state 5 back to state 4 .

##### DG\_CONTROL / DAT\_XFERGROUP / MSG\_GET

**Call**

DSM\_Entry(pOrigin, pDest, DG\_CONTROL, DAT\_XFERGROUP, MSG\_GET, pXferGroup);

pXferGroup = A pointer to a TW\_UINT32 value.

**Valid States**

4 through 6

**Description**

Returns the Data Group (the type of data) for the upcoming transfer. The Source is required to only supply one of the DGs specified in the SupportedGroups field of pOrigin.

**Application**

Should have previously (during a DG\_CONTROL / DAT\_PARENT / MSG\_OPENDSM) set pOrigin. SupportedGroups to reflect the DGs the application is interested in receiving from a Source. Since DG\_xxxx identifiers are bit flags, the application can perform a bitwise OR of DG\_xxxx constants of interest to build the SupportedGroups field (this is appropriate when more kinds of data than DG\_IMAGE are available).

**Note:** Version 1.x of the Toolkit defines DG\_IMAGE and DG\_AUDIO as the sole Data Groups

(DG\_CONTROL is masked from any processing of SupportedGroups). Future versions of TWAIN may define support for other DGs.

**Source**

Set pXferGroup to the DG\_xxxx constant that identifies the type of data that is ready for transfer from the Source (DG\_IMAGE is the only non-custom Data Group defined in TWAIN version 1.x).

**Return Codes**

TWRC\_SUCCESS

TWRC\_FAILURE

TWCC\_BADDEST /\* No such Source in-session with \*/

/\* application \*/

TWCC\_SEQERROR /\* Operation invoked in invalid \*/

/\* state \*/

**See Also**

DG\_CONTROL / DAT\_XFERGROUP / MSG\_SET

##### DG\_CONTROL / DAT\_XFERGROUP / MSG\_SET

**Call**

DSM\_Entry (pOrigin, pDest, DG\_CONTROL, DAT\_XFERGROUP, MSG\_SET, pXFerGroup);

pXferGroup = A pointer to a TW\_UINT32 value.

**Valid States**

6 only

**Description**

The transfer group determines the kind of data being passed from the Source to the Application. By default a TWAIN Source must default to DG\_IMAGE. Currently the only other data group supported is DG\_AUDIO, which is a feature supported by some digital cameras.

An Application changes the data group in State 6 to indicate that it wants to transfer any audio data associated with the current image. The transfers follow the typical TWAIN State 6 – State 7 – State 6 pattern for each audio snippet transferred. When the application is done transferring audio data it must change back to DG\_IMAGE in order to move on to the next image or to end the transfers and return to State5.

**Return Codes**

TWRC\_SUCCESS

TWRC\_FAILURE

TWCC\_BADDEST – no such Source in session with application.

TWCC\_BADPROTOCOL - capability not supported.

TWCC\_SEQERROR - not state 6.

**See Also**

DG\_CONTROL / DAT\_XFERGROUP / MSG\_GET

##### DG\_IMAGE / DAT\_CIECOLOR / MSG\_GET

**Call**

DSM\_Entry(pOrigin, pDest, DG\_IMAGE, DAT\_CIECOLOR, MSG\_GET, pCIEColor);

pCIEColor = A pointer to a TW\_CIECOLOR structure.

**Valid States**

4 through 6

**Description**

Background - The DAT\_CIECOLOR data argument type is used to communicate the parametrics for performing a transformation from any arbitrary set of tri-stimulus values into CIE XYZ color space. Color data stored in this format is more readily manipulated mathematically than some other spaces. Go to http://www.cie.co.at/ for more information about CIE XYZ Color Space.

This operation causes the Source to report the currently active parameters to be used in converting acquired color data into CIE XYZ.

**Application**

Prior to invoking this operation, the application should establish that the Source can provide data in CIE XYZ form. This can be determined by invoking a MSG\_GET on ICAP\_PIXELTYPE. If TWPT\_CIEXYZ is one of the supported types, then these operations are valid. The application can specify that transfers should use the CIE XYZ space by invoking a MSG\_SET operation on ICAP\_PIXELTYPE using a TW\_ONEVALUE container structure whose value is TWPT\_CIEXYZ.

No special set up is required. Invoking this operation following the transfer (after the Source is back in State 6) will guarantee that the exact parameters used to convert the image are reported.

**Source**

Fill pCIEColor with the current values applied in any conversion of image data to CIE XYZ. If no values have been set by the application, fill the structure with either the values calculated for this image or the Source’s default values, whichever most accurately reflect the state of the Source.

**Return Codes**

TWRC\_SUCCESS

TWRC\_FAILURE

TWCC\_BADPROTOCOL /\* Source does not support the \*/

/\* CIE descriptors \*/

TWCC\_SEQERROR /\* Operation invoked in invalid \*/

/\* state \*/

**See Also**

Capability - ICAP\_PIXELTYPE

Chapter A, "TWAIN Articles"

##### DG\_IMAGE / DAT\_EXTIMAGEINFO / MSG\_GET

**Call**

DSM\_Entry(pOrigin, pDest, DG\_IMAGE, DAT\_EXTIMAGEINFO, MSG\_GET, pExtImageInfo);

pExtImageInfo = A pointer to a TW\_EXTIMAGEINFO structure.

**Valid States**

7 only, after receiving TWRC\_XFERDONE

**Description**

This operation is used by the application to query the data source for extended image attributes, .e.g. bar codes found on a page. The extended image information will be returned in a TW\_EXTIMAGEINFO structure.

**Application**

To query extended image information, set the pExtImageInfo fields as follows:

The Application will allocate memory for the necessary container structure, the source will fill the values, and then application will free it up.

pExtImageInfo->NumInfos = Desired number of information; pExtImageInfo->Info[0].InfoID = TWEI\_xxxx; pExtImageInfo->Info[1].InfoID = TWEI\_xxxx;

**Source**

If the application requests information that the Source does not recognize, the Source should put TWRC\_INFONOTSUPPORTED in the ReturnCode field of TW\_INFO structure. pExtImageInfo->Info[0].ReturnCode = TWRC\_INFONOTSUPPORTED;

If the application requests information that the Source recognizes but is currently not available, the Source should put TWRC\_INFONOTAVAILABLE in the ReturnCode field of TW\_INFO structure. pExtImageInfo->Info[0].ReturnCode = TWRC\_INFONOTAVAILABLE;

If you support the capability, fill in the fields allocating extra memory if necessary. For example, for TWEI\_BARCODEX:

pExtImageInfo->Info[0].ReturnCode = TWRC\_SUCCESS; pExtImageInfo->Info[0].ItemType = TWTY\_UINT32; pExtImageInfo->Info[0].NumItems = 1; pExtImageInfo->Info[0].Item = 20;

For TWEI\_FORMTEMPLATEMATCH:

pExtImageInfo->Info[0].RetCode = TWRC\_SUCCESS; pExtImageInfo->Info[0].ItemType = TWTY\_STR255; pExtImageInfo->Info[0].NumItems = 1; pExtImageInfo->Info[0].Item = GlobalAlloc( GHND, sizeof(TW\_STR255) );

**Return Codes**

TWRC\_SUCCESS

TWRC\_FAILURE

TWCC\_BADPROTOCOL /\* Source does not support extended image \*/

/\* information \*/

TWCC\_SEQERROR /\* Not State 7, or in State 7 but TWRC\_XFERDONE \*/

/\* has not been received yet \*/

TWCC\_NOMEDIA /\* Source has nothing to capture \*/

**See Also**

Capability ICAP\_EXTIMAGEINFO, ICAP\_SUPPORTEDEXTIMAGEINFO

##### DG\_IMAGE / DAT\_FILTER / MSG\_GET

**Call**

DSM\_Entry(pOrigin, pDest, DG\_IMAGE, DAT\_FILTER, MSG\_GET, pFilter);

pFilter = A pointer to a TW\_FILTER structure.

**Valid States**

4 through 6

**Description**

Causes the Source to return the filter parameters that will be used during the next image acquisition.

TW\_FILTER describes the color characteristic of the subtractive filter applied to the image data. Multiple filters may be applied to a single acquisition.

**Application**

The Application allocates the TW\_FILTER structure. The Source will allocate memory for the

TW\_FILTER\_DESCRIPTOR array if any. TW\_FILTER/Descriptors field specifies the number of elements in the array returned in hDescriptors. The size of the TW\_FILTER\_DESCRIPTOR structure may vary across the versions, so use the TW\_FILTER\_DESCRIPTOR/Size filed to step through the array. The Application has to deallocate hDescriptors after it is not needed anymore.

**Source**

Fill pFilter with the filter parameters that will be applied during the next acquisition.

The Source must allocate memory for the TW\_FILTER\_DESCRIPTOR array if any. The Source must check the TW\_FILTER/Size field to see which of the structure fields it can fill.

**Return Codes**

TWRC\_SUCCESS

TWRC\_FAILURE

TWCC\_BADPROTOCOL /\* Source does not support it \*/

TWCC\_SEQERROR /\* Operation invoked in invalid \*/

/\* state \*/

**See Also**

DG\_IMAGE / DAT\_FILTER / MSG\_GETDEFAULT

DG\_IMAGE / DAT\_FILTER / MSG\_SET

DG\_IMAGE / DAT\_FILTER / MSG\_RESET

Capability - ICAP\_FILTER

##### DG\_IMAGE / DAT\_FILTER / MSG\_GETDEFAULT

**Call**

DSM\_Entry(pOrigin, pDest, DG\_IMAGE, DAT\_FILTER, MSG\_GET, pFilter);

pFilter = A pointer to a TW\_FILTER structure.

**Valid States**

4 through 6

**Description**

Causes the Source to return the power-on default values applied to the filter.

Source will fill TW\_FILTER structure fields Descriptors and hDescriptors with 0. This means no filter will be applied.

TW\_FILTER describes the color characteristic of the subtractive filter applied to the image data. Multiple filters may apply to a single acquisition.

**Application**

The Application allocates the TW\_FILTER structure. The Source will allocate memory for the TW\_FILTER\_DESCRIPTOR array if any. The TW\_FILTER/Descriptors field specifies the

number of elements in the array returned in hDescriptors. The size of the TW\_FILTER\_DESCRIPTOR structure may vary across the versions, so use the

TW\_FILTER\_DESCRIPTOR/Size filed to step through the array. The Application has to deallocate hDescriptors after it is not needed anymore.

**Source**

Fill pFilter with the filter parameters that will be applied during the next acquisition.

The Source must allocate memory for the TW\_FILTER\_DESCRIPTOR array if any. The Source must check the TW\_FILTER/Size field to see which of the structure fields it can fill.

**Return Codes**

TWRC\_SUCCESS

TWRC\_FAILURE

TWCC\_BADPROTOCOL /\* Source does not support it \*/

TWCC\_SEQERROR /\* Operation invoked in invalid \*/

/\* state \*/

**See Also**

DG\_IMAGE / DAT\_FILTER / MSG\_GET

DG\_IMAGE / DAT\_FILTER / MSG\_SET

DG\_IMAGE / DAT\_FILTER / MSG\_RESET

Capability - ICAP\_FILTER

##### DG\_IMAGE / DAT\_FILTER / MSG\_SET

**Call**

DSM\_Entry(pOrigin, pDest, DG\_IMAGE, DAT\_FILTER, MSG\_SET, pFilter);

pFilter = A pointer to a TW\_FILTER structure.

**Valid States**

4 only

**Description**

Allows the Application to configure the filter parameters that will be used during the next image acquisition.

TW\_FILTER describes the color characteristic of the subtractive filter applied to the image data. Multiple filters may be applied to a single acquisition.

If the Source supports DAT\_FILTER as well, then it will apply the filter set by the last SET operation invoked by the Application. Setting/Resetting ICAP\_FILTER will clear the filter associated with DAT\_FILTER. Setting/Resetting DAT\_FILTER will clear the filter associated with ICAP\_FILTER.

**Application**

The Application allocates the TW\_FILTER structure. The Application also has to allocate memory for the TW\_FILTER\_DESCRIPTOR array if any. The TW\_FILTER/Descriptors field specifies the number of elements in the array in hDescriptors. If this number exceeds the TW\_FILTER/ MaxDescriptors returned by any GET operation, then the Source will accept only the allowed number of descriptors and it will return TWRC\_CHECKSTATUS.

**Source**

Adopt the requested filter parameters that will be applied during the next acquisition. If a value does not exactly match an available value, match the value as closely as possible and return TWRC\_CHECKSTATUS. If the value is beyond the range of available values, clip to the nearest value and return TWRC\_FAILURE/TWCC\_BADVALUE.

The Source must check the TW\_FILTER/Size field to see which of the structure fields are valid. The size of the TW\_FILTER\_DESCRIPTOR structure may vary across the versions, so use the TW\_FILTER\_DESCRIPTOR/Size filed to step through the array.

The Source must discard all previously set filter parameters.

**Return Codes**

TWRC\_SUCCESS

TWRC\_CHECKSTATUS /\* value(s) could not be matched exactly \*/

TWRC\_FAILURE

TWCC\_BADPROTOCOL /\* Source does not support it \*/

TWCC\_BADVALUE /\* illegal value(s) \*/

TWCC\_SEQERROR /\* Operation invoked in invalid \*/

/\* state \*/

**See Also**

DG\_IMAGE / DAT\_FILTER / MSG\_GET

DG\_IMAGE / DAT\_FILTER / MSG\_GETDEFAULT

DG\_IMAGE / DAT\_FILTER / MSG\_RESET

Capability - ICAP\_FILTER

##### DG\_IMAGE / DAT\_FILTER / MSG\_RESET

**Call**

DSM\_Entry(pOrigin, pDest, DG\_IMAGE, DAT\_FILTER, MSG\_SET, pFilter); pFilter = A pointer to a TW\_FILTER structure.

**Valid States**

4 only **Description**

Return the Source to using its power-on default values when it is applying the filter.

Source will fill TW\_FILTER structure fields Descriptors and hDescriptors with 0. This means no filter will be applied.

TW\_FILTER describes the color characteristic of the subtractive filter applied to the image data. Multiple filters may be applied to a single acquisition.

If the Source supports DAT\_FILTER as well, then it will apply the filter set by the last SET operation invoked by the Application. Setting/Resetting ICAP\_FILTER will clear the filter associated with DAT\_FILTER. Setting/Resetting DAT\_FILTER will clear filter associated with ICAP\_FILTER.

**Application**

The application allocates the TW\_FILTER structure. The Source will allocate memory for the TW\_FILTER\_DESCRIPTOR array if any. The TW\_FILTER/Descriptors field specifies the

number of elements in the array returned in hDescriptors. The size of the TW\_FILTER\_DESCRIPTOR structure may vary across the versions, so use the

TW\_FILTER\_DESCRIPTOR/Size filed to step through the array. The Application has to deallocate hDescriptors after it is not needed anymore.

**Source**

Fill pFilter with the filter parameters that will be applied during the next acquisition.

The Source must allocate memory for the TW\_FILTER\_DESCRIPTOR array if any. The Source must check TW\_FILTER/Size field to see which of the structure fields it can fill.

**Return Codes**

TWRC\_SUCCESS

TWRC\_FAILURE

TWCC\_BADPROTOCOL /\* Source does not support it \*/

TWCC\_SEQERROR /\* Operation invoked in invalid \*/

/\* state \*/

**See Also**

DG\_IMAGE / DAT\_FILTER / MSG\_GET

DG\_IMAGE / DAT\_FILTER / MSG\_GETDEFAULT

DG\_IMAGE / DAT\_FILTER / MSG\_SET

Capability - ICAP\_FILTER

##### DG\_IMAGE / DAT\_GRAYRESPONSE / MSG\_RESET

**Call**

DSM\_Entry(pOrigin, pDest, DG\_IMAGE, DAT\_GRAYRESPONSE, MSG\_RESET, pResponse); pResponse = A pointer to a TW\_GRAYRESPONSE structure.

**Valid States**

4 only

**Description**

Background - The two DAT\_GRAYRESPONSE operations allow the application to specify a transfer curve that the Source should apply to the grayscale it acquires. This curve should be applied to the data prior to transfer. The Source should maintain an “identity response curve” to be used when it is MSG\_RESET.

The MSG\_RESET operation causes the Source to use its “identity response curve.” The identity curve causes no change in the values of the captured data when it is applied.

**Application**

No special action.

**Source**

Apply the identity response curve to all future grayscale transfers. This means that the Source will transfer the grayscale data exactly as acquired.

**Return Codes**

TWRC\_SUCCESS

TWRC\_FAILURE

TWCC\_BADPROTOCOL /\* Source does not support \*/

/\* grayscale response curves \*/

TWCC\_SEQERROR /\* Operation invoked in invalid \*/

/\* state \*/

**See Also**

DG\_IMAGE / DAT\_GRAYRESPONSE / MSG\_SET

Capability - ICAP\_PIXELTYPE

##### DG\_IMAGE / DAT\_GRAYRESPONSE / MSG\_SET

**Call**

DSM\_Entry(pOrigin, pDest, DG\_IMAGE, DAT\_GRAYRESPONSE, MSG\_SET, pResponse);

pResponse = A pointer to a TW\_GRAYRESPONSE structure.

**Valid States**

4 only

**Description**

Background - The two DAT\_GRAYRESPONSE operations allow the application to specify a transfer curve that the Source should apply to the grayscale it acquires. This curve should be applied to the data prior to transfer. The Source should maintain an “identity response curve” to be used when it is MSG\_RESET. This identity curve should cause no change in the values of the data it is applied to.

This operation causes the Source to transform any grayscale data according to the response curve specified.

**Application**

All three elements of the response curve for any given index should hold the same value (the curve is stored in a TW\_ELEMENT8 which contains three “channels” of data). The Source may not support this operation. The application should be diligent to examine the return code from this operation.

**Source**

Apply the specified response curve to all future grayscale transfers. The transformation should be applied before the data is transferred.

**Return Codes**

TWRC\_SUCCESS

TWRC\_FAILURE

TWCC\_BADPROTOCOL /\* Source does not support \*/

/\* grayscale response curves \*/

TWCC\_SEQERROR /\* Operation invoked in invalid \*/

/\* state \*/

**See Also**

DG\_IMAGE / DAT\_GRAYRESPONSE / MSG\_RESET

Capability - ICAP\_PIXELTYPE

##### DG\_IMAGE / DAT\_ICCPROFILE / MSG\_GET

**Call**

DSM\_Entry(pOrigin, pDest, DG\_IMAGE, DAT\_ICCPROFILE, MSG\_GET, pICCProfile);

pICCProfile = A pointer to a TW\_MEMORY structure.

**Valid States**

6 or 7

**Description**

This operation provides the application with the ICC profile associated with the image which is about to be transferred (state 6) or is being transferred (state 7).

**Application**

The application can use the operation to retrieve an ICC profile associated with image data. This profile could then be used to transform the image to sRGB or to embed into a JPEG or TIFF file

that the application is writing. If the application is having the source write the file

(ICAP\_XFERMECH of TWSX\_FILE), then there is no need to call this triplet and the capability ICAP\_ICCPROFILE should be used. It is important that the application **not** allocate the memory itself. Although a TW\_MEMORY structure is used, the memory is **always** allocated by the source. The application should set the entire structure to zero. Note that not all sources will have profiles and some might have profiles for color data but not for grayscale data.

The profile returned always applies to the current data being transferred and not the image being currently scanned. This distinction is important for scanners that buffer pages since the data being transferred is most likely not the image being currently scanned.

For optimization, it is recommended that applications attempt to only call this on an as needed basis. In general, the application calls this once for each batch. However, it is important to note any changes in the pixeltype during a batch because changes in pixeltype will mandata a change in profile. While most scanners will not change the pixeltype int eh middle of a batch, those with job control sheets may do so.

**Source**

Allocates the TheMem member and sets the Flags member to have TWMF\_DSOWNS. Fills in the Length member.

It is recommended that sources obey platform specific rules about locations for profile files. When possible, it is desirable to store the profiles in the platform specific location and then to read that profile and send the data back to the location.

**See Also**

Capability - ICAP\_ICCPROFILE

The new ICAP\_PIXELTYPE values are:

TWPT\_CIELAB

TWPT\_SRGB Specifies that the data coming back has been calibrated to sRGB

If a source supports TWPT\_SRGB, it must also support TWPT\_RGB for backwards compatibility. If it only has sRGB data, then it should still support TWPT\_RGB and pass back its sRBG data in that mode.

##### DG\_IMAGE / DAT\_IMAGEFILEXFER / MSG\_GET

**Call**

DSM\_Entry(pOrigin, pDest, DG\_IMAGE, DAT\_IMAGEFILEXFER, MSG\_GET, NULL);

This operation acts on NULL data. File information can be set with the DG\_CONTROL / **DAT\_SETUPFILEXFER** / MSG\_SET operation.

**Valid States**

6 only (Transitions to State 7, if successful. Remains in State 7 until MSG\_ENDXFER operation.)

**Description**

This operation is used to initiate the transfer of an image from the Source to the application via the disk-file transfer mechanism. It causes the transfer to begin.

**Application**

No special set up or action required. Application should have already invoked the DG\_CONTROL

/ DAT\_SETUPFILEXFER / MSG\_SET operation unless the Source’s default transfer format and file name (typically, TWAIN.TMP) are acceptable to the application. The application need only invoke this operation once per image transferred.

**Note: I**f the application is planning to receive multiple images from the Source while using the Source’s default file name, the application should plan to pause between transfers and copy the file just written. The Source will overwrite the file unless it is instructed to write to a different file.

**Note:** Applications can specify a unique file for each transfer using DG\_CONTROL / DAT\_SETUPFILEXFER / MSG\_SET operation in State 6 or 5 (and 4, of course).

**Source**

Acquire the image data, format it, create any appropriate header information, and write everything into the file specified by the previous DG\_CONTROL / DAT\_SETUPFILEXFER / MSG\_SET operation, and close the file.

**Handling Possible File Conditions:**

* If the application did not set conditions up using the **DAT\_SETUPFILEXFER** / MSG\_SET operation during this session, use your own default file name, file format, and location for the created file.
* If the specified file already exists, overwrite the file in place.
* If the specified file does not exist, create the file.
* If the specified file exists and cannot be accessed, or a system error occurs while writing the file, report the error to the user and return TWRC\_FAILURE with TWCC\_OPERATIONERROR. Stay in State 6. The file contents are invalid. The image whose transfer failed is still a pending transfer so do not decrement TW\_PENDINGXFERS.Count.
* If the file is written successfully, return TWRC\_XFERDONE.
* If the user cancels the transfer, return TWRC\_CANCEL.

**Return Codes**

TWRC\_XFERDONE

TWRC\_CANCEL

TWRC\_FAILURE

TWCC\_BADDEST /\* No such Source in-session \*/

/\* with application \*/

TWCC\_OPERATIONERROR /\* Failure in the Source -- \*/ /\* transfer invalid \*/

TWCC\_SEQERROR /\* Operation invoked in \*/

/\* invalid state \*/

/\* The following introduced for 2.0 or higher \*/

TWCC\_FILEWRITEERROR

TWCC\_INTERLOCK /\* Cover or door is open \*/

TWCC\_DAMAGEDCORNER /\* Document has a damaged corner \*/

TWCC\_FOCUSERROR /\* Focusing error during document capture \*/

TWCC\_DOCTOOLIGHT /\* Document is too light \*/

TWCC\_DOCTOODARK /\* Document is too dark \*/

TWCC\_NOMEDIA /\* Source has nothing to capture \*/

**See Also**

DG\_CONTROL / DAT\_SETUPFILEXFER / MSG\_SET

DG\_IMAGE / DAT\_IMAGEMEMFILEXFER / MSG\_GET

DG\_IMAGE / DAT\_IMAGEINFO / MSG\_GET

DG\_IMAGE / DAT\_IMAGELAYOUT / MSG\_GET

Capabilities - ICAP\_XFERMECH, ICAP\_IMAGEFILEFORMAT

##### DG\_IMAGE / DAT\_IMAGEINFO / MSG\_GET

**Call**

DSM\_Entry(pOrigin, pDest, DG\_IMAGE, DAT\_IMAGEINFO, MSG\_GET,pImageInfo);

pImageInfo = A pointer to a TW\_IMAGEINFO structure.

**Valid States**

6 and 7 (State 7 only after receiving TWRC\_XFERDONE)

**Description**

When called in State 6, this operation provides to the application general image description information about the image about to be transferred.

When called in State 7, this operation provides the Application with specific image description information about the current image that has just been transferred. It is important during a Memory transfer to call this triplet only after TWRC\_XFERDONE is received, since that is the only time the Source will know all the final image information.

The same data structure type is used regardless of the mechanism used to transfer the image (Native, Disk File, or Buffered Memory transfer).

**Application**

The Application can use this operation to check the parameters of the image before initiating the transfer during State 6, or to clarify image parameters during State 7 after the transfer is complete.

Applications may inform Sources that they accept -1 value for ImageHeight/ImageWidth by setting the ICAP\_UNDEFINEDIMAGESIZE capability to TRUE.

Should the Application decide to invoke any Source features that allow the image description information to change during scanning (such as ICAP\_UNDEFINEDIMAGESIZE) and still wish to transfer in Buffered memory mode, a DG\_CONTROL/DAT\_IMAGEINFO/MSG\_GET call must be made in State 7 after receiving TWRC\_XFERDONE to properly interpret the image data. This is not the default behavior of the Source.

Note that the speed at which the Application supplies buffers may determine the scanning speed.

**Source**

For maximum compatibility with applications, Data Source writers are strongly encouraged to report back finished image values in State 6. In other words, calls to DAT\_IMAGEINFO should return the same identical values in State 6, and in State 7 after TWRC\_XFERDONE has been issued to the application.

During State 6 - Fills in all fields in pImageInfo. All fields are filled in as you would expect with the following exceptions:

**XResolution or YResolution**

Set to -1 if the device creates data with no inherent resolution (such as a digital camera).

**ImageWidth**

Set to -1 if the image width to be acquired is unknown (such as when using a hand-held scanner and dragging left-to-right) , and the Application has set

ICAP\_UNDEFINEDIMAGESIZE to TRUE. In this case the Source must transfer the image in tiles.

**ImageLength**

ImageLength—Set to -1 if the image length to be acquired is unknown (such as when using a hand-held scanner and dragging top-to-bottom), and the Application has set ICAP\_UNDEFINEDIMAGESIZE to TRUE.

During State 7 - Fills in all fields in pImageInfo. All fields are filled in as during State 6, except ImageWidth and ImageLength MUST be valid. Source shall return TWRC\_SEQERROR if call is made before TWRC\_XFERDONE is sent.

**Return Codes**

TWRC\_SUCCESS

TWRC\_FAILURE

TWCC\_BADDEST /\* No such Source in-session with \*/

/\* application \*/

TWCC\_SEQERROR /\* Operation invoked in invalid \*/

/\* state \*/

**See Also**

DG\_IMAGE / DAT\_IMAGEFILEXFER / MSG\_GET

DG\_IMAGE / DAT\_IMAGEMEMFILEXFER / MSG\_GET

DG\_IMAGE / DAT\_IMAGEMEMXFER / MSG\_GET

DG\_IMAGE / DAT\_IMAGENATIVEXFER / MSG\_GET

Capabilities - ICAP\_BITDEPTH, ICAP\_COMPRESSION, ICAP\_PIXELTYPE,

ICAP\_PLANARCHUNKY, ICAP\_XRESOLUTION, ICAP\_YRESOLUTION

##### DG\_IMAGE / DAT\_IMAGELAYOUT / MSG\_GET

**Call**

DSM\_Entry(pOrigin, pDest, DG\_IMAGE, DAT\_IMAGELAYOUT, MSG\_GET, pImageLayout); pImageLayout = A pointer to a TW\_IMAGELAYOUT structure.

**Valid States**

4 through 6

**Description**

The DAT\_IMAGELAYOUT operations control information on the physical layout of the image on the acquisition platform of the Source (e.g. the glass of a flatbed scanner, the size of a photograph, etc.).

The MSG\_GET operation describes both the size and placement of the image on the scanner. The coordinates on the scanner and the extents of the image are expressed in the unit of measure currently negotiated for ICAP\_UNITS (default is inches).

The outline of the image is expressed by a “frame.” The Left, Top, Right, and Bottom edges of the frame are stored in pImageLayout->Frame. These values place the frame within the scanner. All measurements are relative to the scanner’s “upper-left” corner. Define “upper-left” by how the image would appear on the computer’s screen before any rotation or other position transform is applied to the image data. This origin point will be apparent for most Sources (although folks working with satellites or radio telescopes may be at a bit of a loss).

Finally pImageLayout optionally includes information about which frame on the page, which page within a document, and which document the image belongs to. These fields were included mostly for future versions which could merge more than one type of data. A more immediate use might be for an application that needs to keep track of which frame on the page an image came from while acquiring from a Source that can supply more than one image from the same page at the same time. The information in this structure always describes the current image. To set multiple frames for any page simultaneously, reference ICAP\_FRAMES.

**Application**

No special set up or action required, unless the current units of measure are unacceptable. In that case, the application must re-negotiate ICAP\_UNITS prior to invoking this operation. Remember to do this in State 4—the only state wherein capabilities can be set or reset.

Beyond supplying possibly interesting position information on the image to be transferred, the application can use this structure to constrain the final size of the image and to relate the image within a series of pages or documents (see the DG\_IMAGE / DAT\_IMAGELAYOUT / MSG\_SET operation).

**Source**

Fill all fields of pImageLayout. Most Sources will set FrameNumber, PageNumber, and DocumentNumber to 1.

**Return Codes**

TWRC\_SUCCESS

TWRC\_FAILURE

TWCC\_BADDEST /\* No such Source in-session \*/

/\* with application \*/

TWCC\_SEQERROR /\* Operation invoked in invalid \*/

/\* state \*/

**See Also**

DG\_IMAGE / DAT\_IMAGELAYOUT / MSG\_GETDEFAULT

DG\_IMAGE / DAT\_IMAGELAYOUT / MSG\_RESET

DG\_IMAGE / DAT\_IMAGELAYOUT / MSG\_SET

Capabilities - Many such as ICAP\_FRAMES, ICAP\_MAXFRAMES, ICAP\_UNITS

##### DG\_IMAGE / DAT\_IMAGELAYOUT / MSG\_GETDEFAULT

**Call**

DSM\_Entry(pOrigin, pDest, DG\_IMAGE, DAT\_IMAGELAYOUT, MSG\_GETDEFAULT, pImageLayout); pImageLayout = A pointer to a TW\_IMAGELAYOUT structure.

**Valid States**

4 through 6

**Description**

The DAT\_IMAGELAYOUT operations control information on the physical layout of the image on the acquisition platform of the Source (e.g. the glass of a flatbed scanner, the size of a photograph, etc.).

This operation returns the default information on the layout of an image. This is the size and position of the image that will be acquired from the Source if the acquisition is started with the Source (and the device it is controlling) in its power-on state (for instance, most flatbed scanners will capture the entire bed).

**Application**

No special set up or action required.

**Source**

Fill in all fields of pImageLayout with the device’s power-on origin and extents. Most Sources will set FrameNumber, PageNumber, and DocumentNumber to 1.

**Return Codes**

TWRC\_SUCCESS

TWRC\_FAILURE

TWCC\_BADDEST /\* No such Source in-session \*/

/\* with application \*/

TWCC\_SEQERROR /\* Operation invoked in invalid \*/

/\* state \*/

**See Also**

DG\_IMAGE / DAT\_IMAGELAYOUT / MSG\_GET

DG\_IMAGE / DAT\_IMAGELAYOUT / MSG\_SET

DG\_IMAGE / DAT\_IMAGELAYOUT / MSG\_RESET

Capabilities - ICAP\_FRAMES, ICAP\_MAXFRAMES, ICAP\_UNITS

##### DG\_IMAGE / DAT\_IMAGELAYOUT / MSG\_RESET

**Call**

DSM\_Entry(pOrigin, pDest, DG\_IMAGE, DAT\_IMAGELAYOUT, MSG\_RESET, pImageLayout); pImageLayout = A pointer to a TW\_IMAGELAYOUT structure.

**Valid States**

4 only

**Description**

The DAT\_IMAGELAYOUT operations control information on the physical layout of the image on the acquisition platform of the Source (e.g. the glass of a flatbed scanner, the size of a photograph, etc.).

This operation sets the image layout information for the next transfer to its default settings.

**Application**

No special set up or action required. Ascertain the current settings of ICAP\_ORIENTATION, ICAP\_PHYSICALWIDTH, and ICAP\_PHYSICALHEIGHT if you don’t already know this device’s power-on default values.

**Source**

Reset all the fields of the structure pointed at by pImageLayout to the device’s power-on origin and extents. There is an implied resetting of ICAP\_ORIENTATION, ICAP\_PHYSICALWIDTH, and ICAP\_PHYSICALHEIGHT to the device’s power-on default values.

**Return Codes**

TWRC\_SUCCESS

TWRC\_FAILURE

TWCC\_BADDEST /\* No such Source in-session \*/

/\* with application \*/

TWCC\_SEQERROR /\* Operation invoked in invalid \*/

/\* state \*/

**See Also**

DG\_IMAGE / DAT\_IMAGELAYOUT / MSG\_GET

DG\_IMAGE / DAT\_IMAGELAYOUT / MSG\_GETDEFAULT

DG\_IMAGE / DAT\_IMAGELAYOUT / MSG\_SET

Capabilities - ICAP\_FRAMES, ICAP\_MAXFRAMES, ICAP\_UNITS

##### DG\_IMAGE / DAT\_IMAGELAYOUT / MSG\_SET

**Call**

DSM\_Entry(pOrigin, pDest, DG\_IMAGE, DAT\_IMAGELAYOUT, MSG\_SET, pImageLayout); pImageLayout = A pointer to a TW\_IMAGELAYOUT structure.

**Valid States**

4 only

**Description**

The DAT\_IMAGELAYOUT operations control information on the physical layout of the image on the acquisition platform of the Source (e.g. the glass of a flatbed scanner, the size of a photograph, etc.).

This operation sets the layout for the next image transfer. This allows the application to specify the physical area to be acquired during the next image transfer (for instance, a frame-based application would pass to the Source the size of the frame the user selected within the application—the helpful Source would present a selection region already sized to match the layout frame size).

If the application and Source have negotiated one or more frames through ICAP\_FRAMES, the frame set with this operation will only persist until the transfer following this one. Otherwise, the frame will persist as the current frame for the remainder of the session (unless superseded by negotiation on ICAP\_FRAMES or another operation on DAT\_IMAGELAYOUT overrides it).

The application writer should note that setting these values is a *request*. The Source should first try to match the requested values exactly. Failing that, it should approximate the requested values as closely as it can—extents of the approximated frame should at least equal the requested extents unless the device cannot comply. The Source should return TWRC\_CHECKSTATUS if the actual values set in pImageLayout->Frame are greater than or equal to the requested values in both extents. If one or both of the requested values exceed the Source’s available values, the Source should return TWRC\_FAILURE with TWCC\_BADVALUE. The application should check for these return codes and perform a MSG\_GET to verify that the values set by the Source are acceptable. The application may choose to cancel the transfer if Source could not set the layout information closely enough to the requested values.

**Application**

Fill in all fields of pImageLayout. Especially important is the Frame field whose values are expressed in ICAP\_UNITS. If the application doesn’t care about one or more of the other fields, be sure to set them to -1 to prevent confusion. If the application only cares about the extents of the

Frame, and not about the origin on the page, set the Frame.Top and Frame.Left to zero. Otherwise, the application can specify the location on the scanner where the Source should begin acquiring the image, in addition to the extents of the acquired image.

**Source**

Use the values in pImageLayout as the Source’s current image layout information. If you are unable to set the device exactly to the values requested in the Frame field, set them as closely as possible, always snapping to a value that will result in a larger frame, and return TWRC\_CHECKSTATUS to the application.

If the application sets Frame.Top and Frame.Left to zero, then the Source should set the frame taking into consideration the default alignment set through CAP\_FEEDERALIGNMENT.

If the application has set Frame.Top and Frame.Left to a non-zero value , set the origin for the image to be acquired accordingly. If possible, the Source should consider reflecting these settings in the user interface when it is raised. For instance, if your Source presents a pre-scan image, consider showing the selection region in the proper location and with the proper size suggested by the settings from this operation.

If the requested values exceed the maximum size the Source can acquire, set the

pImageLayout->Frame values used within the Source to the largest extent possible within the axis of the offending value. Return TWRC\_FAILURE with TWCC\_BADVALUE.

**Return Codes**

TWRC\_SUCCESS

TWRC\_CHECKSTATUS /\* Source approximated the requested\*/

/\* values \*/

TWRC\_FAILURE

TWCC\_BADDEST /\* No such Source in-session \*/

/\* with application \*/

TWCC\_BADVALUE /\* Specified Layout values illegal \*/

/\* for Source \*/

TWCC\_SEQERROR /\* Operation invoked in invalid \*/

/\* state \*/

**See Also**

DG\_IMAGE / DAT\_IMAGELAYOUT / MSG\_GET

DG\_IMAGE / DAT\_IMAGELAYOUT / MSG\_GETDEFAULT

DG\_IMAGE / DAT\_IMAGELAYOUT / MSG\_RESET

Capabilities - ICAP\_FRAMES, ICAP\_MAXFRAMES, ICAP\_UNITS

##### DG\_IMAGE / DAT\_IMAGEMEMFILEXFER / MSG\_GET

**Call**

DSM\_Entry(pOrigin, pDest, DG\_IMAGE, DAT\_IMAGEMEMFILEXFER, MSG\_GET, pImageMemXfer); pImageMemXfer = A pointer to a TW\_IMAGEMEMXFER structure.

File format information can be set with the DG\_CONTROL / DAT\_SETUPFILEXFER / MSG\_SET operation.

**Valid States**

6 only (Transitions to State 7, if successful. Remains in State 7 until MSG\_ENDXFER operation.)

**Description**

This operation is used to initiate the transfer of an image from the Source to the application via the Memory-File transfer mechanism.

This operation supports the transfer of successive blocks of an image file from the Source into one or more main memory transfer buffers. These buffers are allocated and owned by the application. The application should repeatedly invoke this operation while TWRC\_SUCCESS is returned by the Source.

**Application**

No special set up is required. The application should have already invoked the DG\_CONTROL /

DAT\_SETUPFILEXFER / MSG\_SET operation unless the Source’s default file format is acceptable to the application (the filename is not used, since this transfer is being done in memory). The DG\_CONTROL / DAT\_SETUPMEMXFER / MSG\_GET operation should be used to determine the valid range of sizes for transferring the image. The application only needs to invoke both of these operations once per image transferred.

The application will allocate one or more memory buffers to contain the data being transferred from the Source. The application may allocate enough buffer space to contain the entire image being transferred or, more commonly, use the transfer buffer(s) as a temporary holding area while the complete image is assembled elsewhere (on disk, for instance).

If the application sets up buffers that are either too small or too large, the Source will fail the operation returning TWRC\_FAILURE/TWCC\_BADVALUE.

Once the buffers have been set up, the application should fill

pImageMemXfer->Memory.Length with the actual size (in bytes) of each memory buffer (which are, of course, all the same size).

**Notes:** Applications can specify a unique file format for each transfer using DG\_CONTROL /

DAT\_SETUPFILEXFER / MSG\_SET in State 6 or 5 (and 4 also). Also note that although the images are being transferred in complete image formats, they are memory transfers, and will be chunked just like a DG\_IMAGE / DAT\_IMAGEMEMXFER / MSG\_GET operation.

The size of the allocated buffer(s) should be homogeneous (don’t change buffer sizes during transfer). The size the application selects should be based on the information returned by the Source from the DG\_CONTROL / DAT\_SETUPMEMXFER / MSG\_GET operation. The application should do its best to allocate transfer buffers of the size “preferred” by the Source. This will enhance the chances for superior transfer performance. The buffer size must be between MinBufSize and MaxBufSize as reported by the Source.

There is no concept of striping or tiling when using this operation. Data is transferred in generic chucks, which, depending on the file format, may result in partial header or footer information being sent in any given transfer. Applications are advised to avoid parsing the image format data until all of the blocks have been transferred

**Source**

If the application did not set up the conditions via the DAT\_SETUPFILEXFER / MSG\_SET operation during this session, use the Source’s default file format for the transfer.

Prior to writing the first buffer, check pImageMemXfer->Memory.Length for the size of the buffer(s) the application has allocated. If the size lies outside the maximum or minimum buffer size communicated to the application during the DG\_CONTROL /DAT\_SETUPMEMXFER / MSG\_GET operation, return TWRC\_FAILURE/TWCC\_BADVALUE and remain in State 6.

If the buffer is of an acceptable size, fill in all fields of pImageMemXfer except *pImageMemXfer>Memory*. The Source must write the data block into the buffer referenced by pImageMemXfer-

>Memory.TheMem and store the actual number of bytes written into the buffer in pImageMemXfer->BytesWritten. Compressed and tiled data effects how the Source fills in these values.

Return TWRC\_SUCCESS after successfully writing each buffer. Return TWRC\_CANCEL if the Source needs to terminate the transfer before the last buffer is written (as when the user aborts the transfer from the Source’s user interface). Return TWRC\_XFERDONE to signal that the last buffer has been written. Following completion of the transfer, either after all the data has been written or the transfer has been canceled, remain in State 7 until explicitly transitioned back to State 6 by the application (DG\_CONTROL / DAT\_PENDINGXFERS / MSG\_ENDXFER).

If TWRC\_FAILURE occurred on the first buffer, the session remains in State 6. If failing on a subsequent buffer, the session remains in State 7. The strip whose transfer failed is still pending.

**Notes on Memory Usage:** Following a canceled transfer, the Source should dispose of the image that was being transferred and assure that any temporary variable and local buffer allocations are eliminated. The Source should be wary of allocating large temporary buffers or variables. Doing so may disrupt or even disable the transfer process. The application should be aware of the possible needs of the Source to allocate such space, however, and consider allocating all large blocks of RAM needed to support the transfer prior to invoking this operation. This may be especially important for devices that create image transfers of indeterminate size—such as handheld scanners.

**Return Codes**

TWRC\_SUCCESS /\* Source done transferring \*/

/\* the specified block \*/

TWRC\_XFERDONE /\* Source done transferring \*/

/\* the specified image \*/

TWRC\_CANCEL /\* User aborted the transfer from \*/

/\* the Source \*/ TWRC\_FAILURE

TWCC\_BADDEST /\* No such Source in-session \*/

/\* with application \*/

TWCC\_BADVALUE /\* Size of buffer did not \*/

/\* match TW\_SETUPMEMXFER \*/

TWCC\_OPERATIONERROR /\* Failure in the Source -- \*/

/\* transfer invalid \*/

TWCC\_SEQERROR /\* Operation invoked in \*/

/\* invalid state \*/ /\* The following introduced for 2.0 or higher \*/

TWCC\_INTERLOCK /\* Cover or door is open \*/

TWCC\_DAMAGEDCORNER /\* Document has a damaged corner \*/

TWCC\_FOCUSERROR /\* Focusing error during document capture \*/

TWCC\_DOCTOOLIGHT /\* Document is too light \*/

TWCC\_DOCTOODARK /\* Document is too dark \*/

TWCC\_NOMEDIA /\* Source has nothing to capture \*/

**See Also**

DG\_CONTROL / DAT\_SETUPFILEXFER / MSG\_SET

DG\_CONTROL / DAT\_SETUPFILEXFER / MSG\_GET

DG\_IMAGE / DAT\_IMAGEMEMXFER / MSG\_GET

DG\_IMAGE / DAT\_IMAGEINFO / MSG\_GET

DG\_IMAGE / DAT\_IMAGELAYOUT / MSG\_GET

Capabilities - ICAP\_COMPRESSION, ICAP\_IMAGEFILEFORMAT, ICAP\_XFERMECH

##### DG\_IMAGE / DAT\_IMAGEMEMXFER / MSG\_GET

**Call**

DSM\_Entry(pOrigin, pDest, DG\_IMAGE, DAT\_IMAGEMEMXFER, MSG\_GET, pImageMemXfer); pImageMemXfer = A pointer to a TW\_IMAGEMEMXFER structure.

**Valid States**

6 and 7 (Transitions to State 7, if successful. Remains in State 7 until MSG\_ENDXFER operation.)

**Description**

This operation is used to initiate the transfer of an image from the Source to the application via the Buffered Memory transfer mechanism.

This operation supports the transfer of successive blocks of image data (in strips or, optionally, tiles) from the Source into one or more main memory transfer buffers. These buffers (for strips) are allocated and owned by the application. For tiled transfers, the source allocates the buffers. The application should repeatedly invoke this operation while TWRC\_SUCCESS is returned by the Source.

**Application**

The application will allocate one or more memory buffers to contain the data being transferred from the Source. The application may allocate enough buffer space to contain the entire image being transferred or, more commonly, use the transfer buffer(s) as a temporary holding area while the complete image is assembled elsewhere (on disk, for instance).

The size of the allocated buffer(s) should be homogeneous (don’t change buffer sizes during transfer). The size the application selects should be based on the information returned by the Source from the DG\_CONTROL / **DAT\_SETUPMEMXFER** / MSG\_GET operation. The application should do its best to allocate transfer buffers of the size “preferred” by the Source. This will enhance the chances for superior transfer performance. The buffer size must be between MinBufSize and MaxBufSize as reported by the Source. Further, the buffers must contain an even number of bytes. Memory buffers must be double-word aligned and should be padded with zeros at the end of each raster line.

If the application sets up buffers that are either too small or too large, the Source will fail the operation returning TWRC\_FAILURE/TWCC\_BADVALUE.

Once the buffers have been set up, the application should fill pImageMemXfer->Memory.Length with the actual size (in bytes) of each memory buffer (which are, of course, all the same size).

**Windows only—**The buffers should be allocated in global memory.

**Source**

Prior to writing the first buffer, check pImageMemXfer->Memory.Length for the size of the buffer(s) the application has allocated. If the size lies outside the maximum or minimum buffer size communicated to the application during the DG\_CONTROL / DAT\_SETUPMEMXFER / MSG\_GET operation, return TWRC\_FAILURE/TWCC\_BADVALUE and remain in State 6.

If the buffer is of an acceptable size, fill in all fields of pImageMemXfer except pImageMemXfer->Memory. The Source must write the data block into the buffer referenced by pImageMemXfer->Memory.TheMem. Store the actual number of bytes written into the buffer in pImageMemXfer->BytesWritten. Compressed and tiled data effects how the Source fills in these values.

Return TWRC\_SUCCESS after successfully writing each buffer. Return TWRC\_CANCEL if the Source needs to terminate the transfer before the last buffer is written (as when the user aborts the transfer from the Source’s user interface). Return TWRC\_XFERDONE to signal that the last buffer has been written. Following completion of the transfer, either after all the data has been written or the transfer has been canceled, remain in State 7 until explicitly transitioned back to State 6 by the application (DG\_CONTROL / DAT\_PENDINGXFERS / MSG\_ENDXFER).

If TWRC\_FAILURE occurred on the first buffer, the session remains in State 6. If failing on a subsequent buffer, the session remains in State 7. The strip whose transfer failed is still pending.

**Notes on Memory Usage:** Following a canceled transfer, the Source should dispose of the image that was being transferred and assure that any temporary variable and local buffer allocations are eliminated. The Source should be wary of allocating large temporary buffers or variables. Doing so may disrupt or even disable the transfer process. The application should be aware of the possible needs of the Source to allocate such space, however, and consider allocating all large blocks of RAM needed to support the transfer prior to invoking this operation. This may be especially important for devices that create image transfers of indeterminate size—such as handheld scanners.

**Return Codes**

TWRC\_SUCCESS /\* Source done transferring \*/

/\* the specified block \*/

TWRC\_XFERDONE /\* Source done transferring \*/

/\* the specified image \*/

TWRC\_CANCEL /\* User aborted the transfer from \*/

/\* the Source \*/

TWRC\_FAILURE

TWCC\_BADDEST /\* No such Source in-session \*/

/\* with application \*/

TWCC\_BADVALUE /\* Size of buffer did not \*/

/\* match TW\_SETUPMEMXFER \*/

TWCC\_OPERATIONERROR /\* Failure in the Source-- \*/

/\* transfer invalid \*/

TWCC\_SEQERROR /\* Operation invoked in \*/

/\* invalid state \*/

/\* The following introduced for 2.0 or higher \*/

TWCC\_INTERLOCK /\* Cover or door is open \*/

TWCC\_DAMAGEDCORNER /\* Document has a damaged corner \*/

TWCC\_FOCUSERROR /\* Focusing error during document capture \*/

TWCC\_DOCTOOLIGHT /\* Document is too light \*/

TWCC\_DOCTOODARK /\* Document is too dark \*/

**See Also**

DG\_CONTROL / DAT\_SETUPMEMXFER / MSG\_GET

DG\_IMAGE / DAT\_IMAGEINFO / MSG\_GET

DG\_IMAGE / DAT\_IMAGELAYOUT / MSG\_GET

DG\_IMAGE / DAT\_IMAGEMEMFILEXFER / MSG\_GET

Capabilities - ICAP\_COMPRESSION, ICAP\_TILES, ICAP\_XFERMECH

##### DG\_IMAGE / DAT\_IMAGENATIVEXFER / MSG\_GET

**Call**

DSM\_Entry(pOrigin, pDest, DG\_IMAGE, DAT\_IMAGENATIVEXFER, MSG\_GET, pHandle);

pHandle = A pointer to a variable of the Operating Systems Native image format.

**Windows**: Pointer to a handle to a DIB (Device Independent Bitmap) located in memory.

**Macintosh**: Pointer to a handle to a Picture (a PicHandle, QuickDraw picture) located in memory.

**Linux**: Pointer to a handle to a DIB (Device Independent Bitmap) located in memory.

Refer to Chapter 12, "Operating System Dependencies" for more information on Native Transfer.

**Valid States**

6 only (Transitions to State 7, if successful. Remains in State 7 until MSG\_ENDXFER operation).

**Description**

Causes the transfer of an image’s data from the Source to the application, via the Native transfer mechanism, to begin. The resulting data is stored in main memory in a single block. The data is stored in the Operating Systems native image format. The size of the image that can be transferred is limited to the size of the memory block that can be allocated by the Source. If the image is too large to fit, the Source may resize or crop the image.

**Note:** This is the default transfer mechanism. All Source’s support this mechanism. The Source will use this mechanism unless the application explicitly negotiates a different transfer mechanism with ICAP\_XFERMECH.

**Application**

The application need only invoke this operation once per image. The Source allocates up to the largest block of available memory and transfers the image into it.

Read the image header to determine if the source has modified the image size to fit memory available. The application is responsible for deallocating the memory block holding the Nativeformat image.

Set pHandle pointing to a handle.

The Source will allocate the image buffer and return the handle to the address specified.

**Note:** This odd combination of pointer and handle to reference the image data block was used to

assure that the allocated memory object would be relocatable under Microsoft Windows, Macintosh, and UNIX. A handle was required for this task on both the Macintosh and under Microsoft Windows; though pointers are inherently relocatable under UNIX. Rather than disturb the entry points convention that the data object is always referenced by a pointer, it was decided to have that pointer reference the relocatable handle. A handle in UNIX is typecast to a pointer.

**Source**

Allocate a single block of memory to hold the image data and write the image data into it using the appropriate format for the operating environment. The source must assure that the allocated block will be accessible to the application. Place the handle of the allocated block in the TW\_HANDLE pointed to by pHandle.

**Windows**: Set pHandle pointing to a handle to a device-independent bit map (DIB) in memory.

**Macintosh**: Set pHandle pointing to a handle to a Picture in memory.

**Linux**: Set pHandle pointing to a handle to a TIFF file in memory.

If the allocation fails and the image cannot be clipped, return TWRC\_FAILURE and remain in State 6. Set the pHandle to NULL. The image whose transfer failed is still pending transfer. Do not decrement TW\_PENDINGXFERS.Count.

**Return Codes**

TWRC\_XFERDONE /\* Source done transferring the \*/

/\* specified block \*/

TWRC\_CANCEL /\* User aborted the transfer \*/

/\* within the Source \*/

TWRC\_FAILURE

TWCC\_BADDEST /\* No such Source in session \*/

/\* with application \*/

TWCC\_LOWMEMORY /\* Not enough memory for \*/

/\* image--cannot crop to fit \*/

TWCC\_OPERATIONERROR /\* Failure in the Source-- \*/

/\* transfer invalid \*/

TWCC\_SEQERROR /\* Operation invoked in \*/

/\* invalid state \*/ /\* The following introduced for 2.0 or higher \*/

TWCC\_INTERLOCK /\* Cover or door is open \*/

TWCC\_DAMAGEDCORNER /\* Document has a damaged corner \*/

TWCC\_FOCUSERROR /\* Focusing error during document capture \*/

TWCC\_DOCTOOLIGHT /\* Document is too light \*/

TWCC\_DOCTOODARK /\* Document is too dark \*/

TWCC\_NOMEDIA /\* Source has nothing to capture \*/

**See Also**

DG\_IMAGE / DAT\_IMAGEINFO / MSG\_GET

DG\_IMAGE / DAT\_IMAGELAYOUT / MSG\_GET

Capability - ICAP\_XFERMECH

##### DG\_IMAGE / DAT\_JPEGCOMPRESSION / MSG\_GET

**Call**

DSM\_Entry(pOrigin, pDest, DG\_IMAGE, DAT\_JPEGCOMPRESSION, MSG\_GET, pCompData); pCompData = A pointer to a TW\_JPEGCOMPRESSION structure.

**Valid States**

4 through 6

**Description**

Causes the Source to return the parameters that will be used during the compression of data using the JPEG algorithms.

All the information that is reported by the MSG\_GET operation will be available in the header portion of the JPEG data. Transferring JPEG-compressed data through memory buffers is slightly different than other types of buffered transfers. The difference is that the JPEG-compressed image data will be prefaced by a block of uncompressed information—the JPEG header. This header information contains all the information that is returned from the MSG\_GET operation. The compressed image information follows the header. The Source should return the header information in the first transfer. The compressed image data will then follow in the second through the final buffer. If the application is allocating the buffers, it should assure that the buffer size for transfer of the header is large enough to contain the complete header.

**Application**

The application allocates the TW\_JPEGCOMPRESSION structure. **Source**

Fill pCompData with the parameters that will be applied to the next JPEG-compression operation. The Source must allocate memory for the contents of the pointer fields pointed to within the structure (i.e. QuantTable, HuffmanDC, and HuffmanAC).

**Return Codes**

TWRC\_SUCCESS

TWRC\_FAILURE

TWCC\_BADPROTOCOL /\* Source does not support JPEG \*/

/\* data compression \*/

TWCC\_SEQERROR /\* Operation invoked in invalid \*/

/\* state \*/

**See Also**

DG\_IMAGE / DAT\_JPEGCOMPRESSION / MSG\_GETDEFAULT

DG\_IMAGE / DAT\_JPEGCOMPRESSION / MSG\_RESET

DG\_IMAGE / DAT\_JPEGCOMPRESSION / MSG\_SET

Capability - ICAP\_COMPRESSION

##### DG\_IMAGE / DAT\_JPEGCOMPRESSION / MSG\_GETDEFAULT

**Call**

DSM\_Entry(pOrigin, pDest, DG\_IMAGE, DAT\_JPEGCOMPRESSION, MSG\_GETDEFAULT, pCompData); pCompData = A pointer to a TW\_JPEGCOMPRESSION structure.

**Valid States**

4 through 6

**Description**

Causes the Source to return the power-on default values applied to JPEG-compressed data transfers.

**Application**

The application allocates the TW\_JPEGCOMPRESSION structure.

**Source**

Fill in pCompData with the power-on default values. The Source must allocate memory for the contents of the pointer fields pointed to within the structure (i.e. QuantTable, HuffmanDC and HuffmanAC). The Source should maintain meaningful default values.

**Return Codes**

TWRC\_SUCCESS

TWRC\_FAILURE

TWCC\_BADPROTOCOL /\* Source does not support JPEG \*/

/\* data compression \*/

TWCC\_SEQERROR /\* Operation invoked in invalid \*/

/\* state \*/

**See Also**

DG\_IMAGE / DAT\_JPEGCOMPRESSION / MSG\_GET

DG\_IMAGE / DAT\_JPEGCOMPRESSION / MSG\_RESET

DG\_IMAGE / DAT\_JPEGCOMPRESSION / MSG\_SET

Capability - ICAP\_COMPRESSION, ICAP\_JPEGQUALITY

##### DG\_IMAGE / DAT\_JPEGCOMPRESSION / MSG\_RESET

**Call**

DSM\_Entry(pOrigin, pDest, DG\_IMAGE, DAT\_JPEGCOMPRESSION, MSG\_RESET, pCompData); pCompData = A pointer to a TW\_JPEGCOMPRESSION structure.

**Valid States**

4 only

**Description**

Return the Source to using its power-on default values for JPEG-compressed transfers.

**Application**

No special action. May want to perform a MSG\_GETDEFAULT if you’re curious what the new values might be.

**Source**

Use your power-on default values for all future JPEG-compressed transfers. The Source should maintain meaningful default values for all parameters.

**Return Codes**

TWRC\_SUCCESS

TWRC\_FAILURE

TWCC\_BADPROTOCOL /\* Source does not support JPEG \*/

/\* data compression \*/

TWCC\_SEQERROR /\* Operation invoked in invalid \*/

/\* state \*/

**See Also**

DG\_IMAGE / DAT\_JPEGCOMPRESSION / MSG\_GET

DG\_IMAGE / DAT\_JPEGCOMPRESSION / MSG\_GETDEFAULT

DG\_IMAGE / DAT\_JPEGCOMPRESSION / MSG\_SET

Capability - ICAP\_COMPRESSION, ICAP\_JPEGQUALITY

##### DG\_IMAGE / DAT\_JPEGCOMPRESSION / MSG\_SET

**Call**

DSM\_Entry(pOrigin, pDest, DG\_IMAGE, DAT\_JPEGCOMPRESSION, MSG\_SET, pCompData); pCompData = A pointer to a TW\_JPEGCOMPRESSION structure.

**Valid States**

4 only

**Description**

Allows the application to configure the compression parameters to be used on all future JPEGcompressed transfers during the current session. The application should have already established that the requested values are supported by the Source.

**Application**

Fill pCompData. Write TWON\_DONTCARE16 into the numeric fields that don’t matter to the application. Write NULL into the table fields that should use the default tables as defined by the JPEG specification.

**Source**

Adopt the requested values for use with all future JPEG-compressed transfers. If a value does not exactly match an available value, match the value as closely as possible and return

TWRC\_CHECKSTATUS. If the value is beyond the range of available values, clip to the nearest value and return TWRC\_FAILURE/TWCC\_BADVALUE.

**Return Codes**

TWRC\_SUCCESS

TWRC\_CHECKSTATUS

TWRC\_FAILURE

TWCC\_BADPROTOCOL /\* Source does not support JPEG \*/

/\* data compression \*/

TWCC\_BADVALUE /\* illegal value specified \*/

TWCC\_SEQERROR /\* Operation invoked in invalid \*/

/\* state \*/

**See Also**

DG\_IMAGE / DAT\_JPEGCOMPRESSION / MSG\_GET

DG\_IMAGE / DAT\_JPEGCOMPRESSION / MSG\_GETDEFAULT

DG\_IMAGE / DAT\_JPEGCOMPRESSION / MSG\_RESET

Capability - ICAP\_COMPRESSION, ICAP\_JPEGQUALITY

##### DG\_IMAGE / DAT\_PALETTE8 / MSG\_GET

**Call**

DSM\_Entry(pOrigin, pDest, DG\_IMAGE, DAT\_PALETTE8, MSG\_GET, pPalette);

pPalette = A pointer to a TW\_PALETTE8 structure.

**Valid States**

4 through 6

**Description**

This operation causes the Source to report its current palette information. The application should assure that the Source can provide palette information by invoking a MSG\_GET operation on ICAP\_PIXELTYPE and checking for TWPT\_PALETTE. If this pixel type has not been established as the type to be used for future acquisitions, the Source should respond with its default palette.

To assure that the palette information is wholly accurate, the application should invoke this operation immediately after completion of the image transfer. The Source may perform palette optimization during acquisition of the data and the palette it reports before the transfer will differ from the one available afterwards.

(In general, the DAT\_PALETTE8 operations are specialized to deal with 8-bit data, whether grayscale or color (8-bit or 24-bit). Most current devices provide data with this bit depth. These operations allow the application to inquire a Source’s support for palette color data and set up a palette color transfer. See Chapter 8, "Data Types and Data Structures" for the definitions and data structures used to describe palette color data within TWAIN.)

**Application**

The application should allocate the pPalette structure for the Source.

**Source**

Fill pPalette with the current palette. If no palette has been specified or calculated, use the Source’s default palette (which may coincidentally be the current or default system palette).

**Return Codes**

TWRC\_SUCCESS

TWRC\_FAILURE

TWCC\_BADPROTOCOL /\* Source does not support \*/

/\* palette color transfers \*/

TWCC\_SEQERROR /\* Operation invoked in invalid \*/

/\* state \*/

**See Also**

DG\_IMAGE / DAT\_PALETTE8 / MSG\_GETDEFAULT

DG\_IMAGE / DAT\_PALETTE8 / MSG\_RESET

DG\_IMAGE / DAT\_PALETTE8 / MSG\_SET

Capability - ICAP\_PIXELTYPE

##### DG\_IMAGE / DAT\_PALETTE8 / MSG\_GETDEFAULT

**Call**

DSM\_Entry(pOrigin, pDest, DG\_IMAGE, DAT\_PALETTE8, MSG\_GETDEFAULT, pPalette);

pPalette = A pointer to a TW\_PALETTE8 structure.

**Valid States**

4 through 6

**Description**

This operation causes the Source to report its power-on default palette.

**Application**

The application should allocate the pPalette structure for the Source.

**Source**

Fill pPalette with the default palette.

**Return Codes**

TWRC\_SUCCESS

TWRC\_FAILURE

TWCC\_BADPROTOCOL /\* Source does not support \*/

/\* palette color transfers \*/

TWCC\_SEQERROR /\* Operation invoked in invalid \*/

/\* state \*/

**See Also**

DG\_IMAGE / DAT\_PALETTE8 / MSG\_GET

DG\_IMAGE / DAT\_PALETTE8 / MSG\_RESET

DG\_IMAGE / DAT\_PALETTE8 / MSG\_SET

Capability - ICAP\_PIXELTYPE

##### DG\_IMAGE / DAT\_PALETTE8 / MSG\_RESET

**Call**

DSM\_Entry(pOrigin, pDest, DG\_IMAGE, DAT\_PALETTE8, MSG\_RESET, pPalette);

pPalette = A pointer to a TW\_PALETTE8 structure.

**Valid States**

4 only

**Description**

This operation causes the Source to dispose of any current palette it has and to use its default palette for the next palette transfer. A Source that always performs palette optimization may not use the default palette for the next transfer, but should dispose of its current palette and adopt the default palette for the moment, anyway. The application can check the actual palette information by invoking a MSG\_GET operation immediately following the image transfer.

**Application**

The application should allocate the pPalette structure for the Source.

**Source**

Fill pPalette with the default palette and use the default palette for the next palette transfer.

**Return Codes**

TWRC\_SUCCESS

TWRC\_FAILURE

TWCC\_BADPROTOCOL /\* Source does not support \*/

/\* palette color transfers \*/

TWCC\_SEQERROR /\* Operation invoked in invalid \*/

/\* state \*/

**See Also**

DG\_IMAGE / DAT\_PALETTE8 / MSG\_GET

DG\_IMAGE / DAT\_PALETTE8 / MSG\_GETDEFAULT

DG\_IMAGE / DAT\_PALETTE8 / MSG\_SET

Capability - ICAP\_PIXELTYPE

##### DG\_IMAGE / DAT\_PALETTE8 / MSG\_SET

**Call**

DSM\_Entry(pOrigin, pDest, DG\_IMAGE, DAT\_PALETTE8, MSG\_SET, pPalette);

pPalette = A pointer to a TW\_PALETTE8 structure.

**Valid States**

4 only

**Description**

This operation requests that the Source adopt the specified palette for use with all subsequent palette transfers. The application should be careful to supply a palette that matches the bit depth of the Source. The Source is not required to adopt this palette. The application should be careful to check the return value from this operation.

**Application**

Fill pPalette with the desired palette. If writing grayscale information, write the same data into the Channel1, Channel2, and Channel3 fields of the Colors array. If NumColors != 256, fill the unused array elements with minimum (“black”) values.

**Source**

The Source should not return TWRC\_SUCCESS unless it will actually use the requested palette. The Source should not modify the palette in any way until the transfer is complete. The palette should be used for all remaining palette transfers for the duration of the session.

**Return Codes**

TWRC\_SUCCESS

TWRC\_FAILURE

TWCC\_BADPROTOCOL /\* Source does not support \*/

/\* palette color transfers \*/

TWCC\_SEQERROR /\* Operation invoked in invalid \*/

/\* state \*/

**See Also**

DG\_IMAGE / DAT\_PALETTE8 / MSG\_GET

DG\_IMAGE / DAT\_PALETTE8 / MSG\_GETDEFAULT

DG\_IMAGE / DAT\_PALETTE8 / MSG\_RESET

Capability - ICAP\_PIXELTYPE

##### DG\_IMAGE / DAT\_RGBRESPONSE / MSG\_RESET

**Call**

DSM\_Entry(pOrigin, pDest, DG\_IMAGE, DAT\_RGBRESPONSE, MSG\_RESET, pResponse);

pResponse = A pointer to a TW\_RGBRESPONSE structure.

**Valid States**

4 only

**Description**

Causes the Source to use its “identity” response curves for future RGB transfers. The identity curve causes no change in the values of the captured data when it is applied. (Note that resetting the curves for RGB data **does not** reset any MSG\_SET curves for other pixel types).

**Note:** The DAT\_RGBRESPONSE operations allow the application to specify the transfer curves that the Source should apply to the RGB data it acquires. The Source should not support these operations unless it can provide data of pixel type TWPT\_RGB. The Source need not maintain actual “identity response curves” for use with the MSG\_RESET operation—once reset, the Source should transfer the RGB data as acquired from the Source. The application should be sure that the Source supports these operations before invoking them. The operations should only be invoked when the active pixel type is RGB (TWPT\_RGB). See Chapter 8, "Data Types and Data Structures" for information about the definitions and data structures used to describe the RGB response curve within TWAIN. **Application**

No special action.

**Source**

Apply the identity response curve to all future RGB transfers. This means that the Source will transfer the RGB data exactly as acquired from the device.

**Return Codes**

TWRC\_SUCCESS

TWRC\_FAILURE

TWCC\_BADPROTOCOL /\* Source does not support RGB \*/

/\* response curves \*/

TWCC\_BADVALUE /\* Current pixel type is not \*/

/\* TWPT\_RGB \*/

TWCC\_SEQERROR /\* Operation invoked in invalid \*/

/\* state \*/

**See Also**

DG\_IMAGE / DAT\_RGBRESPONSE / MSG\_SET

Capability - ICAP\_PIXELTYPE

##### DG\_IMAGE / DAT\_RGBRESPONSE / MSG\_SET

**Call**

DSM\_Entry(pOrigin, pDest, DG\_IMAGE, DAT\_RGBRESPONSE, MSG\_SET, pResponse);

pResponse = A pointer to a TW\_RGBRESPONSE structure.

**Valid States**

4 only

**Description**

Causes the Source to transform any RGB data according to the response curves specified by the application.

**Application**

Fill all three elements of the response curve with the response curve data you want the Source to apply to future RGB transfers. The application should consider writing the same values into each element of the same index to minimize color shift problems.

The Source may not support this operation. The application should ensure that the current pixel type is TWPT\_RGB and examine the return code from this operation.

**Source**

Apply the specified response curves to all future RGB transfers.

**Return Codes**

TWRC\_SUCCESS

TWRC\_FAILURE

TWCC\_BADPROTOCOL /\* Source does not support color \*/

/\* response curves \*/

TWCC\_BADVALUE /\* Current pixel type is not RGB \*/

TWCC\_SEQERROR /\* Operation invoked in invalid \*/

/\* state \*/

**See Also**

DG\_IMAGE / DAT\_RGBRESPONSE / MSG\_RESET

Capability - ICAP\_PIXELTYPE

**8**

**Data Types and Data Structures**

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This section of the Specification is definitive and authoritative in its description of the TWAIN namespace and the numeric ids that go with each name in that space. If a discrepancy is found between this chapter and any C/C++ TWAIN.H definition file then the TWAIN.H file must be corrected.

A TWAIN.H definition file is provided with this toolkit, this file is specific to C/C++ solutions.

If a definition file for a previously unsupported language is submitted to the TWAIN Working Group, and if it passes review, then the salient points needed to recreate it will be added to this chapter. A definition file cannot be called TWAIN or said to support TWAIN unless it can be completely created following the information in this chapter.

#### Naming Conventions

**Data Structures, Variables, Pointers and Handles**

**Data structures referenced by pData parameter in DSM\_Entry calls**

Are prefixed by TW\_ and followed by a descriptive name, in upper case. The name typically matches the call’s DAT parameter.

Example: TW\_USERINTERFACE

**Fields in data structures (not containing pointers or handles)**

Typically, begin with a capital letter followed by mixed upper and lower case letters.

Example: The MinBufSize, MaxBufSize, and Preferred fields in which are in the TW\_SETUPMEMXFER structure.

**Fields in data structures that contain pointers or handles**

Name starts with lower case “p” or “h” for pointer or handle followed by a typical field name with initial capital then mixed case characters.

Example: pData, hContainer

**Constants and Types**

**General-use constants**

Are prefixed by TWON\_ followed by the description of the constant’s meaning. Example: TWON\_ARRAY, TWON\_ONEVALUE

**Specific-use constants**

Are prefixed with TWxx\_ where xx are two letters identifying the group to which the constant belongs.

Example: TWTY\_INT16, TWTY\_STR32 are constants of the group TW Types

**Common data types**

Rather than use the int, char, long, and other. types with their variations between compilers, TWAIN defines a group of types that are used to cast each data item used by the protocol. Types are prefixed and named exactly the same as TWAIN data structures, TW\_ followed by a descriptive name, all in upper case characters.

Example: TW\_UINT32, TW\_HANDLE

**TWAIN.H internal constants**

Starting with TWAIN 2.0 internal constants that are of special interest to TWAIN.H itself are used to improve the readability and maintainability of the file. They are prefixed with TWH\_.

##### Custom Constants

Applications and Sources may define their own private (custom) constant identifiers for any existing constant group by assigning the constant a value greater than or equal to 0x8000. They may also define any new desired custom constant group. The consuming entity should check the originating entity’s TW\_IDENTITY.ProductName when encountering a constant value greater than or equal to 0x8000 to see whether it can be recognized as a custom constant. Sources and applications should not assume that all entities will have such error checking built in, however.

The following are operation identifiers:

|  |  |  |  |
| --- | --- | --- | --- |
| Data Groups | | Prefixed with DG\_ | |
| Data Argument Types | | Prefixed with DAT\_ | |
| Messages | | Prefixed with MSG\_ | |
| Return codes | | Prefixed with TWRC\_ | |
| Condition codes | | Prefixed with TWCC\_ | |
| General capabilities | | Prefixed with CAP\_ | |
| Image-specific capabilities | | Prefixed with ICAP\_ | |
| Audio-specific capabilities | | Prefixed with ACAP\_ | |

As a general note, whenever the application or the Source allocates a TWAIN data structure, it should fill all the fields it is instructed to fill and write the default value (if one is specified) into any field it is not filling. If no default is specified, fill the field with the appropriate

TWON\_DONTCARExx constant where xx describes the size of the field in bits (bytes, in the case of strings). The TWON\_ constants are described at the end of this chapter and defined in the TWAIN.H file.

Some fields return a value of -1 when the data to be returned is ambiguous or unknown.

Applications and Sources must look for these special cases, especially when allocating memory.

Examples of Fields with -1 values are found in TW\_PENDINGXFERS (Count),

TW\_SETUPMEMXFER (MaxBufSize) and TW\_IMAGEINFO (ImageWidth and ImageLength).

#### Platform Dependent Definitions and Typedefs

**Single Compile**

The TWAIN include file must only be referenced once for any compiled module. This is achieved by bracketing the contents of the entire file with the following:

#ifndef TWAIN

#define TWAIN

…contents of the TWAIN include file…

#endif /\* TWAIN \*/

**Platform Identification Macros**

TWAIN supports multiple operating system platforms; it also can run with multiple compilers. The following macros are intended to help organize these combinations. Note that they focus more on the compilers than the platforms (cf: for the purposes of TWAIN GNU works the same on all operating systems).

/\* Microsoft C/C++ Compiler \*/

#if defined(WIN32) || defined(WIN64) || defined (\_WINDOWS)

#define TWH\_CMP\_MSC

#if defined(\_WIN64) || defined(WIN64)

#define TWH\_64BIT

#elif defined(WIN32) || defined(\_WIN32)

#define TWH\_32BIT

#endif

/\* Apple Compiler (which is GNU now) \*/

#elif defined(\_\_APPLE\_\_)

#define TWH\_CMP\_XCODE

#define TWH\_32BIT

/\* GNU C/C++ Compiler \*/

#elif defined(\_\_GNUC\_\_)

#define TWH\_CMP\_GNU

#if defined(\_\_alpha\_\_)\

||defined(\_\_ia64\_\_)\

||defined(\_\_ppc64\_\_)\

||defined(\_\_s390x\_\_)\

||defined(\_\_x86\_64\_\_)

#define TWH\_64BIT

#else

#define TWH\_32BIT

#endif

/\* Borland C/C++ Compiler \*/

#elif defined(\_\_BORLAND\_\_)

#define TWH\_CMP\_BORLAND

#define TWH\_32BIT

/\* Unrecognized \*/

#else

#error Unrecognized compiler

#endif

**Platform Specific Typedefs**

These definitions and typedefs are dependent on the compiler.

/\* Win32 and Win64 systems \*/

#if defined(TWH\_CMP\_MSC) | defined(TWH\_CMP\_BORLAND) typedef HANDLE TW\_HANDLE; typedef LPVOID TW\_MEMREF; typedef UINT\_PTR TW\_UINTPTR;

/\* MacOS/X... \*/

#elif defined(TWH\_CMP\_XCODE)

#define PASCAL pascal #define FAR typedef Handle TW\_HANDLE; typedef char \*TW\_MEMREF;

#ifdef TWH\_32BIT //32 bit GNU

typedef unsigned long TW\_UINTPTR;

#else //64 bit GNU

typedef unsigned long long TW\_UINTPTR;

#endif

/\* Everything else... \*/

#else

#define PASCAL #define FAR typedef void\* TW\_HANDLE; typedef void\* TW\_MEMREF; typedef unsigned char BYTE;

#ifdef TWH\_32BIT //32 bit GNU

typedef unsigned long TW\_UINTPTR;

#else //64 bit GNU

typedef unsigned long long TW\_UINTPTR;

#endif

#endif

**Platform Specific Byte Packing (Alignment)**

In addition to the dependent definitions and typedefs TWAIN requires that the data alignment of all structures occurs on an agreed upon boundary. This prevents mismatches in the alignment of the data between the driver, the source manager and the application.

/\* Set the packing: this occurs before any structures are defined \*/

#ifdef TWH\_CMP\_MSC

#pragma pack (push, before\_twain)

#pragma pack (2)

#elif defined(TWH\_CMP\_GNU)

#if defined(\_\_APPLE\_\_) /\* cf: Mac version of TWAIN.h \*/

#pragma options align = power

#else

#pragma pack (push, before\_twain)

#pragma pack (2)

#endif

#elif defined(TWH\_CMP\_BORLAND)

#pragma option -a2

#endif

/\* Restore the previous packing alignment: this occurs after all structures are defined \*/ #ifdef TWH\_CMP\_MSC

#pragma pack (pop, before\_twain)

#elif defined(TWH\_CMP\_GNU)

#if defined(\_\_APPLE\_\_) /\* cf: Mac version of TWAIN.h \*/ #pragma options align = reset

#else

#pragma pack (pop, before\_twain)

#endif

#elif defined(TWH\_CMP\_BORLAND) #pragma option –a. #endif

#### Definitions of Common Types

**String types**

#if defined(\_\_APPLE\_\_)/\* cf: Mac version of TWAIN.h \*/ typedef unsigned char TW\_STR32[34], FAR \*pTW\_STR32; typedef unsigned char TW\_STR64[66], FAR \*pTW\_STR64; typedef unsigned char TW\_STR128[130], FAR \*pTW\_STR128; typedef unsigned char TW\_STR255[256], FAR \*pTW\_STR255;

#else typedef char TW\_STR32[34], FAR \*pTW\_STR32; typedef char TW\_STR64[66], FAR \*pTW\_STR64; typedef char TW\_STR128[130], FAR \*pTW\_STR128; typedef char TW\_STR255[256], FAR \*pTW\_STR255;

#endif

On Windows: These include room for the strings and a NULL character.

On Macintosh: These include room for a length byte followed by the string.

**Note:** The TW\_STR255 must hold less than 256 characters so the length fits in the first byte on Macintosh.

**Numeric types**

typedtypedef char TW\_INT8, FAR \*pTW\_INT8; typedef short TW\_INT16, FAR \*pTW\_INT16;

#if defined(\_\_APPLE\_\_) /\* cf: Mac version of TWAIN.h \*/ typedef int TW\_INT32, FAR \*pTW\_INT32;

#else

typedef long TW\_INT32, FAR \*pTW\_INT32;

#endif typedef unsigned char TW\_UINT8, FAR \*pTW\_UINT8; typedef unsigned short TW\_UINT16, FAR \*pTW\_UINT16; #if defined(\_\_APPLE\_\_) /\* cf: Mac version of TWAIN.h \*/ typedef unsigned int TW\_UINT32, FAR \*pTW\_UINT32;

#else typedef unsigned long TW\_UINT32, FAR \*pTW\_UINT32;

#endif

typedef unsigned short TW\_BOOL, FAR \*pTW\_BOOL;

**Fixed point structure type**

typedef struct {

TW\_INT16 Whole;

TW\_UINT16 Frac;

} TW\_FIX32, FAR \* pTW\_FIX32;

**Note: I**n cases where the data type is smaller than TW\_UINT32, the data resides in the lower word.

#### Data Structure Definitions

This section provides descriptions of the data structure definitions.

##### TW\_ARRAY

typedef struct {

TW\_UINT16 ItemType;

TW\_UINT32 NumItems;

TW\_UINT8 ItemList[1];

} TW\_ARRAY, FAR \* pTW\_ARRAY;

**Used by**

TW\_CAPABILITY structure (when ConType field specifies TWON\_ARRAY)

**Description**

This structure stores a group of associated individual values which, when taken as a whole, describes a single “value” for a capability. The values need have no relationship to one another aside from being used to describe the same “value” of the capability. Such an array of values is useful to describe the CAP\_SUPPORTEDCAPS list. This structure is used as a member of TW\_CAPABILITY structures. Since this structure does not, therefore, exist “stand-alone” it is identified by a TWON\_xxxx constant rather than a DAT\_xxxx. This structure is related in function and purpose to TW\_ENUMERATION, TW\_ONEVALUE, and TW\_RANGE.

**Field Descriptions**

|  |  |
| --- | --- |
| ItemType | The type of items in the array. The type is indicated by the constant held in this field. The constant is of the kind TWTY\_xxxx. All items in the array have the same size. |
| NumItems | How many items are in the array. |
| ItemList[1] | This is the array. One value resides within each element of the array. Space for the array is not allocated inside this structure. The ItemList value is simply a placeholder for the start of the actual array, which must be allocated when the container is allocated. Remember to typecast the allocated array, as well as references to the elements of the array, to the type indicated by the constant in ItemType. |

Ex:

To set an item in a CAP\_SUPPORTEDCAPS array…

((TW\_UINT16\*)twarray.ItemList)[2] = ICAP\_XFERMECH;

##### TW\_AUDIOINFO

typedef struct {

TW\_STR255 Name;

TW\_UINT32 Reserved;

} TW\_AUDIOINFO, FAR \* pTW\_AUDIOINFO;

**Used by**

The DG\_AUDIO / DAT\_AUDIOINFO / MSG\_GET operation

**Description**

**Field Descriptions**

Name Name of audio data

Reserved Reserved space

##### TW\_CALLBACK

typedef struct {

TW\_MEMREF CallBackProc;

#if defined(\_\_APPLE\_\_) /\* cf: Mac version of TWAIN.h \*/

TW\_MEMREF RefCon;

#else

TW\_UINT32 RefCon; #endif

TW\_INT16 Message;

} TW\_CALLBACK, FAR \* pTW\_CALLBACK;

**Used by**

DG\_CONTROL / DAT\_CALLBACK / MSG\_REGISTER\_CALLBACK DG\_CONTROL / DAT\_CALLBACK / MSG\_INVOKE\_CALLBACK

**Description**

Used in Callback mechanism for sending messages from the Source to the Application. Applications version 2.2 or higher must use TW\_CALLBACK2.

**Field Descriptions**

CallBackProc The callback function’s entry point, used by MSG\_REGISTER\_CALLBACK.

RefCon An application defined reference constant.

Message Initialized to any valid DG\_CONTROL / DAT\_NULL message.

##### TW\_CALLBACK2

typedef struct {

TW\_MEMREF CallBackProc;

TW\_UINTPTR RefCon;

TW\_INT16 Message;

} TW\_CALLBACK2, FAR \* pTW\_CALLBACK2;

**Used by**

DG\_CONTROL / DAT\_CALLBACK2 / MSG\_REGISTER\_CALLBACK

**Description**

Used in the Callback mechanism for sending messages from the Source to the Application.

**Field Descriptions**

CallBackProc The callback function’s entry point, used by MSG\_REGISTER\_CALLBACK.

RefCon An application defined reference constant. It has a different size on different platforms.

Message Initialized to any valid DG\_CONTROL / DAT\_NULL message.

##### TW\_CAPABILITY

typedef struct {

TW\_UINT16 Cap;

TW\_UINT16 ConType;

TW\_HANDLE hContainer;

} TW\_CAPABILITY, FAR \* pTW\_CAPABILITY;

**Used by**

DG\_CONTROL / DAT\_CAPABILITY / MSG\_GET

DG\_CONTROL / DAT\_CAPABILITY / MSG\_GETCURRENT

DG\_CONTROL / DAT\_CAPABILITY / MSG\_GETDEFAULT

DG\_CONTROL / DAT\_CAPABILITY / MSG\_RESET

DG\_CONTROL / DAT\_CAPABILITY / MSG\_RESETALL DG\_CONTROL / DAT\_CAPABILITY / MSG\_SET

**Description**

|  |  |
| --- | --- |
| Cap | The numeric designator of the capability (of the form CAP\_xxxx, ICAP\_xxxx, or ACAP\_xxxx). e.g. ICAP\_BRIGHTNESS. A list of these can be found in Chapter 10, "Capabilities" and in the TWAIN.H file. |
| ConType | The type of the container referenced by hContainer. The container structure will be one of four types: TWON\_ARRAY, TWON\_ENUMERATION, TWON\_ONEVALUE, or TWON\_RANGE. One of these values, which types the container, should be entered into this field by whichever TWAIN entity fills in the container. When the application wants to set (MSG\_SET) the Source’s capability, the application must fill in this field. When the application wants to get (MSG\_GET) capability information from the Source, the Source must fill in this field. |
| hContainer | References the container structure where detailed information about the capability is stored. When the application wants to set (MSG\_SET) the Source’s capability, the application must provide the hContainer. When the application wants to get (MSG\_GET) the Source’s capability information, the Source must allocate the space for the container. In either case, the application must release this space. |

Used by an application either to get information about, or control the setting of a capability. The first field identifies the capability being negotiated (e.g., ICAP\_BRIGHTNESS). The second specifies the format of the container (e.g., TWON\_ONEVALUE). The third is a handle (HGLOBAL under Microsoft Windows) to the container itself.

The application always sets the Cap field. On MSG\_SET, the application also sets the ConType and hContainer fields. On MSG\_RESET, MSG\_RESETALL, MSG\_GET, MSG\_GETCURRENT, and MSG\_GETDEFAULT, the source fills in the ConType and hContainer fields.

It is always the application’s responsibility to free the container when it is no longer needed. On a MSG\_GET, MSG\_GETCURRENT, or MSG\_GETDEFAULT, the source allocates the container but ownership passes to the application. On a MSG\_SET, the application provides the container either by allocating it or by re-using a container created earlier.

On a MSG\_SET, the Source must not modify the container and it must copy any data that it wishes to retain.

**Field Descriptions**

##### TW\_CIECOLOR

typedef struct {

TW\_UINT16 ColorSpace

TW\_INT16 LowEndian;

TW\_INT16 DeviceDependent;

TW\_INT32 VersionNumber;

TW\_TRANSFORMSTAGE StageABC;

TW\_TRANSFORMSTAGE StageLMN;

TW\_CIEPOINT WhitePoint;

TW\_CIEPOINT BlackPoint;

TW\_CIEPOINT WhitePaper;

TW\_CIEPOINT BlackInk;

TW\_FIX32 Samples[1];

} TW\_CIECOLOR, FAR \* pTW\_CIECOLOR;

**Used by**

DG\_IMAGE / DAT\_CIECOLOR / MSG\_GET

**Description**

Defines the mapping from an RGB color space device into CIE 1931 (XYZ) color space. For more in-depth information, please reference the PostScript Language Reference Manual, Second Edition, pp. 173-193. Note that the field names do not follow the conventions used elsewhere within TWAIN.

If the Source can provide TWPT\_CIEXYZ, it must support all operations on this structure.

Go to http://www.cie.co.at/ for more information about CIE XYZ Color Space.

**Field Descriptions**

|  |  |
| --- | --- |
| ColorSpace | Defines the original color space that was transformed into CIE XYZ. Use a constant of type TWPT\_xxxx. This value is not set-able by the application.  Application should write TWON\_DONTCARE16 into this on a MSG\_SET. |
| LowEndian | Used to indicate which data byte is taken first. If zero, then high byte is first. If non-zero, then low byte is first. |
| DeviceDependent | If non-zero then color data is device-dependent and only ColorSpace is valid in this structure. |
| VersionNumber | Version of the color space descriptor specification used to define the transform data. The current version is zero. |
| StageABC | Describes parametrics for the first stage transformation of the Postscript Level 2 CIE color space transform process. |
| StageLMN | Describes parametrics for the first stage transformation of the Postscript Level 2 CIE color space transform process. |
| WhitePoint | Values that specify the CIE 1931 (XYZ space) tri-stimulus value of the diffused white point. |

|  |  |
| --- | --- |
| BlackPoint | Values that specify the CIE 1931 (XYZ space) tri-stimulus value of the diffused black point. |
| WhitePaper | Values that specify the CIE 1931 (XYZ space) tri-stimulus value of ink-less “paper” from which the image was acquired. |
| BlackInk | Values that specify the CIE 1931 (XYZ space) tri-stimulus value of solid black ink on the “paper” from which the image was acquired. |
| Samples[1] | Optional table look-up values used by the decode function. Samples are ordered sequentially and end-to-end as A, B, C, L, M, and N. |

##### TW\_CIEPOINT

typedef struct {

TW\_FIX32 X;

TW\_FIX32 Y;

TW\_FIX32 Z;

} TW\_CIEPOINT, FAR \* pTW\_CIEPOINT;

**Used by**

Embedded in the TW\_CIECOLOR structure

**Description**

Defines a CIE XYZ space tri-stimulus value.

Go to http://www.cie.co.at/ for more information about CIE XYZ Color Space.

**Field Descriptions**

1. First tri-stimulus value of the CIE space representation.
2. Second tri-stimulus value of the CIE space representation.
3. Third tri-stimulus value of the CIE space representation.

##### TW\_CUSTOMDSDATA

typedef struct {

TW\_UINT32 InfoLength;/\* Length (in bytes) of data \*/

TW\_HANDLE hData; /\* Handle to data \*/

} TW\_CUSTOMDSDATA, FAR \* pTW\_CUSTOMDSDATA;

**Used by**

DG\_CONTROL / DAT\_CUSTOMDSDATA / MSG\_GET

DG\_CONTROL / DAT\_CUSTOMDSDATA / MSG\_SET

**Description**

Allows for a data source and application to pass custom data to each other.

The format of the data contained in hData will be data source specific and will not be defined by the TWAIN API. This structure will be used by an application to query the data source for its current settings, and to archive them to disk. Although the format for this custom data is not defined by TWAIN, source implementers are encouraged to use a ASCII representation for the custom data to be used for settings archival. A Windows INI style format would be easy to implement and allow for additional features to be added without breaking backwards compatibility.

It is also recommended that source vendors embed basic source revision and vendor ID information in the hData body so they can determine if the structure being passed to the data source is correct.

**Note:** 1.x versions of the specification have shown the following structure.

typedef struct {

TW\_UINT32 InfoLength; /\* Length (in bytes) of data \*/

TW\_UINT8 InfoData[1]; /\* Array (Length) bytes long \*/

} TW\_CUSTOMDSDATA, FAR \* pTW\_CUSTOMDSDATA;

Starting with TWAIN 2.0 only the structure with hData is considered correct. If both a driver and an application are reporting version 2 by examining the TW\_IDENTITY.SupportedGroups for DF\_APP2 and DF\_DS2, then both may assume that hData is in use. It is not sufficient to check the TW\_IDENTITY. ProtocolMajor field for a value greater than or equal to 2.

For older drivers and applications it’s expected that most developers have followed the use of hData from the TWAIN.H file, however, good defensive programming recommends at least attempting to anticipate both forms. On Window systems the developer can use GlobalSize() to test if the TW\_CUSTOMDSDATA structure is greater than sizeof (TW\_CUSTOMDSDATA), which would suggest that hData isn’t a pointer, but is the actual beginning of the data. Other calls like GlobalLock() and IsBadReadPtr() can be used to check the validity of the pointer in hData. No system is perfect, but it should be possible to cover most drivers and applications this way.

**Field Descriptions**

InfoLength Length, in bytes, of data

hData Handle to memory containing InfoLength bytes of data

##### TW\_DECODEFUNCTION

typedef struct {

TW\_FIX32 StartIn;

TW\_FIX32 BreakIn;

TW\_FIX32 EndIn;

TW\_FIX32 StartOut;

TW\_FIX32 BreakOut;

TW\_FIX32 EndOut;

TW\_FIX32 Gamma;

TW\_FIX32 SampleCount;

} TW\_DECODEFUNCTION, FAR \* pTW\_DECODEFUNCTION;

**Used by**

Embedded in the TW\_TRANSFORMSTAGE structure that is embedded in the TW\_CIECOLOR structure

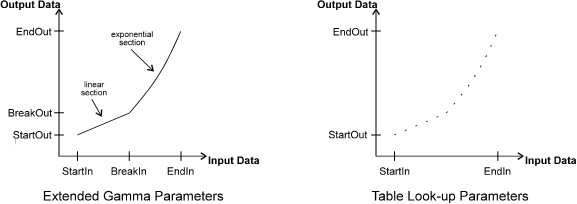
**Description**

Defines the parameters used for channel-specific transformation. The transform can be described either as an extended form of the gamma function or as a table look-up with linear interpolation.

Go to http://www.cie.co.at/ for more information about CIE XYZ Color Space.

**Field Descriptions**

|  |  |
| --- | --- |
| StartIn | Starting input value of the extended gamma function. Defines the minimum input value of channel data. |
| BreakIn | Ending input value of the extended gamma function. Defines the maximum input value of channel data. |
| EndIn | The input value at which the transform switches from linear transformation/ interpolation to gamma transformation. |
| StartOut | Starting output value of the extended gamma function. Defines the minimum output value of channel data. |
| BreakOut | Ending output value of the extended gamma function. Defines the maximum output value of channel data. |
| EndOut | The output value at which the transform switches from linear transformation/ interpolation to gamma transformation. |
| Gamma | Constant value. The exponential used in the gamma function. |
| SampleCount | The number of samples in the look-up table. Includes the values of StartIn and EndIn. Zero-based index (actually, number of samples - 1). If zero, use extended gamma, otherwise use table look-up. |



##### TW\_DEVICEEVENT

TW\_UINT32 Event;

TW\_STR255 DeviceName;

TW\_UINT32 BatteryMinutes; // Battery Minutes Remaining

TW\_INT16 BatteryPercentage; // Battery Percentage Remaining

TW\_INT32 PowerSupply; // Power Supply

TW\_FIX32 XResolution; // Resolution

TW\_FIX32 YResolution; // Resolution

TW\_UINT32 FlashUsed2; // Flash Used2

TW\_UINT32 AutomaticCapture; // Automatic Capture

TW\_UINT32 TimeBeforeFirstCapture; // Automatic Capture

TW\_UINT32 TimeBetweenCaptures; // Automatic Capture

} TW\_DEVICEEVENT, FAR \* pTW\_DEVICEEVENT;

**Used by**

DG\_CONTROL / DAT\_DEVICEEVENT / MSG\_GET

**Description**

Provides information about the Event that was raised by the Source. The Source should only fill in those fields applicable to the Event. The Application must only read those fields applicable to the Event.

**Field Descriptions**

Event One of the TWDE\_xxxx values. Defines event that has taken place.

DeviceName The name of the device that generated the event.

Valid for TWDE\_BATTERYCHECK only

BatteryMinutes Minutes of battery power remaining.

BatteryPercentage Percentage of battery power remaining.

Valid for TWDE\_POWERSUPPLY only

PowerSupply Current power supply in use.

Valid for TWDE\_RESOLUTION only

XResolution Current X Resolution.

YResolution Current Y Resolution.

Valid for TWDE\_FLASHUSED2 only

FlashUsed2 Current flash setting.

Valid for TWDE\_AUTOMATICCAPTURE only

AutomaticCapture Number of images camera will capture.

TimeBeforeFirstCapture Number of seconds before first capture.

TimeBetweenCaptures Hundredths of a second between captures.

##### TW\_ENTRYPOINT

typedef struct {

TW\_UINT32 Size;

DSM\_ENTRY DSM\_Entry;

DSM\_MEMALLOCATE DSM\_MemAllocate;

DSM\_MEMFREE DSM\_MemFree;

DSM\_MEMLOCK DSM\_MemLock;

DSM\_MEMUNLOCK DSM\_MemUnlock;

} TW\_ENTRYPOINT, FAR \* pTW\_ENTRYPOINT;

**Used by**

DG\_CONTROL / DAT\_ENTRYPOINT / MSG\_GET

DG\_CONTROL / DAT\_ENTRYPOINT / MSG\_SET

**Description**

Provides entry points required by TWAIN 2.0 Applications and Sources.

**Field Descriptions**

|  |  |
| --- | --- |
| Size | Size of the structure in bytes. The application must set this before calling MSG\_GET. The Source should examine this when processing a MSG\_SET. |
| DSM\_Entry | A pointer to the DSM\_Entry function. TWAIN 2.0 Sources must use this value instead of getting it themselves. |

DSM\_MemAllocate A pointer to the memory allocation function, taking the form

TW\_HANDLE PASCAL DSM\_MemAllocate (TW\_UINT32).

DSM\_MemFree A pointer to the memory free function, taking the form void PASCAL DSM\_MemAllocate (TW\_HANDLE)

DSM\_MemLock A pointer to the memory lock function, taking the form

TW\_MEMREF PASCAL DSM\_MemAllocate (TW\_HANDLE)

DSM\_MemUnlock A pointer to the memory unlock function, taking the form void PASCAL DSM\_MemUnlock (TW\_HANDLE)

##### TW\_ELEMENT8

TW\_UINT8 Index;

TW\_UINT8 Channel1;

TW\_UINT8 Channel2;

TW\_UINT8 Channel3;

} TW\_ELEMENT8, FAR \* pTW\_ELEMENT8;

**Used by**

Embedded in the TW\_GRAYRESPONSE, TW\_PALETTE8 and TW\_RGBRESPONSE structures

**Description**

This structure holds the tri-stimulus color palette information for TW\_PALETTE8 structures. The order of the channels shall match their alphabetic representation. That is, for RGB data, R shall be channel 1. For CMY data, C shall be channel 1. This allows the application and Source to maintain consistency. Grayscale data will have the same values entered in all three channels.

**Field Descriptions**

Index Value used to index into the color table.

Channel1 First tri-stimulus value (e.g. Red).

Channel2 Second tri-stimulus value (e.g. Green).

Channel3 Third tri-stimulus value (e.g. Blue).

##### TW\_ENUMERATION

typedef struct {

TW\_UINT16 ItemType;

TW\_UINT32 NumItems;

TW\_UINT32 CurrentIndex;

TW\_UINT32 DefaultIndex;

TW\_UINT8 ItemList[1];

} TW\_ENUMERATION, FAR \* pTW\_ENUMERATION;

**Used by**

TW\_CAPABILITY structure (when ConType field specifies TWON\_ENUMERATION)

**Description**

An enumeration stores a list of individual values, with one of the items designated as the current value.

There is no required order to the values in the list. However, it is recommended that the data source’s GUI show the values in the order that they have been negotiated by the application.

It is also recommended, but not required, that a MSG\_GET operation reflects the same order as the last MSG\_SET operation for that capability.

Data sources may opt to always order some enumerated lists, like ICAP\_XRESOLUTION, so that the values are presented on the GUI in numerical order.

This structure is related in function and purpose to TW\_ARRAY, TW\_ONEVALUE, and TW\_RANGE. **Field Descriptions**

|  |  |
| --- | --- |
| ItemType | The type of items in the enumerated list. The type is indicated by the constant held in this field. The constant is of the kind TWTY\_xxxx. All items in the array have the same size. |
| NumItems | How many items are in the enumeration. |
| CurrentIndex | The item number, or index (zero-based) into ItemList[], of the “current” value for the capability. |
| DefaultIndex | The item number, or index (zero-based) into ItemList[], of the “power-on” value for the capability. |
| ItemList[1] | The enumerated list: one value resides within each array element. Space for the list is not allocated inside this structure. The ItemList value is simply a placeholder for the start of the actual array, which must be allocated when the container is allocated. Remember to typecast the allocation to ItemType, as well as references to the elements of the array. |

Ex:

Second element of ICAP\_XFERMECH (assuming >= 2 NumItems) value = ((TW\_UINT16\*)twenum.ItemList)[1];

##### TW\_EVENT

TW\_MEMREF pEvent;

TW\_UINT16 TWMessage;

} TW\_EVENT, FAR \* pTW\_EVENT;

**Used by**

DG\_CONTROL / DAT\_EVENT / MSG\_PROCESSEVENT

**Description**

Used on Windows and Macintosh pre OS X to pass application events/messages from the application to the Source. The Source is responsible for examining the event/message, deciding if it belongs to the Source, and returning an appropriate return code to indicate whether or not the Source owns the event/message. This process is covered in more detail in the Event Loop section of Chapter 3, "Application Implementation".

**Field Descriptions**

|  |  |
| --- | --- |
| pEvent | A pointer to the event/message to be examined by the Source.  Under Microsoft Windows, pEvent is a pMSG (pointer to a Microsoft Windows MSG struct). That is, the message the application received from GetMessage().  On the Macintosh, pEvent is a pointer to an EventRecord. |
| TWMessage | Any message (MSG\_xxxx) the Source needs to send to the application in response to processing the event/message. The messages currently defined for |

this purpose are MSG\_NULL, MSG\_XFERREADY and MSG\_CLOSEDSREQ.

##### TW\_EXTIMAGEINFO

typedef struct {

TW\_UINT32 NumInfos;

TW\_INFO Info[1];

} TW\_EXTIMAGEINFO, FAR \* pTW\_EXTIMAGEINFO;

**Used by**

DG\_IMAGE / DAT\_EXTIMAGEINFO / MSG\_GET

**Description**

This structure is used to pass extended image information from the Data Source to the Application at the end of State 7. The Application creates this structure at the end of State 7 when it receives XFERDONE. The Application fills NumInfos with the Number information it needs, and the array of extended information attributes in Info[ ]array. The Application then sends it down to the source using the above operation triplet. The Data Source then examines each Info, and fills the rest of data with information allocating memory when necessary.

The design of extended image information allows for two methods of passing multiple InfoID types. For instance, assume it is possible for a Source to generate more than one barcode off an image. An Application can request to acquire the data in one of two ways. The first way is as follows:

Applications asks for:

TW\_EXTIMAGEINFO

NumInfos = 4

TW\_INFO[0]

InfoID = TWEI\_BARCODECOUNT

ItemType = TW\_UNINT32

NumItems = 0

ReturnCode = 0

Item = 0

TW\_INFO[1]

InfoID = TWEI\_BARCODETYPE

ItemType = TW\_UNINT32

NumItems = 0

ReturnCode = 0

Item = 0

TW\_INFO[2]

InfoID = TWEI\_BARCODETEXTLENGTH

ItemType = TW\_UNINT32

NumItems = 0

ReturnCode = 0

Item = 0

TW\_INFO[3]

InfoID = TWEI\_BARCODETEXT

ItemType = 0

NumItems = 0

ReturnCode = 0

Item = 0

The Source returns…

TW\_EXTIMAGEINFO

NumInfos = 4

TW\_INFO[0]

InfoID = TWEI\_BARCODECOUNT

ItemType = TW\_UINT32

NumItems = 1

ReturnCode = TWCC\_SUCCESS

Item = 2

TW\_INFO[1]

InfoID = TWEI\_BARCODETYPE

ItemType = TW\_UINT32

NumItems = 2

ReturnCode = TWCC\_SUCCESS

Item = TW\_HANDLE-0

TW\_INFO[2]

InfoID = TWEI\_BARCODETEXTLENGTH

ItemType = TW\_UINT32

NumItems = 2

ReturnCode = TWCC\_SUCCESS

Item = TW\_HANDLE-1

TW\_INFO[3]

InfoID = TWEI\_BARCODETEXT

ItemType = TW\_HANDLE

NumItems = 2

ReturnCode = TWCC\_SUCCESS

Item = TW\_HANDLE-2

((TW\_UINT32\*)TW\_HANDLE-0)[0] TWBT\_3OF9

((TW\_UINT32\*)TW\_HANDLE-0)[1] TWBT\_2OF5INTERLEAVED

((TW\_UINT32\*)TW\_HANDLE-1)[0] 16 ((TW\_UINT32\*)TW\_HANDLE-1)[1] 32

((TW\_UINT8\*)TW\_HANDLE-2)[0] Barcode Text 0

((TW\_UINT8\*)TW\_HANDLE-2)[ ((TW\_UINT32\*)TW\_HANDLE-1)[0]]

Barcode Text 1

Note that Item is a pointer to the first datum for this TW\_INFO. The Item field must be a TW\_HANDLE to the data if the value if the following is true:

(SizeOfSpecifiedItem \* NumItems) > sizeof(TW\_HANDLE)

It is the responsibility of the Application to free both the TW\_EXTIMAGEINFO structure and any Item values that are TW\_HANDLE, based on this calculation.

The reason for this design is so that the Source and Application can easily index through the

TW\_INFO structures (ex: TW\_EXTIMAGEINFO->Item[0])

Note that the above structure could also be requested by the Application as follows:

TW\_EXTIMAGEINFO

NumInfos = 5

TW\_INFO[0]

InfoID = TWEI\_BARCODECOUNT

ItemType = TW\_UNINT32

NumItems = 0

ReturnCode = 0

Item = 0

TW\_INFO[1]

InfoID = TWEI\_BARCODETYPE

ItemType = TW\_UNINT32

NumItems = 0

ReturnCode = 0

Item = 0

TW\_INFO[2]

InfoID = TWEI\_BARCODETEXTLENGTH

ItemType = TW\_UNINT32

NumItems = 0

ReturnCode = 0

Item = 0

TW\_INFO[3]

InfoID = TWEI\_BARCODETEXT

ItemType = 0

NumItems = 0

ReturnCode = 0

Item = 0

TW\_INFO[4]

InfoID = TWEI\_BARCODETEXT

ItemType = 0

NumItems = 0

ReturnCode = 0

Item = 0

If the Source detects multiple occurrences of a tag, then it must distribute the data as best it can across the applicable TW\_INFO fields. NumItems must be equal to one, and if there are not enough TW\_INFOs supplied for the specified InfoID, then any remaining data is discarded by the Source. In this instance the return structure is big enough, and would look like the following…

TW\_EXTIMAGEINFO

NumInfos = 5

TW\_INFO[0]

InfoID = TWEI\_BARCODECOUNT

ItemType = TW\_UINT32

NumItems = 1

ReturnCode = TWCC\_SUCCESS

Item = 2

TW\_INFO[1]

InfoID = TWEI\_BARCODETYPE

ItemType = TW\_UINT32

NumItems = 2

ReturnCode = TWCC\_SUCCESS

Item = TW\_HANDLE-0

TW\_INFO[2]

InfoID = TWEI\_BARCODETEXTLENGTH

ItemType = TW\_UINT32

NumItems = 2

ReturnCode = TWCC\_SUCCESS

Item = TW\_HANDLE-1

TW\_INFO[3]

InfoID = TWEI\_BARCODETEXT

ItemType = TW\_HANDLE

NumItems = 1

ReturnCode = TWCC\_SUCCESS

Item = TW\_HANDLE-2

TW\_INFO[4]

InfoID = TWEI\_BARCODETEXT

ItemType = TW\_HANDLE

NumItems = 1

ReturnCode = TWCC\_SUCCESS

Item = TW\_HANDLE-3

((TW\_UINT32\*)TW\_HANDLE-0)[0] TWBT\_3OF9

((TW\_UINT32\*)TW\_HANDLE-0)[1] TWBT\_2OF5INTERLEAVED

((TW\_UINT32\*)TW\_HANDLE-1)[0] 16 ((TW\_UINT32\*)TW\_HANDLE-1)[1] 32

((TW\_UINT8\*)TW\_HANDLE-2)[0] Barcode Text 0

((TW\_UINT8\*)TW\_HANDLE-3)[ 0] Barcode Text 1

**Field Descriptions**

NumInfos The number of INFO structures must be greater than 0. The application should allocate memory and fill in the attribute tag for image information.

Info[1] Array of information. See TW\_INFO structure.

##### TW\_FILESYSTEM

// DG\_CONTROL / DAT\_FILESYSTEM / MSG\_xxxx fields…

TW\_STR255 InputName;

TW\_STR255 OutputName;

TW\_MEMREF Context;

// DG\_CONTROL / DAT\_FILESYSTEM / MSG\_COPY // DG\_CONTROL / DAT\_FILESYSTEM / MSG\_DELETE field… union {

int Recursive;

TW\_BOOL Subdirectories;

};

// DG\_CONTROL / DAT\_FILESYSTEM / MSG\_GETINFO fields… union {

TW\_INT32 FileType;

TW\_UINT32 FileSystemType;

};

|  |  |
| --- | --- |
| TW\_UINT32 | Size; |
| TW\_STR32 | CreateTimeDate; |
| TW\_STR32 | ModifiedTimeDate; |
| TW\_UINT32 | FreeSpace; |
| TW\_INT32 | NewImageSize; |
| TW\_UINT32 | NumberOfFiles; |
| TW\_UINT32 | NumberOfSnippets; |
| TW\_UINT32 | DeviceGroupMask; |
| TW\_INT8 | Reserved[508]; |

} TW\_FILESYSTEM, FAR \* pTW\_FILESYSTEM;

**Used by**

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_CHANGEDIRECTORY DG\_CONTROL / DAT\_FILESYSTEM / MSG\_COPY

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_CREATEDIRECTORY DG\_CONTROL / DAT\_FILESYSTEM / MSG\_DELETE

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_FORMATMEDIA

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_GETCLOSE

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_GETFIRSTFILE

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_GETINFO

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_GETNEXTFILE DG\_CONTROL / DAT\_FILESYSTEM / MSG\_RENAME

**Description**

Provides information about the currently selected device.

**Field Descriptions**

InputName The name of the input or source file.

|  |  |
| --- | --- |
| OutputName | The result of an operation or the name of a destination file. |
| Context | A pointer to Source specific data used to remember state information, such as the current directory. |

MSG\_GETINFO / MSG\_GETFILEFIRST / MSG\_DELETE

Recursive When set to TRUE recursively apply the operation. (ex: deletes all subdirectories in the directory being deleted; or copies all subdirectories in the directory being copied.

MSG\_GETINFO / MSG\_GETFILEFIRST / MSG\_GETFILENEXT

|  |  |
| --- | --- |
| FileType | One of the TWFY\_xxxx values. |
| Size | TWFY\_DIRECTORY- Total size of media in bytes.  TWFY\_IMAGE- Size of image in bytes.  TWFY\_xxxx- All other file types return a value of  0. |
| CreateTimeDate | The create date of the file, in the form “YYYY/MM/DD HH:mm:SS:sss” where YYYY is the year, MM is the numerical month, DD is the numerical day, HH is the hour, mm is the minute, SS is the second, and sss is the millisecond. |
| ModifyTimeDate | Last date the file was modified. Same format as *CreateTimeDate*. |
| FreeSpace | The bytes of free space left on the current device. |
| NewImageSize | An estimate of the amount of space a new image would take up, based on image layout, resolution and compression. Dividing this value into the *FreeSpace* will yield the approximate number of images that the Device has room for. |
| NumberOfFiles | TWFY\_IMAGE- Return 0  TWFY\_xxxx- Return number of TWFY\_IMAGE files on the file system including those in all sub-directories. |
| NumberOfSnippets | The number of audio snippets associated with a file of type TWFY\_IMAGE. |
| DeviceGroupMask | A set of bits, with each bit uniquely identifying a device of type  TWFY\_CAMERA and any associated TWFY\_CAMERATOP and/or TWFY\_CAMERABOTTOM devices.  This field is intended to be used to group devices together. For example:   * /Camera\_ADF\_Top – DeviceGroupMask = 1 * /Camera\_ ADF\_Bottom – DeviceGroupMask = 1 * /Camera\_Flatbed\_Top – DeviceGroupMask = 2   Possible masks values are bit fields – possible values are:   * 1, 2, 4, 8, 16, 32, 64, 128 (0x01, 0x02, 0x04, 0x08, 0x10, 0x20, 0x40, 0x80)   See “File System” on page A-11. of this specification for more information. |
| Reserved | Space reserved for future expansion of this structure. |

##### TW\_FILTER

TW\_UINT32 Size;

TW\_UINT32 DescriptorCount;

TW\_UINT32 MaxDescriptorCount;

TW\_UINT32 Condition;

TW\_HANDLE hDescriptors

} TW\_FILTER, \*pTW\_FILTER

**Used by**

DG\_IMAGE / DAT\_FILTER / MSG\_GET

DG\_IMAGE / DAT\_FILTER / MSG\_GETDEFAULT

DG\_IMAGE / DAT\_FILTER / MSG\_RESET DG\_IMAGE / DAT\_FILTER / MSG\_SET

**Description**

Specifies the filter to be applied during image acquisition. More than one descriptor can be specified. All descriptors are applied with an OR statement. Filter will check if the current pixel color is inside (or outside) the area specified by the descriptors, and if it is, it will replace its color with value specified in TW\_FILTER\_DESCRIPTOR/Replacement. Note that the resulting image can be grayscale or bitonal, but not color.

**Field Descriptions**

Size Size of this structure in bytes.

Descriptors Number of descriptors in hDescriptors array.

MaxDescriptorCount Maximum possible descriptors. Valid only for MSG\_GET and MSG\_GETDEFAULT operations.

Condition If the value is 0 filter will check if current pixel color is inside the area specified by the descriptor. If the value is 1 it will check if it is outside of this area.

hDescriptors Handle to array of TW\_FILTER\_DESCRIPTOR.

See TW\_FILTER\_DESCRIPTOR.

##### TW\_FILTER\_DESCRIPTOR

typedef struct {

TW\_UINT32 Size;

TW\_UINT32 HueStart;

TW\_UINT32 HueEnd;

TW\_UINT32 SaturationStart;

TW\_UINT32 SaturationEnd;

TW\_UINT32 ValueStart;

TW\_UINT32 ValueEnd;

TW\_UINT32 Replacement;

} TW\_FILTER\_DESCRIPTOR, \*pTW\_FILTER\_DESCRIPTOR;

**Used by**

DG\_IMAGE / DAT\_FILTER / MSG\_GET

DG\_IMAGE / DAT\_FILTER / MSG\_GETDEFAULT

DG\_IMAGE / DAT\_FILTER / MSG\_RESET DG\_IMAGE / DAT\_FILTER / MSG\_SET

**Description**

The range of colors specified by this structure is replaced with Replacement grayscale value in the binary image. The color is specified in HSV color space.

**Field Descriptions**

|  |  |
| --- | --- |
| Size | Size of this structure in bytes. |
| HueStart | Hue starting number. Valid values 0 to 3600 (0° to 360°) |
| HueEnd | Hue ending number. Valid values 0 to 3600 (0° to 360°) |
| SaturationStart | Saturation starting number. Valid values 0 to 1000 (0% to 100%) |
| SaturationEnd | Saturation ending number. Valid values 0 to 1000 (0% to 100%) |
| ValueStart | Luminosity starting number. Valid values 0 to 1000 (0% to 100%) |
| ValueEnd | Luminosity ending number. Valid values 0 to 1000 (0% to 100%) |
| Replacement | Replacement grayscale value. Valid values 0 to (232)–1 (Maximum value depends on grayscale bit depth) |

##### TW\_FIX32

TW\_INT16 Whole;

TW\_UINT16 Frac;

} TW\_FIX32, FAR \* pTW\_FIX32;

**Used by**

Embedded in the TW\_CIECOLOR, TW\_CIEPOINT, TW\_DECODEFUNCTION, TW\_FRAME, TW\_IMAGEINFO, and TW\_TRANSFORMSTAGE structures.

Used in TW\_ARRAY, TW\_ENUMERATION, TW\_ONEVALUE, and TW\_RANGE structures when ItemType is TWTY\_FIX32.

**Description**

Stores a Fixed point number in two parts, a whole and a fractional part. The Whole part carries the sign for the number. The Fractional part is unsigned.

**Field Descriptions**

Whole The Whole part of the floating point number. This number is signed.

Frac The Fractional part of the floating point number. This number is unsigned.

The following functions convert TW\_FIX32 to float and float to TW\_FIX32:

/\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

* FloatToFix32
* Convert a floating point value into a FIX32.

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*/

**TW\_FIX32** FloatToFix32 (float floater)

{

TW\_FIX32 Fix32\_value;

TW\_INT32 value = (TW\_INT32) (floater \* 65536.0 + 0.5);

Fix32\_value.Whole = value >> 16; Fix32\_value.Frac = value & 0x0000ffffL; return (Fix32\_value);

}

/\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

* Fix32ToFloat
* Convert a FIX32 value into a floating point value.\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*/ float FIX32ToFloat (**TW\_FIX32** fix32)

{ float floater; floater = (float) fix32.Whole + (float) fix32.Frac / 65536.0;

return floater; }

##### TW\_FRAME

typedef struct {

TW\_FIX32 Left;

TW\_FIX32 Top;

TW\_FIX32 Right;

TW\_FIX32 Bottom;

} TW\_FRAME, FAR \* pTW\_FRAME;

**Used by**

Embedded in the TW\_IMAGELAYOUT structure

**Description**

Defines a frame rectangle in ICAP\_UNITS coordinates.

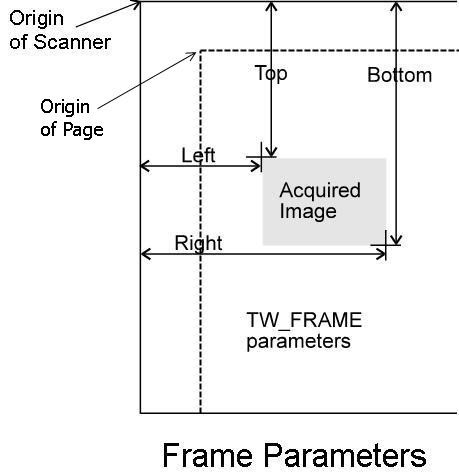
**Field Descriptions**

Left Value of the left-most edge of the rectangle (in ICAP\_UNITS).

Top Value of the top-most edge of the rectangle (in ICAP\_UNITS).

Right Value of the right-most edge of the rectangle (in ICAP\_UNITS).

Bottom Value of the bottom-most edge of the rectangle (in ICAP\_UNITS).



##### TW\_GRAYRESPONSE

TW\_ELEMENT8 Response[1];

} TW\_GRAYRESPONSE, FAR \* pTW\_GRAYRESPONSE;

**Used by**

DG\_IMAGE / DAT\_GRAYRESPONSE / MSG\_RESET DG\_IMAGE / DAT\_GRAYRESPONSE / MSG\_SET

**Description**

This structure is used by the application to specify a set of mapping values to be applied to grayscale data. Use this structure for grayscale data whose bit depth is up to and including 8-bits. This structure can only be used if TW\_IMAGEINFO. PixelType is TWPT\_GRAY. The number of elements in the array is determined by TW\_IMAGEINFO.BitsPerPixel—the number of elements is 2 raised to the power of TW\_IMAGEINFO.BitsPerPixel.

This structure is primarily intended for use by applications that bypass the Source’s built-in user interface.

**Field Descriptions**

Response[1] Transfer curve descriptors. All three channels (Channel1, Channel2 and Channel3) must contain the same value for every entry.

##### TW\_HANDLE

See “Platform Specific Typedefs” on page 8-4 for information on the actual mapping of this type.

**Used by**

Embedded in the TW\_CAPABILITY and TW\_USERINTERFACE structures, and used by TW\_INFO and TW\_ONEVALUE structures when ItemType is TWTY\_HANDLE. When used in a capability TW\_HANDLE must reflect a string. For TW\_INFO, Application writers will need to look at the metadata to determine if the Handle is a string or binary data.

**Description**

The typedef of Handles are defined by the operating system. TWAIN defines TW\_HANDLE to be the handle type supported by the operating system. Identified as a TW\_HANDLE by setting ItemType to TWTY\_HANDLE where appropriate.

**Field Descriptions**

See definitions above

##### TW\_IDENTITY

#if defined(\_\_APPLE\_\_) /\* cf: Mac version of TWAIN.h \*/

TW\_MEMREF Id;

#else

TW\_UINT32 Id;

#endif

TW\_VERSION Version;

|  |  |
| --- | --- |
| TW\_UINT16 | ProtocolMajor; |
| TW\_UINT16 | ProtocolMinor; |
| TW\_UINT32 | SupportedGroups; |
| TW\_STR32 | Manufacturer; |
| TW\_STR32 | ProductFamily; |
| TW\_STR32 | ProductName; |

} TW\_IDENTITY, FAR \* pTW\_IDENTITY;

**Used by**

A large number of the operations because it identifies the application and the Source

**Description**

Provides identification information about a TWAIN entity. Used to maintain consistent communication between entities.

**Field Descriptions**

|  |  |
| --- | --- |
| Id | A unique, internal identifier for the TWAIN entity. This field is only filled by the Source Manager. Neither an application nor a Source should fill this field. The Source uses the contents of this field to “identify” which application is invoking the operation sent to the Source. |
| Version | A TW\_VERSION structure identifying the TWAIN entity. |
| ProtocolMajor | Major number of latest TWAIN version that this element supports (see TWON\_PROTOCOLMAJOR). |
| ProtocolMinor | Minor number of latest TWAIN version that this element supports (see TWON\_PROTOCOLMINOR). |
| Manufacturer | String identifying the manufacturer of the application or Source. e.g. “Aldus”. |
| ProductFamily | Tells an application that performs device-specific operations which product family the Source supports. This is useful when a new Source has been released and the application doesn’t know about the particular Source but still wants to perform Custom operations with it. e.g. “ScanMan”. |
| ProductName | A string uniquely identifying the Source. This is the string that will be displayed to the user at Source select-time. This string must uniquely identify your Source for the user, and should identify the application unambiguously for Sources that care. e.g. “ScanJet IIc”. |

SupportedGroups • The application will normally set this field to specify which Data Group(s) it wants the Source Manager to sort Sources by when presenting the Select Source dialog, or returning a list of available Sources. The application sets this prior to invoking a MSG\_USERSELECT operation.

* The application may also set this field to specify which Data Group(s) it wants the Source to be able to acquire and transfer. The application must do this prior to sending the Source its MSG\_ENABLEDS operation.
* The Source must set this field to specify which Data Group(s) it can acquire. It will do this in response to a MSG\_OPENDS.
* Beginning with TWAIN 2.0 the Source Manager reserves the most significant two byes in the SupportedGroups for the Data Flags (0x0001000 to 0xFFFF0000).

DF\_DSM2 – identifies the Source Manager as TWAIN 2.0 compliant

DF\_APP2 – is set by an Application that is TWAIN 2.0 compliant

DF\_DS2 – is set by a Source that is TWAIN 2.0 compliant

##### TW\_IMAGEINFO

TW\_FIX32 XResolution;

TW\_FIX32 YResolution; TW\_INT32 ImageWidth;

TW\_INT32 ImageLength;

TW\_INT16 SamplesPerPixel;

TW\_INT16 BitsPerSample[8];

TW\_INT16 BitsPerPixel;

TW\_BOOL Planar;

TW\_INT16 PixelType;

TW\_UINT16 Compression;

} TW\_IMAGEINFO, FAR \* pTW\_IMAGEINFO;

**Used by**

The DG\_IMAGE / DAT\_IMAGEINFO / MSG\_GET operation

**Description**

Describes the “real” image data, that is, the complete image being transferred between the Source and application. The Source may transfer the data in a different format--the information may be

transferred in “strips” or “tiles” in either compressed or uncompressed form. See the TW\_IMAGEMEMXFER structure for more information.

The term “sample” is referred to a number of times in this structure. It holds the same meaning as in the TIFF specification. A sample is a contiguous body of image data that can be categorized by the channel or “ink color” it was captured to describe. In an R-G-B (Red-Green-Blue) image, such as on your TV or computer’s CRT, each color channel is composed of a specific color. There are 3 samples in an R-G-B; Red, Green, and Blue. A C-Y-M-K image has 4 samples. A Grayscale or Black and White image has a single sample.

**Note:** The value -1 in ImageWidth and ImageLength are special cases. It is possible for a Source to not know either its Width or Length. Applications need to consider this when allocating memory or otherwise dealing with the size of the Image.

**Field Descriptions**

|  |  |
| --- | --- |
| XResolution | The number of pixels per ICAP\_UNITS in the horizontal direction. The current unit is assumed to be “inches” unless it has been otherwise negotiated between the application and Source. |
| YResolution | The number of pixels per ICAP\_UNITS in the vertical direction. |
| ImageWidth | How wide, in pixels, the entire image to be transferred is. If the Source doesn’t know, set this field to -1 (hand scanners may do this). |

--1 can only be used if the application has set ICAP\_UNDEFINEDIMAGESIZE to TRUE.

|  |  |
| --- | --- |
| ImageLength | How tall/long, *in pixels*, the image to be transferred is. If the Source doesn’t know, set this field to -1 (hand scanners may do this).  -1 can only be used if the application has set ICAP\_UNDEFINEDIMAGESIZE to TRUE. |
| SamplesPerPixel | The number of samples being returned. For R-G-B, this field would be set to 3. For C-MY-K, 4. For Grayscale or Black and White, 1. |
| BitsPerSample[8] | For each sample, the number of bits of information. 24-bit R-G-B will typically have 8 bits of information in each sample (8+8+8). Some 8-bit color is sampled at 3 bits Red, 3 bits Green, and 2 bits Blue. Such a scheme would put 3, 3, and 2 into the first 3 elements of this array. The supplied array allows up to 8 samples. Samples are not limited to 8 bits. However, both the application and Source must simultaneously support sample sizes greater than 8 bits per color. |
| BitsPerPixel | The number of bits in each image pixel (or bit depth). This value is invariant across the image. 24-bit R-G-B has BitsPerPixel = 24. 40-bit C-M-Y-K has BitsPerPixel=40. 8-bit Grayscale has BitsPerPixel = 8. Black and White has BitsPerPixel = 1. |
| Planar | If SamplesPerPixel > 1, indicates whether the samples follow one another on a pixel-bypixel basis (R-G-B-R-G-B-R-G-B...) as is common with a one-pass scanner or all the pixels for each sample are grouped together (complete group of R, complete group of G, complete group of B) as is common with a three-pass scanner. If the pixel-by-pixel method (also known as “chunky”) is used, the Source should set Planar = FALSE. If the grouped method (also called “planar”) is used, the Source should set Planar = TRUE. |
| PixelType | This is the highest categorization for how the data being transferred should be interpreted by the application. This is how the application can tell if the data is Black and White, Grayscale, or Color. Currently, the only color type defined is “tri-stimulus”, or color described by three characteristics. Most popular color description methods use tristimulus descriptors. For simplicity, the constant used to identify tri-stimulus color is called TWPT\_RBG, for R-G-B color. There is no default for this value. Fill this field with the appropriate TWPT\_xxxx constant. |
| Compression | The compression method used to process the data being transferred. Default is no compression. Fill this field with the appropriate TWCP\_xxxx constant. |

##### TW\_IMAGELAYOUT

TW\_FRAME Frame;

TW\_UINT32 DocumentNumber;

TW\_UINT32 PageNumber;

TW\_UINT32 FrameNumber;

} TW\_IMAGELAYOUT, FAR \* pTW\_IMAGELAYOUT;

**Used by**

DG\_IMAGE / DAT\_IMAGELAYOUT / MSG\_GET

DG\_IMAGE / DAT\_IMAGELAYOUT / MSG\_GETDEFAULT

DG\_IMAGE / DAT\_IMAGELAYOUT / MSG\_RESET DG\_IMAGE / DAT\_IMAGELAYOUT / MSG\_SET

**Description**

Involves information about the original size of the acquired image and its position on the scanner relative to the scanner’s upper-left corner. **Default measurements are in inches** (units of measure can be changed by negotiating the ICAP\_UNITS capability). This information may be used by the application to relate the acquired (and perhaps processed image) to the original. Further, the application can, using this structure, set the size of the image it wants acquired.

Another attribute of this structure is the included frame, page, and document indexing information. Most Sources and applications, at least at first, will likely set all these fields to one. For Sources that can acquire more than one frame from a page in a single acquisition, the FrameNumber field will be handy. Sources that can acquire more than one page from a document feeder will use PageNumber and DocumentNumber. These fields will be especially useful for forms-processing applications and other applications with similar document tracking requirements.

**Field Descriptions**

|  |  |
| --- | --- |
| Frame | Defines the Left, Top, Right, and Bottom coordinates (in ICAP\_UNITS) of the rectangle enclosing the original image on the scanner. If the application isn’t interested in setting the origin of the image, set both Top and Left to zero. The Source will fill in the actual values following the acquisition. See also TW\_FRAME. |
| DocumentNumber | The document number, assigned by the Source, that the acquired data originated on. Useful for grouping pages together. Usually a physical representation, this could just as well be a logical construct. Initial value is 1. Increment when a new document is placed into the document feeder (usually tell this has happened when the feeder empties). Reset when no longer acquiring from the feeder. |
| PageNumber | The page which the acquired data was captured from. Useful for grouping Frames together that are in some way related, usually Source. Usually a physical representation, this could just as well be a logical construct. Initial value is 1. Increment for each page fed from a page feeder. Reset when a new document is placed into the feeder. |
| FrameNumber | Usually a chronological index of the acquired frame. These frames are related to one another in some way; usually they were acquired from the same page. The Source assigns these values. Initial value is 1. Reset when a new page is acquired. |

##### TW\_IMAGEMEMXFER

typedef struct {

TW\_UINT16 Compression;

TW\_UINT32 BytesPerRow;

TW\_UINT32 Columns;

TW\_UINT32 Rows;

TW\_UINT32 XOffset;

TW\_UINT32 YOffset;

TW\_UINT32 BytesWritten;

TW\_MEMORY Memory;

} TW\_IMAGEMEMXFER, FAR \* pTW\_IMAGEMEMXFER;

**Used by**

DG\_IMAGE / DAT\_IMAGEMEMXFER / MSG\_GET

**Description**

Describes the form of the acquired data being passed from the Source to the application. When used in combination with a TW\_IMAGEINFO structure, the application can correctly interpret the image.

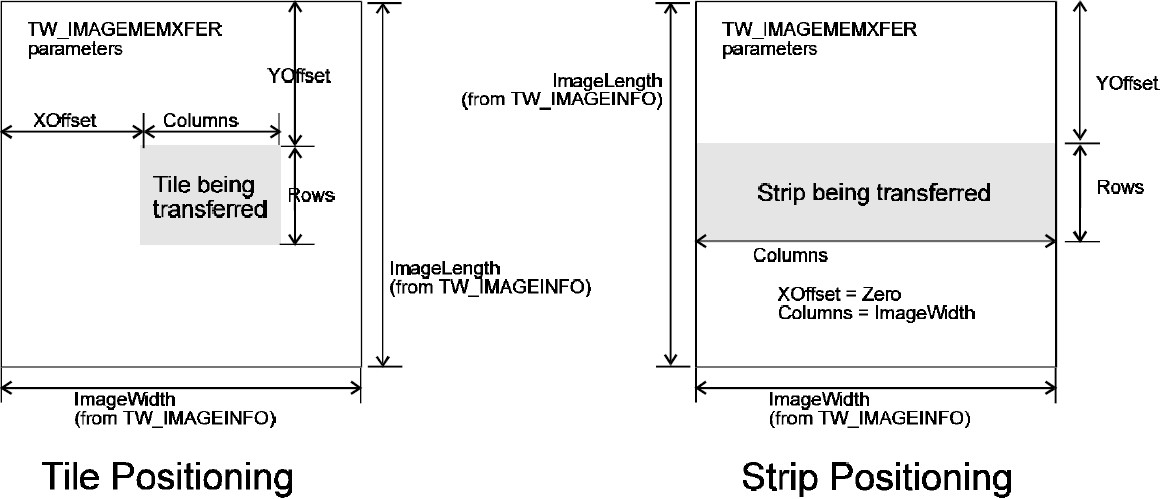
This structure allows transfer of “chunks” from the acquired data. These portions may be either “strips” or “tiles.” Strips are tiles whose width matches that of the full image. Strips are always passed sequentially, from “top” to “bottom”. A tile’s position does not necessarily follow that of the previously passed tile. Most Sources will transfer strips.

**Note:** When transferring tiles, the application should remember what corner was contained in the first tile of a plane. When the opposite corner is delivered, the plane is complete. The dimensions of the memory transfers may vary.

Data may be passed either compressed or uncompressed. All Sources must support uncompressed Data. Sources are not required to support compressed data transfers. Compressed data transfers, and how the values are entered into the fields of this structure, are described in Chapter 4, "Advanced Application Implementation".

Following is a picture of some of the fields from a TW\_IMAGEMEMXFER structure. **The large outline shows the entire image which was selected to be transferred.** The smaller rectangle shows the particular portion being described by this TW\_IMAGEMEMXFER structure.

**Note:** Remember that for a “strip” transfer XOffset = 0, and Columns = TW\_IMAGEINFO.ImageWidth.



**Field Descriptions**

|  |  |
| --- | --- |
| Compression | The compression method used to process the data being transferred. Write the constant (TWCP\_xxxx) that precisely describes the type of compression used for the buffer. This may be different from the method reported in the TW\_IMAGEINFO structure (if the user selected a different method before the actual transfer began, for instance). This is unlikely, but possible. The application can optionally abort the acquisition if the value in this field differs from the TW\_IMAGEINFO value. Default is no compression (TWCP\_NONE) and most transfers will probably be uncompressed. See the list of constants in the TWAIN.H file. |
| BytesPerRow | The number of uncompressed bytes in each row of the piece of the image being described in this buffer. |
| Columns | The number of uncompressed columns (in pixels) in this buffer. |
| Rows | The number or uncompressed rows (in pixels) in this buffer. |
| XOffset | How far, in pixels, the left edge of the piece of the image being described by this structure is inset from the “left” side of the original image. If the Source is transferring in “strips”, this value will equal zero. If the Source is transferring in “tiles”, this value will often be nonzero. |
| YOffset | Same idea as XOffset, but the measure is in pixels from the “top” of the original image to the upper edge of this piece. |
| BytesWritten | The number of bytes written into the transfer buffer. This field must always be filled in correctly, whether compressed or uncompressed data is being transferred. |
| Memory | A structure of type TW\_MEMORY describing who must dispose of the buffer, the actual size of the buffer, in bytes, and where the buffer is located in memory. |

##### TW\_INFO

typedef struct {

TW\_UINT16 InfoID;

TW\_UINT16 ItemType;

TW\_UINT16 NumItems;

TW\_UINT16 ReturnCode;

TW\_UINTPTR Item;

} TW\_INFO, FAR \* pTW\_INFO; **Used by**

Within TW\_EXTIMAGEINFO structure.

**Description**

This structure is used to pass specific information between the data source and the application.

**Field Descriptions**

|  |  |
| --- | --- |
| InfoID | Tag identifying an information. For TW\_EXTIMAGEINFO, the information ID is defined as IACAP\_xxxx. (Please refer to Extended Image capabilities). |
| ItemType | Item data type. It is one of TWTY\_xxxx value as listed in the TW\_INFO.ITEMTYPE below. |
| NumItems | Number of items for this field. |
| ReturnCode | This is the return code of availability of data for extended image attribute requested. Following is the list of possible condition codes:  TWRC\_INFONOTSUPPORTED  TWRC\_DATANOTAVAILABLE  TWRC\_SUCCESS |
| Item | The TW\_INFO.Item field contains either data or a handle to data. The field contains data if the total amount of data is less than or equal to four bytes. The field contains a handle if the total amount of data is more than four bytes. The amount of data is determined by multiplying  TW\_INFO.NumItems times the byte size of the data type specified by TW\_INFO.ItemType. |

If the TW\_INFO.Item field contains a handle to data, then the Application is responsible for freeing that memory.

###### TW\_INFO.ITEMTYPE

|  |  |  |
| --- | --- | --- |
| **ItemType** | **NumItems** | **Data/Pointer Reason** |
| TW\_STR32 | 1 | handle to data (sizeof (TW\_STR32) \* 1) > 4 |
| TW\_INT32 | 1 | data (sizeof (TW\_INT32) \* 1) == 4 |
| TW\_INT8 | 3 | data (sizeof (TW\_INT8) \* 3) < 4 |
| TW\_INT8 | 5 | handle to data (sizeof (TW\_INT8) \* 5) > 4 |

TW\_INFO Return Codes

Following is the list of added return codes.

TWRC\_INFONOTSUPPORTED Requested information is not supported.

TWRC\_DATANOTAVAILABLE Requested information is supported, but some unknown reason, information is not available.

##### TW\_JPEGCOMPRESSION

typedef struct {

TW\_UINT16 ColorSpace;

TW\_UINT32 SubSampling;

TW\_UINT16 NumComponents;

TW\_UINT16 RestartFrequency;

TW\_UINT16 QuantMap[4];

TW\_MEMORY QuantTable[4];

TW\_UINT16 HuffmanMap[4];

TW\_MEMORY HuffmanDC[2];

TW\_MEMORY HuffmanAC[2];

} TW\_JPEGCOMPRESSION, FAR \* pTW\_JPEGCOMPRESSION;

**Used by**

DG\_IMAGE / DAT\_JPEGCOMPRESSION / MSG\_GET

DG\_IMAGE / DAT\_JPEGCOMPRESSION / MSG\_GETDEFAULT

DG\_IMAGE / DAT\_JPEGCOMPRESSION / MSG\_RESET DG\_IMAGE / DAT\_JPEGCOMPRESSION / MSG\_SET

**Description**

Describes the information necessary to transfer a JPEG-compressed image during a buffered transfer. Images compressed in this fashion will be compatible with the JPEG File Interchange Format, version 1.1. For more information on JPEG and TWAIN, see Chapter 4, "Advanced

Application Implementation". The TWAIN JPEG implementation is based on the JPEG Draft

International Standard, version 10918-1. The sample tables found in Section K of the JPEG Draft International Standard, version 10918-1 are used as the default tables for QuantTable, HuffmanDC, and HuffmanAC.

**Field Descriptions**

|  |  |
| --- | --- |
| ColorSpace | One of the TWPT\_xxxx values. Defines the color space in which the compressed components are stored. Only spaces supported by the Source for ICAP\_JPEGPIXELTYPE are valid. |
| SubSampling | Encodes the horizontal and vertical subsampling in the form ABCDEFGH, where ABCD are the high-order four nibbles which represent the horizontal subsampling and EFGH are the low-order four nibbles which represent the vertical subsampling. Each nibble may have a value of 0, 1, 2, 3, or 4. However, max(A,B,C,D) \* max(E,F,G,H) must be less than or equal to 10. Subsampling is irrelevant for single component images. Therefore, the corresponding nibbles should be set to 1. e.g. To indicate subsampling two Y for each U and V in a YUV space image, where the same subsampling occurs in both horizontal and vertical axes, this field would hold 0x21102110. For a grayscale image, this field would hold 0x10001000. A CMYK image could hold 0x11111111. |
| NumComponents | Number of color components in the image to be compressed. |
| RestartFrequency | Number of MDUs (Minimum Data Units) between restart markers. Default is 0, indicating that no restart markers are used. An MDU is defined for interleaved data (i.e.  R-G-B, Y-U-V, etc.) as a minimum complete set of 8x8 component blocks. |
| QuantMap[4] | Mapping of components to Quantization tables. |

|  |  |
| --- | --- |
| QuantTable[4] | Quantization tables. |
| HuffmanMap[4] | Mapping of components to Huffman tables. Null entries signify selection of the default tables. |
| HuffmanDC[2] | DC Huffman tables. Null entries signify selection of the default tables. |
| HuffmanAC[2] | AC Huffman tables. Null entries signify selection of the default tables. |

##### TW\_MEMORY

typedef struct {

TW\_UINT32 Flags;

TW\_UINT32 Length;

TW\_MEMREF TheMem;

} TW\_MEMORY, FAR \* pTW\_MEMORY;

**Used by**

Embedded in the TW\_IMAGEMEMXFER and TW\_JPEGCOMPRESSION structures

**Description**

Provides information for managing memory buffers. Memory fortransfer buffers is allocated by the application--the Source is asked to fill these buffers. This structure keeps straight which entity is responsible for deallocation.

**Field Descriptions**

|  |  |
| --- | --- |
| Flags | Encodes which entity releases the buffer and how the buffer is referenced. The ownership flags must be used:   * when transferring Buffered Memory data as tiles * ·when transferring Buffered Memory that is compressed * in the TW\_JPEGCOMPRESSION structure   When transferring Buffered Memory data as uncompressed strips, the application allocates the buffers and is responsible for setting the ownership flags.  This field is used to identify how the memory is to be referenced. The memory is always referenced by a Handle on the Macintosh and a Pointer under UNIX. It is referenced by a Handle or a pointer under Microsoft Windows.  Use TWMF\_xxxx constants, bit-wise OR’d together to fill this field.  Flag Constants:  TWMF\_APPOWNS 0x1  TWMF\_DSMOWNS 0x2  TWMF\_DSOWNS 0x4  TWMF\_POINTER 0x8  TWMF\_HANDLE 0x10 |
| Length | The size of the buffer in bytes. Should always be an even number and wordaligned. |
| TheMem | Reference to the buffer. May be a Pointer or a Handle (see Flags field to make this determination). You must typecast this field before referencing it in your code. |

##### TW\_MEMREF

See “Platform Specific Typedefs” on page 8-4 for information on the actual mapping of this type.

**Used by**

Embedded in the TW\_EVENT and TW\_MEMORY structures

**Description**

Memory references are specific to each operating system. TWAIN defines TW\_MEMREF to be the memory reference type supported by the operating system.

**Field Descriptions**

See definitions above.

##### TW\_UINTPTR

**On Windows:** typedef UINT\_PTR TW\_UINTPTR; **On Macintosh and Unix:**

//32 bit GNU

typedef unsigned long TW\_UINTPTR;

//64 bit GNU

typedef unsigned long long TW\_UINTPTR; **Used by**

Embedded in the TW\_INFO structure.

**Description**

Integer pointer references are specific to each operating system. TWAIN defines TW\_UINTPTR to be the integer pointer reference type supported by the operating system.

**Field Descriptions**

See definitions above

##### TW\_ONEVALUE

TW\_UINT16 ItemType;

TW\_UINT32 Item;

} TW\_ONEVALUE, FAR \* pTW\_ONEVALUE;

**Used by**

TW\_CAPABILITY structure (when ConType field specifies TWON\_ONEVALUE)

**Description**

Stores a single value (item) which describes a capability. This structure is currently used only in a TW\_CAPABILITY structure. Such a value would be useful to describe the current valueof the device’s contrast, or to set a specific contrast value. This structure is related in function and purpose to TW\_ARRAY, TW\_ENUMERATION, and TW\_RANGE.

Note that in cases where the data type is TW\_UINT16, the data should reside in the lower word.

**Field Descriptions**

ItemType The type of the item. The type is indicated by the constant held in this field. The constant is of the kind TWTY\_xxxx.

Item The value.

##### TW\_PALETTE8

TW\_UINT16 NumColors;

TW\_UINT16 PaletteType;

TW\_ELEMENT8 Colors[256];

} TW\_PALETTE8, FAR \* pTW\_PALETTE8;

**Used by**

DG\_IMAGE / DAT\_PALETTE8 / MSG\_GET

DG\_IMAGE / DAT\_PALETTE8 / MSG\_GETDEFAULT

DG\_IMAGE / DAT\_PALETTE8 / MSG\_RESET DG\_IMAGE / DAT\_PALETTE8 / MSG\_SET

**Description**

This structure holds the color palette information for buffered memory transfers of type ICAP\_PIXELTYPE = TWPT\_PALETTE.

**Field Descriptions**

NumColors Number of colors in the color table; maximum index into the color table should be one less than this (since color table indexes are zero-based).

PaletteType TWPA\_xxxx constant specifying the type of palette.

Colors[256] Array of palette values.

##### TW\_PASSTHRU

TW\_MEMREF pCommand;

TW\_UINT32 CommandBytes;

TW\_INT32 Direction;

TW\_MEMREF pData;

TW\_UINT32 DataBytes;

TW\_UINT32 DataBytesXfered;

} TW\_PASSTHRU, FAR \* pTW\_PASSTHRU;

**Used by**

DG\_CONTROL / DAT\_PASSTHRU / MSG\_PASSTHRU

**Description**

Used to bypass the TWAIN protocol when communicating with a device. All memory must be allocated and freed by the Application. Use of this feature is limited to Source writers who require a standard entry point for specialized Applications, such as diagnostics.

**Field Descriptions**

pCommand Pointer to Command buffer.

CommandBytes Number of bytes in Command buffer.

Direction One of the TWDR\_xxxx values. Defines the direction of data flow. pData Pointer to Data buffer.

DataBytes Number of bytes in Data buffer.

DataBytesXfered Number of bytes successfully transferred.

##### TW\_PENDINGXFERS

TW\_UINT16 Count; union {

TW\_UINT32 EOJ;

TW\_UINT32 Reserved;

#if defined(\_\_APPLE\_\_) /\* cf: Mac version of TWAIN.h \*/ union {

TW\_UINT32 EOJ;

TW\_UINT32 Reserved;

} TW\_JOBCONTROL;

#endif

};

} TW\_PENDINGXFERS, FAR \*pTW\_PENDINGXFERS;

**Used by**

DG\_CONTROL / DAT\_PENDINGXFERS / MSG\_ENDXFER

DG\_CONTROL / DAT\_PENDINGXFERS / MSG\_GET

DG\_CONTROL / DAT\_PENDINGXFERS / MSG\_RESET

**Description**

This structure tells the application how many more complete transfers the Source currently has available. The application should MSG\_GET this structure at the conclusion of a transfer to confirm the Source’s current state. If the Source has more transfers pending it will remain in State 6 awaiting initiation of the next transfer by the application.

If it has no more image transfers pending, it will place zero into the Count and will have automatically transitioned to State 5 (audio transfers will remain in State 6, even when the Count goes to zero).

If the Source knows there are more transfers pending but is unsure of the actual number, it should place -1 into Count (for example, with document feeders or continuous video sources). Otherwise, the Source should place the actual number of pending transfers into Count.

**Field Descriptions**

Count When DAT\_XFERGROUP is set to DG\_IMAGE

The number of complete transfers a Source has available for the application it is connected to. If no more transfers are available, set to zero. If an unknown and non-zero number of transfers are available, set to -1.

When DAT\_XFERGROUP is set to DG\_AUDIO

The number of complete audio snippet transfers for a given image a Source has available for the application it is connected to. If no more transfers are available, set to zero. –1 is not a valid value.

EOJ The application should check this field if the CAP\_JOBCONTROL is set to other than TWJC\_NONE. If the EOJ is not 0, the application should expect more data from the driver according to CAP\_JOBCONTROL settings.

The source should fill this value with one of the TWEJ\_xxx patch codes if CAP\_JOBCONTROL is set to other than TWJC\_NONE.

Reserved Maintained so as not to cause compile time errors for pre-1.7 code.

##### TW\_RANGE

TW\_UINT16 ItemType;

TW\_UINT32 MinValue;

TW\_UINT32 MaxValue;

TW\_UINT32 StepSize;

TW\_UINT32 DefaultValue;

TW\_UINT32 CurrentValue;

} TW\_RANGE, FAR \* pTW\_RANGE;

**Used by**

TW\_CAPABILITY structure (when ConType field specifies TWON\_RANGE)

**Description**

Stores a range of individual values describing a capability. The values are uniformly distributed between a minimum and a maximum value. The step size between each value is constant. Such a value is useful when describing such capabilities as the resolutions of a device which supports discreet, uniform steps between each value, such as 50 through 300 dots per inch in steps of 2 dots per inch (50, 52, 54, ..., 296, 298, 300). This structure is related in function and purpose to

TW\_ARRAY, TW\_ENUMERATION, and TW\_ONEVALUE.

**Field Descriptions**

|  |  |
| --- | --- |
| ItemType | The type of items in the list. The type is indicated by the constant held in this field. The constant is of the kind TWTY\_xxxx. All items in the list have the same size/type. |
| MinValue | The least positive/most negative value of the range. |
| MaxValue | The most positive/least negative value of the range. |
| StepSize | The delta between two adjacent values of the range. e.g. Item2 - Item1 = StepSize; |
| DefaultValue | The device’s “power-on” value for the capability. If the application is performing a MSG\_SET operation and isn’t sure what the default value is, set this field to TWON\_DONTCARE32. |
| CurrentValue | The value to which the device (or its user interface) is currently set to for the capability. |

##### TW\_RGBRESPONSE

ELEMENT8 Response[1];

} TW\_RGBRESPONSE, FAR \* pTW\_RGBRESPONSE;

**Used by**

DG\_IMAGE / DAT\_RGBRESPONSE / MSG\_RESET DG\_IMAGE / DAT\_RGBRESPONSE / MSG\_SET

**Description**

This structure is used by the application to specify a set of mapping values to be applied to RGB color data. Use this structure for RGB data whose bit depth is up to, and including, 8-bits. The number of elements in the array is determined by TW\_IMAGEINFO.BitsPerPixel—the number of elements is 2 raised to the power of TW\_IMAGEINFO.BitsPerPixel.

This structure is primarily intended for use by applications that bypass the Source’s built-in user interface.

**Field Descriptions**

Response[1] Transfer curve descriptors. To minimize color shift problems, writing the same values into each channel is desirable.

##### TW\_SETUPFILEXFER

TW\_STR255 FileName;

TW\_UINT16 Format;

TW\_INT16 VRefNum;

} TW\_SETUPFILEXFER, FAR \* pTW\_SETUPFILEXFER;

**Used by**

DG\_CONTROL / DAT\_SETUPFILEXFER / MSG\_GET

DG\_CONTROL / DAT\_SETUPFILEXFER / MSG\_GETDEFAULT

DG\_CONTROL / DAT\_SETUPFILEXFER / MSG\_RESET DG\_CONTROL / DAT\_SETUPFILEXFER / MSG\_SET

**Description**

Describes the file format and file specification information for a transfer through a disk file.

**Field Descriptions**

FileName A complete file specifier to the target file. On Windows, be sure to include the complete pathname.

Format The format of the file the Source is to fill. Fill with the correct constant—as negotiated with the Source—of type TWFF\_xxxx.

VRefNum The volume reference number for the file. This applies to Macintosh only. On Windows and Linux, fill the field with TWON\_DONTCARE16.

##### TW\_SETUPMEMXFER

TW\_UINT32 MinBufSize;

TW\_UINT32 MaxBufSize;

TW\_UINT32 Preferred;

} TW\_SETUPMEMXFER, FAR \* pTW\_SETUPMEMXFER;

**Used by**

DG\_CONTROL / DAT\_SETUPMEMXFER / MSG\_GET

**Description**

Provides the application information about the Source’s requirements and preferences regarding allocation of transfer buffer(s). The best applications will allocate buffers of the Preferred size. An application should never allocate a buffer smaller than MinBufSize. Some Sources may not be able to fill a buffer larger than MaxBufSize so a larger allocation is a waste of RAM (digital cameras or frame grabbers fit this category).

Sources should fill out all three fields as accurately as possible. If a Source can fill an indeterminately large buffer (hand scanners might do this), put a -1 in MaxBufSize.

**Field Descriptions**

|  |  |
| --- | --- |
| MinBufSize | The size of the smallest transfer buffer, in bytes, that a Source can be successful with. This will typically be the number of bytes in an uncompressed row in the block to be transferred. An application should never allocate a buffer smaller than this. |
| MaxBufSize | The size of the largest transfer buffer, in bytes, that a Source can fill. If a Source can fill an arbitrarily large buffer, it might set this field to negative 1 to indicate this (a hand-held scanner might do this, depending on how long its cord is). Other Sources, such as frame grabbers, cannot fill a buffer larger than a certain size. Allocation of a transfer buffer larger than this value is wasteful. |
| Preferred | The size of the optimum transfer buffer, in bytes. A smart application will allocate transfer buffers of this size, if possible. Buffers of this size will optimize the Source’s performance. Sources should be careful to put reasonable values in this field. Buffers that are 10’s of kbytes will be easier for applications to allocate than buffers that are 100’s or 1000’s of kbytes. |

##### TW\_STATUS

TW\_UINT16 ConditionCode; // output union {

TW\_UINT16 Data; // output (TWAIN 2.1 and newer)

TW\_UINT16 Reserved; // output (TWAIN 2.0 and older) };

} TW\_STATUS, FAR \* pTW\_STATUS;

**Used by**

DG\_CONTROL / DAT\_STATUS / MSG\_GET

DG\_CONTROL / DAT\_STATUSUTF8 / MSG\_GET (as part of TW\_STATUSUTF8)

**Description**

Describes the status of a source.

**Field Descriptions**

ConditionCode TWCC\_xxxx Condition Code describing the status.

Data Valid for TWAIN 2.1 and later. This field contains additional

scanner-specific data. If there is no data, then this value must be zero. Reserved Only option for TWAIN 2.0 and earlier. If used it must be zero.

##### TW\_STATUSUTF8

TW\_STATUS Status;// input

TW\_UINT32 Size;// output

TW\_HANDLE UTF8string;// output

} TW\_STATUSUTF8, FAR \* pTW\_STATUSUTF8;

**Used by**

DG\_CONTROL / DAT\_STATUSUTF8 / MSG\_GET

**Description**

Translates the contents of Status into a localized UTF8string, with the total number of bytes in the string.

**Field Descriptions**

|  |  |
| --- | --- |
| Status | TW\_STATUS data received from a previous call to DG\_CONTROL / DAT\_STATUS / MSG\_GET. |
| Size | Total number of bytes in the UTF8string, plus the terminating NULL byte. This is not the same as the total number of characters in the string. |
| UTF8string | TW\_HANDLE to a UTF-8 encoded localized string (based on  TW\_IDENTITY.Language or CAP\_LANGUAGE). The Source allocates it, the |

Application frees it.

##### TW\_TRANSFORMSTAGE

typedef struct {

TW\_DECODEFUNCTION Decode[3];

TW\_FIX32 Mix[3][3];

} TW\_TRANSFORMSTAGE, FAR \* pTW\_TRANSFORMSTAGE;

**Used by**

Embedded in the TW\_CIECOLOR structure

**Description**

Specifies the parametrics used for either the ABC or LMN transform stages.

Go to http://www.cie.co.at/ for more information about CIE XYZ Color Space.

**Field Descriptions**

Decode[3] Channel-specific transform parameters.

Mix[3][3] 3x3 matrix that specifies how channels are mixed in

##### TW\_USERINTERFACE

typedef struct {

TW\_BOOL ShowUI;

TW\_BOOL ModalUI;

TW\_HANDLE hParent;

} TW\_USERINTERFACE, FAR \* pTW\_USERINTERFACE;

**Used by**

DG\_CONTROL / DAT\_USERINTERFACE / MSG\_DISABLEDS

DG\_CONTROL / DAT\_USERINTERFACE / MSG\_ENABLEDS

**Description**

This structure is used to handle the user interface coordination between an application and a Source.

**Field Descriptions**

|  |  |
| --- | --- |
| ShowUI | Set to TRUE by the application if the Source should activate its built-in user interface. Otherwise, set to FALSE. Note that not all sources support ShowUI =  FALSE. See the description of DG\_CONTROL / DAT\_USERINTERFACE / MSG\_ENABLEDS for more information. |
| ModalUI | If ShowUI is TRUE, then an application setting this to TRUE requests the Source to run Modal (no user access to the application’s windows while the Source is running). |
| hParent | Microsoft Windows only: Application’s window handle. The Source designates the hWnd as its parent when creating the Source dialog. |

**NOTE:** Window handle allows Source’s user interface to be a proper child of the parent application.

##### TW\_VERSION

typedef struct {

TW\_UINT16 MajorNum;

TW\_UINT16 MinorNum;

TW\_UINT16 Language;

TW\_UINT16 Country;

TW\_STR32 Info;

} TW\_VERSION, FAR \* pTW\_VERSION;

**Used by**

This is embedded in the TW\_IDENTITY data structure

**Description**

A general way to describe the version of software that is running.

**Field Descriptions**

|  |  |
| --- | --- |
| MajorNum | This refers to your application or Source’s major revision number. e.g. The “2” in “version 2.1”. |
| MinorNum | The incremental revision number of your application or Source. e.g. The “1” in “version 2.1”. |
| Language | The primary language for your Source or application. e.g. TWLG\_GER. |
| Country | The primary country where your Source or application is intended to be distributed. e.g. Germany. |
| Info | General information string - fill in as needed. e.g. “1.0b3 Beta release”. |

#### Data Argument Types that Don’t Have Associated TW\_Structures

Most of the DAT\_xxxx components of the TWAIN operation triplets have a corresponding data structure whose name begins with TW\_ and then uses the same suffix as the DAT\_name. However, the following do not use that pattern.

**DAT\_IMAGEFILEXFER**

Acts on NULL data.

**DAT\_IMAGENATIVEXFER**

Uses a TW\_HANDLE variable.

**On Windows:** A handle variable to a DIB (Device Independent Bitmap) located in memory.

**On Macintosh:** A handle to a Picture (a PicHandle). It is a QuickDraw picture located in memory.

**On Linux:** A handle to a TIFF. It is a TIFF image located in memory.

**DAT\_NULL**

Used by the Source to signal the need for an event to announce MSG\_XFERREADY, MSG\_CLOSEDSOK, MSG\_CLOSEDSREQ, or MSG\_DEVICEEVENT.

Mac OS X using TWAIN DSM 1.9 will use MSG\_INVOKECALLBACK.

**DAT\_PARENT**

Used by the DG\_CONTROL / DAT\_PARENT / MSG\_OPENDSM and MSG\_CLOSEDSM operations.

**On Windows:** They act on a variable of type TW\_HANDLE. Prior to the operation, the application must write, a window handle to the application’s window that acts as the “parent” for the Source’s user interface. This must be done whether or not the Source’s user interface will be used. The Source Manager uses this window handle to signal the application when data is ready for transfer (MSG\_XFERREADY) or the Source needs to be closed (MSG\_CLOSEDSREQ).

**On Macintosh:** These act on NULL data.

**On Linux:** These act on NULL data.

**DAT\_XFERGROUP**

Used by the DG\_CONTROL / DAT\_XFERGROUP / MSG\_GET operation. The data acted on by this operation is a variable of type TW\_UINT32. (The same as a DG\_xxxx designator.) The value of this variable is indeterminate prior to the operation. Following the operation, a single bit is set indicating the Data Group of the transfer.

#### Constants

**Generic Constants**

##### Constants

|  |  |  |
| --- | --- | --- |
| **Version** | **Constant ID** | **Value** |
| 1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0 | TWON\_PROTOCOLMAJOR  TWON\_PROTOCOLMINOR  TWON\_ARRAY  TWON\_ENUMERATION  TWON\_ONEVALUE  TWON\_RANGE  TWON\_ICONID  TWON\_DSMID  TWON\_DSMCODEID  TWON\_DONTCARE8  TWON\_DONTCARE16  TWON\_DONTCARE32 | 2  1  3  4  5  6  962  461  63  0xff  0xffff  0xffffffff |
| **Flags used in TW\_MEMORY** | |  |
| **Version Constant ID** | | **Value** |
| 1.0 TWMF\_APPOWNS  1.0 TWMF\_DSMOWNS  1.0 TWMF\_DSOWNS  1.0 TWMF\_POINTER  1.0 TWMF\_HANDLE | | 0x0001  0x0002  0x0004  0x0008  0x0010 |
| **Palette types for TW\_PALETTE8** | |  |
| **Version Constant ID** | | **Value** |
| 1.0 TWPA\_RGB  1.0 TWPA\_GRAY  1.0 TWPA\_CMY | | 0  1  2 |

**Events for TW\_DEVICEEVENT** See “CAP\_DEVICEEVENT” on page 8-79.

##### File Types for TW\_FILESYSTEM

|  |  |
| --- | --- |
| **Version Constant ID** | **Value** |
| 1.0 TWFY\_CAMERA  1.0 TWFY\_CAMERATOP  1.0 TWFY\_CAMERABOTTOM  1.0 TWFY\_CAMERAPREVIEW  1.0 TWFY\_DOMAIN  1.0 TWFY\_HOST  1.0 TWFY\_DIRECTORY  1.0 TWFY\_IMAGE  1.0 TWFY\_UNKNOWN | 0  1  2  3  4  5  6  7  8 |
| **Query Support Bits**  **Note:** These are bits in a mask. |  |
| **Version Constant ID** | **Value** |
| 1.6 TWQC\_GET  1.6 TWQC\_SET  1.6 TWQC\_GETDEFAULT  1.6 TWQC\_GETCURRENT  1.6 TWQC\_RESET  2.2 TWQC\_SETCONSTRAINT  2.2 TWQC\_GETHELP  TWQC\_GETLABEL  TWQC\_GETLABELENUM | 0x0001  0x0002  0x0004  0x0008  0x0010  0x0020  0x0100  0x0200  0x0400 |

##### ConType for Capability Container structures

|  |  |  |
| --- | --- | --- |
| **Version** | **Constant ID** | **Value** |
| 1.0  1.0  1.0  1.0 | TWON\_ARRAY  TWON\_ENUMERATION  TWON\_ONEVALUE  TWON\_RANGE | 3  4  5  6 |

##### ItemType for Capability Container structures

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Version** | | **Constant ID** | **Value** | |
| 1.0  1.0  1.0 | | TWTY\_INT8  TWTY\_INT16  TWTY\_INT32 | 0x0000  0x0001  0x0002 | |
| 1.0  1.0  1.0 | | TWTY\_UINT8  TWTY\_UINT16  TWTY\_UINT32 | 0x0003  0x0004  0x0005 | |
| 1.0 | | TWTY\_BOOL | 0x0006 | |
| 1.0 TWTY\_FIX32  1.0 TWTY\_FRAME  1.0 TWTY\_STR32  1.0 TWTY\_STR64  1.0 TWTY\_STR128  1.0 TWTY\_STR255  1.0 TWTY\_HANDLE | | | 0x0007  0x0008  0x0009  0x000A  0x000B  0x000C  0x000F //  Item is a  TW\_HANDLE | |
| **Direction for TW\_PASSTHRU** | | |  | |
| **Version Constant ID** | | | **Value** | |
| 1.8 TWDR\_GET  1.8 TWDR\_SET | | | 1  2 | |
| **Patch Codes for TW\_PENDINGXFERS** | | |  | |
| **Version Constant ID** | | | **Value** | |
| 1.0 TWEJ\_NONE  1.0 TWEJ\_MIDSEPERATOR  1.0 TWEJ\_PATCH1  1.0 TWEJ\_PATCH2  1.0 TWEJ\_PATCH3  1.0 TWEJ\_PATCH4  1.0 TWEJ\_PATCH6  1.0 TWEJ\_PATCHT | | | 0x0000  0x0001  0x0002  0x0003  0x0004  0x0005  0x0006  0x0007 | |

**Triplet Constants**

##### Data Groups (DG\_)

**Note:**  These are bits in a mask.

|  |  |  |
| --- | --- | --- |
| **Version** | **Data Group (DG\_)** | **Numeric ID** |
| 1.0  1.0  1.8  2.1 | DG\_CONTROL  DG\_IMAGE  DG\_AUDIO DG\_MASK | 0x0001L  0x0002L  0x0004L  0xFFFFL |
|  |  |  |
| **Version** | **Data Flags (DF\_)** | **Numeric ID** |
| 1.8  1.8  1.8 | DF\_DSM2  DF\_APP2 DF\_DS2 | 0x10000000L  0x20000000L  0x40000000L |

##### Data Argument Types (DAT\_)

|  |  |  |
| --- | --- | --- |
| **Version** | **Data Group (DG\_)** | **Numeric ID** |
| 1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.8  1.8  1.8  2.0  2.1  2.2  2.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.7  2.2  1.8  1.8  1.8  1.91  1.91 | DAT\_NULL  DAT\_CUSTOMBASE  DAT\_CAPABILITY  DAT\_EVENT  DAT\_IDENTITY  DAT\_PARENT  DAT\_PENDINGXFERS  DAT\_SETUPMEMXFER  DAT\_SETUPFILEXFER DAT\_STATUS  DAT\_USERINTERFACE  DAT\_XFERGROUP  DAT\_CUSTOMDSDATA  DAT\_DEVICEEVENT  DAT\_FILESYSTEM  DAT\_PASSTHRU  DAT\_CALLBACK  DAT\_STATUSUTF8 DAT\_CALLBACK2  DAT\_ENTRYPOINT  DAT\_IMAGEINFO  DAT\_IMAGELAYOUT  DAT\_IMAGEMEMXFER  DAT\_IMAGENATIVEXFER  DAT\_IMAGEFILEXFER  DAT\_CIECOLOR  DAT\_GRAYRESPONSE  DAT\_RGBRESPONSE  DAT\_JPEGCOMPRESSION  DAT\_PALETTE8  DAT\_EXTIMAGEINFO  DAT\_FILTER  DAT\_AUDIOFILEXFER  DAT\_AUDIOINFO  DAT\_AUDIONATIVEXFER  DAT\_ICCPROFILE  DAT\_IMAGEMEMFILEXFER | 0x0000  0x8000  0x0001  0x0002  0x0003  0x0004  0x0005  0x0006  0x0007  0x0008  0x0009  0x000A  0x000C  0x000D  0x000E  0x000F  0x0010  0x0011  0x0012  0x0403  0x0101  0x0102  0x0103  0x0104  0x0105  0x0106  0x0107  0x0108  0x0109  0x010A  0x010B  0x010C  0x0201  0x0202  0x0203  0x0401  0x0402 |
| **Message (MSG\_)** | |  |
| **Version Data Group (DG\_)** | | **Numeric ID** |
| 1.0 MSG\_NULL 1.0 MSG\_CUSTOMBASE | | 0x0000  0x8000 |

|  |  |  |
| --- | --- | --- |
| **Version** | **Data Group (DG\_)** | **Numeric ID** |
| 1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0  2.2 | MSG\_GET  MSG\_GETCURRENT  MSG\_GETDEFAULT  MSG\_GETFIRST  MSG\_GETNEXT  MSG\_SET  MSG\_RESET  MSG\_QUERYSUPPORT  MSG\_SETCONSTRAINT | 0x0001  0x0002  0x0003  0x0004  0x0005  0x0006  0x0007  0x0008  0x000c |
| 2.1 | MSG\_GETHELP | 0x0009 |
| 2.1 | MSG\_GETLABEL | 0x000A |
| 2.1 | MSG\_GETLABELENUM | 0x000B |
| 1.0  1.0  1.0  1.0 | MSG\_XFERREADY  MSG\_CLOSEDSREQ  MSG\_CLOSEDSOK  MSG\_DEVICEEVENT | 0x0101  0x0102  0x0103  0x0104 |
| 1.0  1.0 | MSG\_OPENDSM  MSG\_CLOSEDSM | 0x0301  0x0302 |
| 1.0  1.0  1.0 | MSG\_OPENDS  MSG\_CLOSEDS  MSG\_USERSELECT | 0x0401  0x0402  0x0403 |
| 1.0  1.0  1.0 | MSG\_DISABLEDS  MSG\_ENABLEDS  MSG\_ENABLEDSUIONLY | 0x0501  0x0502  0x0503 |
| 1.0 | MSG\_PROCESSEVENT | 0x0601 |
| 1.0  1.0 | MSG\_ENDXFER  MSG\_STOPFEEDER | 0x0701  0x0702 |
| 1.8  1.8  1.8  1.8  1.8  1.8  1.8  1.8  1.8  1.8  1.8 | MSG\_CHANGEDIRECTORY  MSG\_CREATEDIRECTORY  MSG\_DELETE  MSG\_FORMATMEDIA  MSG\_GETCLOSE  MSG\_GETFIRSTFILE  MSG\_GETINFO  MSG\_GETNEXTFILE  MSG\_RENAME  MSG\_COPY  MSG\_AUTOMATICCAPTUREDIRECTORY | 0x0801  0x0802  0x0803  0x0804  0x0805  0x0806  0x0807  0x0808  0x0809  0x080A  0x080B |
| 1.0  1.0 | MSG\_PASSTHRU  MSG\_REGISTER\_CALLBACK | 0x0901  0x0902 |
| 1.91 | MSG\_RESETALL | 0x0A01 |

**Return Code and Condition Code Constants**

##### Return Codes (TWRC\_)

|  |  |  |
| --- | --- | --- |
| **Version Constant ID** | | **Numeric ID** |
| 1.0 TWRC\_CUSTOMBASE  1.0 TWRC\_SUCCESS  1.0 TWRC\_FAILURE  1.0 TWRC\_CHECKSTATUS  1.0 TWRC\_CANCEL  1.0 TWRC\_DSEVENT  1.0 TWRC\_NOTDSEVENT  1.0 TWRC\_XFERDONE  1.0 TWRC\_ENDOFLIST  1.0 TWRC\_INFONOTSUPPORTED  1.0 TWRC\_DATANOTAVAILABLE  2.2 TWRC\_BUSY  2.2 TWRC\_SCANNERLOCKED | | 0x8000  0  1  2  3  4  5  6  7  8  9  10  11 |
| **Condition Codes (TWCC\_)** | |  |
| **Version** | **Constant ID** | **Numeric ID** |
| 1.0 | TWCC\_CUSTOMBASE | 0x8000 |
| 1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0 | TWCC\_SUCCESS  TWCC\_BUMMER  TWCC\_LOWMEMORY  TWCC\_NODS  TWCC\_MAXCONNECTIONS  TWCC\_OPERATIONERROR  TWCC\_BADCAP  TWCC\_BADPROTOCOL  TWCC\_BADVALUE  TWCC\_SEQERROR  TWCC\_BADDEST  TWCC\_CAPUNSUPPORTED  TWCC\_CAPBADOPERATION  TWCC\_CAPSEQERROR | 0  1  2  3  4  5  6  9  10  11  12  13  14  15 |
| 1.8  1.8  1.8  1.8  1.8  1.8  1.8  1.8 | TWCC\_DENIED  TWCC\_FILEEXISTS  TWCC\_FILENOTFOUND  TWCC\_NOTEMPTY  TWCC\_PAPERJAM  TWCC\_PAPERDOUBLEFEED  TWCC\_FILEWRITEERROR  TWCC\_CHECKDEVICEONLINE | 16  17  18  19  20  21  22  23 |
| **Version** | **Constant ID** | **Numeric ID** |
| 2.0  2.0  2.0  2.0  2.0  2.1 | TWCC\_INTERLOCK  TWCC\_DAMAGEDCORNER  TWCC\_FOCUSERROR  TWCC\_DOCTOOLIGHT  TWCC\_DOCTOODARK  TWCC\_NOMEDIA | 24  25  26  27  28  29 |

**Extended Image Information Constants**

##### TWEI\_Codes

|  |  |  |
| --- | --- | --- |
| **Version** | **Constant ID** | **Numeric ID** |
| 1.7  1.7  1.7  1.7 | TWEI\_BARCODEX  TWEI\_BARCODEY  TWEI\_BARCODETEXT  TWEI\_BARCODETYPE | 0x1200  0x1201  0x1202  0x1203 |
| 1.7  1.7  1.7  1.7  1.7 | TWEI\_DESHADETOP  TWEI\_DESHADELEFT  TWEI\_DESHADEHEIGHT  TWEI\_DESHADEWIDTH  TWEI\_DESHADESIZE | 0x1204  0x1205  0x1206  0x1207  0x1208 |
| 1.7  1.7  1.7  1.7  1.7  1.7  1.7  1.7  1.7 | TWEI\_SPECKLESREMOVED  TWEI\_HORZLINEXCOORD  TWEI\_HORZLINEYCOORD  TWEI\_HORZLINELENGTH  TWEI\_HORZLINETHICKNESS  TWEI\_VERTLINEXCOORD  TWEI\_VERTLINEYCOORD  TWEI\_VERTLINELENGTH  TWEI\_VERTLINETHICKNESS | 0x1209  0x120A  0x120B  0x120C  0x120D  0x120E  0x120F  0x1210  0x1211 |
| 1.7  1.7  1.7  1.7  1.7  1.7  1.7  1.7  1.7  1.7  1.7 | TWEI\_PATCHCODE  TWEI\_ENDORSEDTEXT  TWEI\_FORMCONFIDENCE  TWEI\_FORMTEMPLATEMATCH  TWEI\_FORMTEMPLATEPAGEMATCH  TWEI\_FORMHORZDOCOFFSET  TWEI\_FORMVERTDOCOFFSET TWEI\_BARCODECOUNT  TWEI\_BARCODECONFIDENCE TWEI\_BARCODEROTATION  TWEI\_BARCODETEXTLENGTH | 0x1212  0x1213  0x1214  0x1215  0x1216  0x1217  0x1218  0x1219  0x121A  0x121B  0x121C |
| 1.7  1.7  1.7  1.7  1.7 | TWEI\_DESHADECOUNT  TWEI\_DESHADEBLACKCOUNTOLD  TWEI\_DESHADEBLACKCOUNTNEW TWEI\_DESHADEBLACKRLMIN  TWEI\_DESHADEBLACKRLMAX | 0x121D  0x121E  0x121F  0x1220  0x1221 |

|  |  |  |
| --- | --- | --- |
| **Version** | **Constant ID** | **Numeric ID** |
| 1.7  1.7  1.7  1.7  1.7 | TWEI\_DESHADEWHITECOUNTOLD  TWEI\_DESHADEWHITECOUNTNEW  TWEI\_DESHADEWHITERLMIN  TWEI\_DESHADEWHITERLAVE  TWEI\_DESHADEWHITERLMAX | 0x1222  0x1223  0x1224  0x1225  0x1226 |
| 1.7  1.7  1.7  1.7  1.7  1.7  1.7  1.7  1.7  1.7  1.7  1.7  1.7  1.7  1.7  1.7 | TWEI\_BLACKSPECKLESREMOVED  TWEI\_WHITESPECKLESREMOVED  TWEI\_HORZLINECOUNT  TWEI\_VERTLINECOUNT  TWEI\_DESKEWSTATUS  TWEI\_SKEWORIGINALANGLE  TWEI\_SKEWFINALANGLE  TWEI\_SKEWCONFIDENCE  TWEI\_SKEWWINDOWX1  TWEI\_SKEWWINDOWY1  TWEI\_SKEWWINDOWX2  TWEI\_SKEWWINDOWY2  TWEI\_SKEWWINDOWX3  TWEI\_SKEWWINDOWY3  TWEI\_SKEWWINDOWX4  TWEI\_SKEWWINDOWY4 | 0x1227  0x1228  0x1229  0x122A  0x122B  0x122C  0x122D  0x122E  0x122F  0x1230  0x1231  0x1232  0x1233  0x1234  0x1235  0x1236 |
| 1.9  1.9  1.9  1.9  1.9  1.9  1.9  1.9 | TWEI\_BOOKNAME  TWEI\_CHAPTERNUMBER  TWEI\_DOCUMENTNUMBER  TWEI\_PAGENUMBER  TWEI\_CAMERA  TWEI\_FRAMENUMBER TWEI\_FRAME  TWEI\_PIXELFLAVOR | 0x1238  0x1239  0x123A  0x123B  0x123C  0x123D  0x123E  0x123F |
| 1.91  1.91  1.91 | TWEI\_ICCPROFILE  TWEI\_LASTSEGMENT  TWEI\_SEGMENTNUMBER | 0x1240  0x1241  0x1242 |
| 2.0  2.0  2.0  2.0 | TWEI\_MAGDATA  TWEI\_MAGTYPE  TWEI\_PAGESIDE  TWEI\_FILESYSTEMSOURCE | 0x1243  0x1244  0x1245  0x1246 |
| 2.1  2.1  2.2  2.3 | TWEI\_IMAGEMERGED  TWEI\_MAGDATALENGTH  TWEI\_PAPERCOUNT  TWEI\_PRINTERTEXT | 0x1247  0x1248  0x1249  0x124A |

**TWEI\_BARCODEROTATION**

|  |  |
| --- | --- |
| **Version Constant ID** | **Numeric ID** |
| 1.7 TWBCOR\_ROT0  1.7 TWBCOR\_ROT90  1.7 TWBCOR\_ROT180  1.7 TWBCOR\_ROT270  1.7 TWBCOR\_ROTX | 0  1  2  3  4 |
| **TWEI\_DESKEWSTATUS** |  |
| **Version Constant ID** | **Numeric ID** |
| 1.7 TWDSK\_SUCCESS  1.7 TWDSK\_REPORTONLY  1.7 TWDSK\_FAIL  1.7 TWDSK\_DISABLED | 0  1  2  3 |
| **TWEI\_MAGTYPE** |  |
| **Version Constant ID** | **Numeric ID** |
| 2.0 TWMD\_MICR  2.1 TWMD\_RAW  2.1 TWMD\_INVALID | 0  1  2 |
| **TWEI\_PATCHCODE** |  |
| **Version Constant ID** | **Numeric ID** |
| 1.7 TWPCH\_PATCH1  1.7 TWPCH\_PATCH2  1.7 TWPCH\_PATCH3  1.7 TWPCH\_PATCH4  1.7 TWPCH\_PATCH6  1.7 TWPCH\_PATCHT | 0  1  2  3  4  5 |

**Capability Constants**

|  |  |  |
| --- | --- | --- |
| **Version** | **Constant ID** | **Numeric ID** |
| 1.0 | CAP\_CUSTOMBASE | 0x8000 |
| 1.0 | CAP\_XFERCOUNT | 0x0001 |
| 1.0 | ICAP\_COMPRESSION | 0x0100 |
| 1.0 | ICAP\_PIXELTYPE | 0x0101 |
| 1.0 | ICAP\_UNITS | 0x0102 |
| 1.0 | ICAP\_XFERMECH | 0x0103 |
| 1.0 | CAP\_AUTHOR | 0x1000 |

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| --- | --- | --- |
| **Version** | **Constant ID** | **Numeric ID** |
| 1.0 | CAP\_CAPTION | 0x1001 |
| 1.0 | CAP\_FEEDERENABLED | 0x1002 |
| 1.0 | CAP\_FEEDERLOADED | 0x1003 |
| 1.0 | CAP\_TIMEDATE | 0x1004 |
| 1.0 | CAP\_SUPPORTEDCAPS | 0x1005 |
| 1.0 | CAP\_EXTENDEDCAPS | 0x1006 |
| 1.0 | CAP\_AUTOFEED | 0x1007 |
| 1.0 | CAP\_CLEARPAGE | 0x1008 |
| 1.0 | CAP\_FEEDPAGE | 0x1009 |
| 1.0 | CAP\_REWINDPAGE | 0x100A |
| 1.1 | CAP\_INDICATORS | 0x100B |
| 1.6 | CAP\_PAPERDETECTABLE | 0x100D |
| 1.6 | CAP\_UICONTROLLABLE | 0x100E |
| 1.6 | CAP\_DEVICEONLINE | 0x100F |
| 1.6 | CAP\_AUTOSCAN | 0x1010 |
| 1.7 | CAP\_THUMBNAILSENABLED | 0x1011 |
| 1.7 | CAP\_DUPLEX | 0x1012 |
| 1.7 | CAP\_DUPLEXENABLED | 0x1013 |
| 1.7 | CAP\_ENABLEDSUIONLY | 0x1014 |
| 1.7 | CAP\_CUSTOMDSDATA | 0x1015 |
| 1.7 | CAP\_ENDORSER | 0x1016 |
| 1.7 | CAP\_JOBCONTROL | 0x1017 |
| 1.8 | CAP\_ALARMS | 0x1018 |
| 1.8 | CAP\_ALARMVOLUME | 0x1019 |
| 1.8 | CAP\_AUTOMATICCAPTURE | 0x101A |
| 1.8 | CAP\_TIMEBEFOREFIRSTCAPTURE | 0x101B |
| 1.8 | CAP\_TIMEBETWEENCAPTURES | 0x101C |
| 1.8 | CAP\_CLEARBUFFERS | 0x101D |
| 1.8 | CAP\_MAXBATCHBUFFERS | 0x101E |
| 1.8 | CAP\_DEVICETIMEDATE | 0x101F |
| 1.8 | CAP\_POWERSUPPLY | 0x1020 |
| 1.8 | CAP\_CAMERAPREVIEWUI | 0x1021 |
| 1.8 | CAP\_DEVICEEVENT | 0x1022 |
| 1.8 | CAP\_SERIALNUMBER | 0x1024 |

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| --- | --- | --- |
| **Version** | **Constant ID** | **Numeric ID** |
| 1.8 | CAP\_PRINTER | 0x1026 |
| 1.8 | CAP\_PRINTERENABLED | 0x1027 |
| 1.8 | CAP\_PRINTERINDEX | 0x1028 |
| 1.8 | CAP\_PRINTERMODE | 0x1029 |
| 1.8 | CAP\_PRINTERSTRING | 0x102A |
| 1.8 | CAP\_PRINTERSUFFIX | 0x102B |
| 1.8 | CAP\_LANGUAGE | 0x102C |
| 1.8 | CAP\_FEEDERALIGNMENT | 0x102D |
| 1.8 | CAP\_FEEDERORDER | 0x102E |
| 1.8 | CAP\_REACQUIREALLOWED | 0x1030 |
| 1.8 | CAP\_BATTERYMINUTES | 0x1032 |
| 1.8 | CAP\_BATTERYPERCENTAGE | 0x1033 |
| 1.91 | CAP\_CAMERASIDE | 0x1034 |
| 1.91 | CAP\_SEGMENTED | 0x1035 |
| 2.0 | CAP\_CAMERAENABLED | 0x1036 |
| 2.0 | CAP\_CAMERAORDER | 0x1037 |
| 2.0 | CAP\_MICRENABLED | 0x1038 |
| 2.0 | CAP\_FEEDERPREP | 0x1039 |
| 2.0 | CAP\_FEEDERPOCKET | 0x103A |
| 2.1 | CAP\_AUTOMATICSENSEMEDIUM | 0x103B |
| 2.1 | CAP\_CUSTOMINTERFACEGUID | 0x103C |
| 2.2 | CAP\_SUPPORTEDCAPSSEGMENTUNIQUE | 0x103D |
| 2.2 | CAP\_SUPPORTEDDATS | 0x103E |
| 2.2 | CAP\_DOUBLEFEEDDETECTION | 0x103F |
| 2.2 | CAP\_DOUBLEFEEDDETECTIONLENGTH | 0x1040 |
| 2.2 | CAP\_DOUBLEFEEDDETECTIONSENSITIVITY | 0x1041 |
| 2.2 | CAP\_DOUBLEFEEDDETECTIONRESPONSE | 0x1042 |
| 2.2 | CAP\_PAPERHANDLING | 0x1043 |
| 2.2 | CAP\_INDICATORSMODE | 0x1044 |
| 2.2 | CAP\_PRINTERVERTICALOFFSET | 0x1045 |
| 1.8 | CAP\_POWERSAVETIME | 0x1046 |
| 2.3 | CAP\_PRINTERCHARROTATION | 0x1047 |
| 2.3 | CAP\_PRINTERFONTSTYLE | 0x1048 |
| 2.3 | CAP\_PRINTERINDEXLEADCHAR | 0x1049 |

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| --- | --- | --- |
| **Version** | **Constant ID** | **Numeric ID** |
| 2.3 | CAP\_PRINTERINDEXMAXVALUE | 0x104A |
| 2.3 | CAP\_PRINTERINDEXNUMDIGITS | 0x104B |
| 2.3 | CAP\_PRINTERINDEXSTEP | 0x104C |
| 2.3 | CAP\_PRINTERINDEXTRIGGER | 0x104D |
| 2.3 | CAP\_PRINTERSTRINGPREVIEW | 0x104E |
| 1.0 | ICAP\_AUTOBRIGHT | 0x1100 |
| 1.0 | ICAP\_BRIGHTNESS | 0x1101 |
| 1.0 | ICAP\_CONTRAST | 0x1103 |
| 1.0 | ICAP\_CUSTHALFTONE | 0x1104 |
| 1.0 | ICAP\_EXPOSURETIME | 0x1105 |
| 1.0 | ICAP\_FILTER | 0x1106 |
| 1.0 | ICAP\_FLASHUSED | 0x1107 |
| 1.0 | ICAP\_GAMMA | 0x1108 |
| 1.0 | ICAP\_HALFTONES | 0x1109 |
| 1.0 | ICAP\_HIGHLIGHT | 0x110A |
| 1.0 | ICAP\_IMAGEFILEFORMAT | 0x110C |
| 1.0 | ICAP\_LAMPSTATE | 0x110D |
| 1.0 | ICAP\_LIGHTSOURCE | 0x110E |
| 1.0 | ICAP\_ORIENTATION | 0x1110 |
| 1.0 | ICAP\_PHYSICALWIDTH | 0x1111 |
| 1.0 | ICAP\_PHYSICALHEIGHT | 0x1112 |
| 1.0 | ICAP\_SHADOW | 0x1113 |
| 1.0 | ICAP\_FRAMES | 0x1114 |
| 1.0 | ICAP\_XNATIVERESOLUTION | 0x1116 |
| 1.0 | ICAP\_YNATIVERESOLUTION | 0x1117 |
| 1.0 | ICAP\_XRESOLUTION | 0x1118 |
| 1.0 | ICAP\_YRESOLUTION | 0x1119 |
| 1.0 | ICAP\_MAXFRAMES | 0x111A |
| 1.0 | ICAP\_TILES | 0x111B |
| 1.0 | ICAP\_BITORDER | 0x111C |
| 1.0 | ICAP\_CCITTKFACTOR | 0x111D |
| 1.0 | ICAP\_LIGHTPATH | 0x111E |
| 1.0 | ICAP\_PIXELFLAVOR | 0x111F |
| 1.0 | ICAP\_PLANARCHUNKY | 0x1120 |

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| --- | --- | --- |
| **Version** | **Constant ID** | **Numeric ID** |
| 1.0 | ICAP\_ROTATION | 0x1121 |
| 1.0 | ICAP\_SUPPORTEDSIZES | 0x1122 |
| 1.0 | ICAP\_THRESHOLD | 0x1123 |
| 1.0 | ICAP\_XSCALING | 0x1124 |
| 1.0 | ICAP\_YSCALING | 0x1125 |
| 1.0 | ICAP\_BITORDERCODES | 0x1126 |
| 1.0 | ICAP\_PIXELFLAVORCODES | 0x1127 |
| 1.0 | ICAP\_JPEGPIXELTYPE | 0x1128 |
| 1.0 | ICAP\_TIMEFILL | 0x112A |
| 1.0 | ICAP\_BITDEPTH | 0x112B |
| 1.5 | ICAP\_BITDEPTHREDUCTION | 0x112C |
| 1.6 | ICAP\_UNDEFINEDIMAGESIZE | 0x112D |
| 1.7 | ICAP\_IMAGEDATASET | 0x112E |
| 1.7 | ICAP\_EXTIMAGEINFO | 0x112F |
| 1.7 | ICAP\_MINUMUMHEIGHT | 0x1130 |
| 1.7 | ICAP\_MINIMUMWIDTH | 0x1131 |
| 2.0 | ICAP\_AUTODISCARDBLANKPAGES | 0x1134 |
| 1.8 | ICAP\_FLIPROTATION | 0x1136 |
| 1.8 | ICAP\_BARCODEDETECTIONENABLED | 0x1137 |
| 1.8 | ICAP\_SUPPORTEDBARCODETYPES | 0x1138 |
| 1.8 | ICAP\_BARCODEMAXSEARCHPRIORITIES | 0x1139 |
| 1.8 | ICAP\_BARCODESEARCHPRIORITIES | 0x113A |
| 1.8 | ICAP\_BARCODESEARCHMODE | 0x113B |
| 1.8 | ICAP\_BARCODEMAXRETRIES | 0x113C |
| 1.8 | ICAP\_BARCODETIMEOUT | 0x113D |
| 1.8 | ICAP\_ZOOMFACTOR | 0x113E |
| 1.8 | ICAP\_PATCHCODEDETECTIONENABLED | 0x113F |
| 1.8 | ICAP\_SUPPORTEDPATCHCODETYPES | 0x1140 |
| 1.8 | ICAP\_PATCHCODEMAXSEARCHPRIORITIES | 0x1141 |
| 1.8 | ICAP\_PATCHCODESEARCHPRIORITIES | 0x1142 |
| 1.8 | ICAP\_PATCHCODESEARCHMODE | 0x1143 |
| 1.8 | ICAP\_PATCHCODEMAXRETRIES | 0x1144 |
| 1.8 | ICAP\_PATCHCODETIMEOUT | 0x1145 |
| 1.8 | ICAP\_FLASHUSED2 | 0x1146 |
| **Version** | **Constant ID** | **Numeric ID** |
| 1.8 | ICAP\_IMAGEFILTER | 0x1147 |
| 1.8 | ICAP\_NOISEFILTER | 0x1148 |
| 1.8 | ICAP\_OVERSCAN | 0x1149 |
| 1.8 | ICAP\_AUTOMATICBORDERDETECTION | 0x1150 |
| 1.8 | ICAP\_AUTOMATICDESKEW | 0x1151 |
| 1.8 | ICAP\_AUTOMATICROTATE | 0x1152 |
| 1.9 | ICAP\_JPEGQUALITY | 0x1153 |
| 1.91 | ICAP\_FEEDERTYPE | 0x1154 |
| 1.91 | ICAP\_ICCPROFILE | 0x1155 |
| 2.0 | ICAP\_AUTOSIZE | 0x1156 |
| 2.1 | ICAP\_AUTOMATICCROPUSESFRAME | 0x1157 |
| 2.1 | ICAP\_AUTOMATICLENGTHDETECTION | 0x1158 |
| 2.1 | ICAP\_AUTOMATICCOLORENABLED | 0x1159 |
| 2.1 | ICAP\_AUTOMATICCOLORNONCOLORPIXELTYPE | 0x115A |
| 2.1 | ICAP\_COLORMANAGEMENTENABLED | 0x115B |
| 2.1 | ICAP\_IMAGEMERGE | 0x115C |
| 2.1 | ICAP\_IMAGEMERGEHEIGHTTHRESHOLD | 0x115D |
| 2.1 | ICAP\_SUPPORTEDEXTIMAGEINFO | 0x115E |
| 2.2 | ICAP\_FILMTYPE | 0x115F |
| 2.2 | ICAP\_MIRROR | 0x1160 |
| 2.2 | ICAP\_JPEGSUBSAMPLING | 0x1161 |
| 1.8 | ACAP\_XFERMECH | 0x1202 |

##### CAP\_ALARMS

|  |  |  |
| --- | --- | --- |
| **Version** | **Constant ID** | **Numeric ID** |
| 1.8  1.8  1.8  1.8  1.8  1.8  1.8  1.8  1.8 | TWAL\_ALARM  TWAL\_FEEDERERROR  TWAL\_FEEDERWARNING  TWAL\_BARCODE  TWAL\_DOUBLEFEED  TWAL\_JAM  TWAL\_PATCHCODE  TWAL\_POWER  TWAL\_SKEW | 0  1  2  3  4  5  6  7  8 |

##### CAP\_CAMERASIDE

|  |  |  |
| --- | --- | --- |
| **Version Constant ID** | | **Numeric ID** |
| 1.91 TWCS\_BOTH  1.91 TWCS\_TOP  1.91 TWCS\_BOTTOM | | 0  1  2 |
| **CAP\_CLEARBUFFERS** | |  |
| **Version Constant ID** | | **Numeric ID** |
| 1.8 TWCB\_AUTO  1.8 TWCB\_CLEAR  1.8 TWCB\_NOCLEAR | | 0  1  2 |
| **CAP\_DEVICEEVENT** | |  |
| **Version** | **Constant ID** | **Numeric ID** |
| 1.8  1.8  1.8  1.8  1.8  1.8  1.8  1.8  1.8  1.8  1.8  1.8  1.8  1.8  1.8  1.8  1.8  1.8 | TWDE\_CUSTOMEVENTS  TWDE\_CHECKAUTOMATICCAPTURE  TWDE\_CHECKBATTERY  TWDE\_CHECKDEVICEONLINE  TWDE\_CHECKFLASH  TWDE\_CHECKPOWERSUPPLY  TWDE\_CHECKRESOLUTION  TWDE\_DEVICEADDED  TWDE\_DEVICEOFFLINE TWDE\_DEVICEREADY  TWDE\_DEVICEREMOVED  TWDE\_IMAGECAPTURED  TWDE\_IMAGEDELETED  TWDE\_PAPERDOUBLEFEED  TWDE\_PAPERJAM  TWDE\_LAMPFAILURE  TWDE\_POWERSAVE  TWDE\_POWERSAVENOTIFY | 0x8000  0  1  2  3  4  5  6  7  8  9  10  11  12  13  14  15  16 |
| **CAP\_DOUBLEFEEDDETECTION** | |  |
| **Version Constant ID** | | **Numeric ID** |
| 2.2 TWDF\_ULTRASONIC  2.2 TWDF\_BYLENGTH  2.2 TWDF\_INFRARED | | 0  1  2 |

##### CAP\_DOUBLEFEEDDETECTIONRESPONSE

|  |  |  |
| --- | --- | --- |
| **Version** | **Constant ID** | **Numeric ID** |
| 2.2  2.2  2.2  2.2 | TWDP\_STOP  TWDP\_STOPANDWAIT  TWDP\_SOUND  TWDP\_DONOTIMPRINT | 0  1  2  3 |

Refer to CAP\_DOUBLEFEEDDETECTIONRESPONSE in Chapter 10.

##### CAP\_DOUBLEFEEDDETECTIONSENSITIVITY

|  |  |
| --- | --- |
| **Version Constant ID** | **Numeric ID** |
| 2.2 TWUS\_LOW  2.2 TWUS\_MEDIUM  2.2 TWUS\_HIGH | 0  1  2 |
| **CAP\_DUPLEX** |  |
| **Version Constant ID** | **Numeric ID** |
| 1.7 TWDX\_NONE  1.7 TWDX\_1PASSDUPLEX  1.7 TWDX\_2PASSDUPLEX | 0  1  2 |
| **CAP\_FEEDERALIGNMENT** |  |
| **Version Constant ID** | **Numeric ID** |
| 1.8 TWFA\_NONE  1.8 TWFA\_LEFT  1.8 TWFA\_CENTER  1.8 TWFA\_RIGHT | 0  1  2  3 |
| **CAP\_FEEDERORDER** |  |
| **Version Constant ID** | **Numeric ID** |
| 1.8 TWFO\_FIRSTPAGEFIRST  1.8 TWFO\_LASTPAGEFIRST | 0  1 |

##### CAP\_FEEDERPOCKET

|  |  |  |
| --- | --- | --- |
| **Version** | **Constant ID** | **Numeric ID** |
| 2.0  2.0  2.0  2.0  2.0  2.0  2.0  2.0  2.0  2.0  2.0  2.0  2.0  2.0  2.0  2.0  2.0 | TWFP\_POCKETERROR  TWFP\_POCKET1  TWFP\_POCKET2  TWFP\_POCKET3  TWFP\_POCKET4  TWFP\_POCKET5  TWFP\_POCKET6  TWFP\_POCKET7  TWFP\_POCKET8  TWFP\_POCKET9  TWFP\_POCKET10  TWFP\_POCKET11  TWFP\_POCKET12  TWFP\_POCKET13  TWFP\_POCKET14  TWFP\_POCKET15  TWFP\_POCKET16 | 0  1  2  3  4  5  6  7  8  9  10  11  12  13  14  15  16 |
| **CAP\_INDICATORSMODE** | |  |
| **Version Constant ID** | | **Numeric ID** |
| 2.0 TWCI\_INFO  2.0 TWCI\_WARNING  2.0 TWCI\_ERROR  2.0 TWCI\_WARMUP | | 0  1  2  3 |
| **CAP\_JOBCONTROL** | |  |
| **Version Constant ID** | | **Numeric ID** |
| 1.7 TWJC\_NONE  1.7 TWJC\_JSIC  1.7 TWJC\_JSIS  1.7 TWJC\_JSXC  1.7 TWJC\_JSXS | | 0  1  2  3  4 |
| **CAP\_LANGUAGE**  See “Language Constants” on page 8-91.  **CAP\_PAPERHANDLING** | |  |
| **Version Constant ID** | | **Numeric ID** |
| 2.0 TWPH\_NORMAL  2.0 TWPH\_FRAGILE  2.0 TWPH\_THICK  2.0 TWPH\_TRIFOLD  2.0 TWPH\_PHOTOGRAPH | | 0  1  2  3  4 |

##### CAP\_POWERSUPPLY

|  |  |
| --- | --- |
| **Version Constant ID** | **Numeric ID** |
| 1.0 TWPS\_EXTERNAL  1.0 TWPS\_BATTERY | 0  1 |
| **CAP\_PRINTER** |  |
| **Version Constant ID** | **Numeric ID** |
| 1.8 TWPR\_IMPRINTERTOPBEFORE  1.8 TWPR\_IMPRINTERTOPAFTER  1.8 TWPR\_IMPRINTERBOTTOMBEFORE  1.8 TWPR\_IMPRINTERBOTTOMAFTER  1.8 TWPR\_ENDORSERTOPBEFORE  1.8 TWPR\_ENDORSERTOPAFTER  1.8 TWPR\_ENDORSERBOTTOMBEFORE  1.8 TWPR\_ENDORSERBOTTOMAFTER | 0  1  2  3  4  5  6  7 |
| **CAP\_PRINTERMODE** |  |
| **Version Constant ID** | **Numeric ID** |
| 1.8 TWPM\_SINGLESTRING  1.8 TWPM\_MULTISTRING  1.8 TWPM\_COMPOUNDSTRING | 0  1  2 |
| **CAP\_PRINTERFONTSTYLE** |  |
| **Version Constant ID** | **Numeric ID** |
| 2.3 TWPF\_NORMAL  2.3 TWPF\_BOLD  2.3 TWPF\_ITALIC  2.3 TWPF\_LARGESIZE  2.3 TWPF\_SMALLSIZE | 0  1  2  3  4 |
| **CAP\_PRINTERINDEXTRIGGER** |  |
| **Version Constant ID** | **Numeric ID** |
| 2.3 TWCT\_PAGE  2.3 TWCT\_PATCH1  2.3 TWCT\_PATCH2  2.3 TWCT\_PATCH3  2.3 TWCT\_PATCH4  2.3 TWCT\_PATCHT  2.3 TWCT\_PATCH6 | 0  1  2  3  4  5  6 |

##### CAP\_SEGMENTED

|  |  |
| --- | --- |
| **Version Constant ID** | **Numeric ID** |
| 1.91 TWSG\_NONE  1.91 TWSG\_AUTO  2.2 TWSG\_MANUAL | 0  1  2 |
| **ICAP\_AUTODISCARDBLANKPAGES** |  |
| **Version Constant ID** | **Numeric ID** |
| 2.0 TWBP\_DISABLE  2.0 TWBP\_AUTO | -2  -1 |
| **ICAP\_AUTOSIZE** |  |
| **Version Constant ID** | **Numeric ID** |
| 2.0 TWAS\_NONE  2.0 TWAS\_AUTO  2.0 TWAS\_CURRENT | 0  1  2 |
| **ICAP\_BARCODESEARCHMODE** |  |
| **Version Constant ID** | **Numeric ID** |
| 1.8 TWBD\_HORZ  1.8 TWBD\_VERT  1.8 TWBD\_HORZVERT  1.8 TWBD\_VERTHORZ | 0  1  2  3 |
| **ICAP\_SUPPORTEDBARCODETYPES** |  |
| **Version Constant ID** | **Numeric ID** |
| 1.7 TWBT\_3OF9  1.7 TWBT\_2OF5INTERLEAVED  1.7 TWBT\_2OF5NONINTERLEAVED  1.7 TWBT\_CODE93  1.7 TWBT\_CODE128  1.7 TWBT\_UCC128  1.7 TWBT\_CODABAR  1.7 TWBT\_UPCA  1.7 TWBT\_UPCE  1.7 TWBT\_EAN8  1.7 TWBT\_EAN13  1.7 TWBT\_POSTNET  1.7 TWBT\_PDF417 | 0  1  2  3  4  5  6  7  8  9  10  11  12 |

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| --- | --- | --- |
| **Version Constant ID** | | **Numeric ID** |
| 1.8 TWBT\_2OF5INDUSTRIAL  1.8 TWBT\_2OF5MATRIX  1.8 TWBT\_2OF5DATALOGIC  1.8 TWBT\_2OF5IATA  1.8 TWBT\_3OF9FULLASCII  1.8 TWBT\_CODABARWITHSTARTSTOP  1.8 TWBT\_MAXICODE  2.2 TWBT\_QRCODE | | 13  14  15  16  17  18  19  20 |
| **ICAP\_BITDEPTHREDUCTION** | |  |
| **Version Constant ID** | | **Numeric ID** |
| 1.5 TWBR\_THRESHOLD  1.5 TWBR\_HALFTONE  1.5 TWBR\_CUSTHALFTONE  1.5 TWBR\_DIFFUSION  2.2 TWBR\_DYNAMICTHRESHOLD | | 0  1  2  3  4 |
| **ICAP\_BITORDER** | |  |
| **Version Constant ID** | | **Numeric ID** |
| 1.0 TWBO\_LSBFIRST  1.0 TWBO\_MSBFIRST | | 0  1 |
| **ICAP\_COMPRESSION** | |  |
| **Version** | **Constant ID** | **Numeric ID** |
| 1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.7  1.8  1.8  1.8  1.8  2.2  2.2 | TWCP\_NONE  TWCP\_PACKBITS  TWCP\_GROUP31D  TWCP\_GROUP31DEOL  TWCP\_GROUP32D  TWCP\_GROUP4  TWCP\_JPEG TWCP\_LZW  TWCP\_JBIG TWCP\_PNG  TWCP\_RLE4  TWCP\_RLE8  TWCP\_BITFIELDS  TWCP\_ZIP  TWCP\_JPEG2000 | 0  1  2  3  4  5  6  7  8  9  10  11  12  13  14 |
| **ICAP\_FEEDERTYPE** | |  |
| **Version Constant ID** | | **Numeric ID** |
| 1.91 TWFE\_GENERAL  1.91 TWFE\_PHOTO | | 0  1 |

##### ICAP\_FILTER

|  |  |
| --- | --- |
| **Version Constant ID** | **Numeric ID** |
| 1.0 TWFT\_RED  1.0 TWFT\_GREEN  1.0 TWFT\_BLUE  1.0 TWFT\_NONE  1.0 TWFT\_WHITE  1.0 TWFT\_CYAN  1.0 TWFT\_MAGENTA  1.0 TWFT\_YELLOW  1.0 TWFT\_BLACK | 0  1  2  3  4  5  6  7  8 |
| **ICAP\_FLASHUSED2** |  |
| **Version Constant ID** | **Numeric ID** |
| 1.0 TWFL\_NONE  1.0 TWFL\_OFF  1.0 TWFL\_ON  1.0 TWFL\_AUTO  1.0 TWFL\_REDEYE | 0  1  2  3  4 |
| **ICAP\_FILMTYPE** |  |
| **Version Constant ID** | **Numeric ID** |
| 2.2 TWFM\_POSITIVE  2.2 TWFM\_NEGATIVE | 0  1 |
| **ICAP\_FLIPROTATION** |  |
| **Version Constant ID** | **Numeric ID** |
| 1.8 TWFR\_BOOK  1.8 TWFR\_FANFOLD | 0  1 |
| **ICAP\_ICCPROFILE** |  |
| **Version Constant ID** | **Numeric ID** |
| 1.91 TWIC\_NONE  1.91 TWIC\_LINK  1.91 TWIC\_EMBED | 0  1  2 |

##### ICAP\_IMAGEFILEFORMAT

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| --- | --- | --- |
| **Version** | **Constant ID** | **Numeric ID** |
| 1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.91  1.91  1.91  1.91  2.0  2.1 | TWFF\_TIFF  TWFF\_PICT  TWFF\_BMP  TWFF\_XBM  TWFF\_JFIF  TWFF\_FPX  TWFF\_TIFFMULTI  TWFF\_PNG  TWFF\_SPIFF  TWFF\_EXIF  TWFF\_PDF TWFF\_JP2 removed TWFF\_JPX  TWFF\_DEJAVU  TWFF\_PDFA  TWFF\_PDFA2 | 0  1  2  3  4  5  6  7  8  9  10  11  12  13  14  15  16 |

##### ICAP\_IMAGEFILTER

|  |  |  |
| --- | --- | --- |
| **Version** | **Constant ID** | **Numeric ID** |
| 1.8  1.8  1.8  1.8  1.8  1.8  1.8 | TWIF\_NONE  TWIF\_AUTO  TWIF\_LOWPASS  TWIF\_BANDPASS  TWIF\_HIGHPASS TWIF\_TEXT  TWIF\_FINELINE | 0  1  2  3  4  TWIF\_BANDPASS  TWIF\_HIGHPASS |

##### ICAP\_IMAGEMERGE

|  |  |
| --- | --- |
| **Version Constant ID** | **Numeric ID** |
| 2.1 TWIM\_NONE  2.1 TWIM\_FRONTONTOP  2.1 TWIM\_FRONTONBOTTOM  2.1 TWIM\_FRONTONLEFT  2.1 TWIM\_FRONTONRIGHT | 0  1  2  3  4 |
| **ICAP\_JPEGQUALITY** |  |
| **Version Constant ID** | **Numeric ID** |
| 1.9 TWJQ\_UNKNOWN  1.9 TWJQ\_LOW  1.9 TWJQ\_MEDIUM  1.9 TWJQ\_HIGH | -4  -3  -2  -1 |

##### ICAP\_JPEGSUBSAMPLING

|  |  |
| --- | --- |
| **Version Constant ID** | **Numeric ID** |
| 2.2 TWJS\_444YCBCR  2.2 TWJS\_444RGB  2.2 TWJS\_422  2.2 TWJS\_421  2.2 TWJS\_411  2.2 TWJS\_420  2.2 TWJS\_410  2.2 TWJS\_311 | 0  1  2  3  4  5  6  7 |
| **ICAP\_LIGHTPATH** |  |
| **Version Constant ID** | **Numeric ID** |
| 1.0 TWLP\_REFLECTIVE  1.0 TWLP\_TRANSMISSIVE | 0  1 |
| **ICAP\_LIGHTSOURCE** |  |
| **Version Constant ID** | **Numeric ID** |
| 1.0 TWLS\_RED  1.0 TWLS\_GREEN  1.0 TWLS\_BLUE  1.0 TWLS\_NONE  1.0 TWLS\_WHITE  1.0 TWLS\_UV  1.0 TWLS\_IR | 0  1  2  3  4  5  6 |
| **ICAP\_MIRROR** |  |
| **Version Constant ID** | **Numeric ID** |
| 2.2 TWMR\_NONE  2.2 TWMR\_VERTICAL  2.2 TWMR\_HORIZONTAL | 0  1  2 |
| **ICAP\_NOISEFILTER** |  |
| **Version Constant ID** | **Numeric ID** |
| 1.8 TWNF\_NONE  1.8 TWNF\_AUTO  1.8 TWNF\_LONEPIXEL  1.8 TWNF\_MAJORITYRULE | 0  1  2  3 |

##### ICAP\_ORIENTATION

|  |  |  |
| --- | --- | --- |
| **Version** | **Constant ID** | **Numeric ID** |
| 1.0  1.0  1.0  1.0  1.0  1.0  2.0  2.0  2.0 | TWOR\_ROT0  TWOR\_ROT90  TWOR\_ROT180  TWOR\_ROT270  TWOR\_PORTRAIT  TWOR\_LANDSCAPE  TWOR\_AUTO  TWOR\_AUTOTEXT  TWOR\_AUTOPICTURE | 0  1  2  3  TWOR\_ROT0  TWOR\_ROT270  4  5  6 |

##### ICAP\_OVERSCAN

|  |  |
| --- | --- |
| **Version Constant ID** | **Numeric ID** |
| 1.8 TWOV\_NONE  1.8 TWOV\_AUTO  1.8 TWOV\_TOPBOTTOM  1.8 TWOV\_LEFTRIGHT  1.8 TWOV\_ALL | 0  1  2  3  4 |
| **ICAP\_PLANARCHUNKY** |  |
| **Version Constant ID** | **Numeric ID** |
| 1.0 TWPC\_CHUNKY  1.0 TWPC\_PLANAR | 0  1 |
| **ICAP\_PIXELFLAVOR** |  |
| **Version Constant ID** | **Numeric ID** |
| 1.0 TWPF\_CHOCOLATE  1.0 TWPF\_VANILLA | 0  1 |
| **ICAP\_PIXELTYPE** |  |
| **Version Constant ID** | **Numeric ID** |
| 1.0 TWPT\_BW  1.0 TWPT\_GRAY  1.0 TWPT\_RGB  1.0 TWPT\_PALETTE  1.0 TWPT\_CMY  1.0 TWPT\_CMYK  1.0 TWPT\_YUV  1.0 TWPT\_YUVK  1.0 TWPT\_CIEXYZ  1.0 TWPT\_LAB | 0  1  2  3  4  5  6  7  8  9 |

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| --- | --- | --- |
| **Version Constant ID** | | **Numeric ID** |
| 1.91 TWPT\_SRGB  1.91 TWPT\_SCRGB  2.0 TWPT\_INFRARED | | 10  11  16 |
| **ICAP\_SUPPORTEDSIZES** | |  |
| **Version** | **Constant ID** | **Numeric ID** |
| 1.0  1.0  1.0  1.0  1.0  1.5  1.5  1.5 | TWSS\_NONE  TWSS\_A4  TWSS\_JISB5  TWSS\_USLETTER  TWSS\_USLEGAL  TWSS\_A5  TWSS\_ISOB4  TWSS\_ISOB6 | 0  1  2  3  4  5  6  7 |
| 1.7  1.7  1.7  1.7  1.7  1.7  1.7  1.7 | // removed  TWSS\_USLEDGER  TWSS\_USEXECUTIVE  TWSS\_A3  TWSS\_ISOB3  TWSS\_A6  TWSS\_C4  TWSS\_C5  TWSS\_C6 | 9  10  11  12  13  14  15  16 |
| 1.8  1.8  1.8  1.8  1.8  1.8  1.8  1.8  1.8 | TWSS\_4A0  TWSS\_2A0  TWSS\_A0  TWSS\_A1  TWSS\_A2  TWSS\_A7  TWSS\_A8  TWSS\_A9  TWSS\_A10 | 17  18  19  20  21  22  23  24  25 |
| 1.8  1.8  1.8  1.8  1.8  1.8  1.8  1.8 | TWSS\_ISOB0  TWSS\_ISOB1  TWSS\_ISOB2  TWSS\_ISOB5  TWSS\_ISOB7  TWSS\_ISOB8  TWSS\_ISOB9  TWSS\_ISOB10 | 26  27  28  29  30  31  32  33 |
| 1.8  1.8  1.8  1.8  1.8  1.8  1.8 | TWSS\_JISB0  TWSS\_JISB1  TWSS\_JISB2  TWSS\_JISB3  TWSS\_JISB4  TWSS\_JISB6  TWSS\_JISB7 | 34  35  36  37  38  39  40 |

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| **Version** | **Constant ID** | **Numeric ID** |
| 1.8  1.8  1.8  1.8  1.8  1.8  1.8  1.8  1.8  1.8  1.8  1.8  1.8  2.1 | TWSS\_JISB8  TWSS\_JISB9  TWSS\_JISB10  TWSS\_C0  TWSS\_C1  TWSS\_C2  TWSS\_C3  TWSS\_C7  TWSS\_C8  TWSS\_C9  TWSS\_C10  TWSS\_USSTATEMENT  TWSS\_BUSINESSCARD  TWSS\_MAXSIZE | 41  42  43  44  45  46  47  48  49  50  51  52  53  54 |
| **ICAP\_XFERMECH** | |  |
| **Version Constant ID** | | **Numeric ID** |
| 1.0 TWSX\_NATIVE  1.0 TWSX\_FILE  1.0 TWSX\_MEMORY  //removed  1.91 TWSX\_MEMFILE | | 0  1  2  4 |
| **ICAP\_UNITS** | |  |
| **Version** | **Constant ID** | **Numeric ID** |
| 1.0  1.0  1.0  1.0  1.0  1.0  1.91 | TWUN\_INCHES  TWUN\_CENTIMETERS  TWUN\_PICAS  TWUN\_POINTS TWUN\_TWIPS  TWUN\_PIXELS  TWUN\_MILLIMETERS | 0  1  2  3  4  5  6 |

**Language Constants**

###### Language

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| --- | --- | --- |
| **Version** | **Constant ID** | **Numeric ID** |
| 1.8  1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0 | TWLG\_USERLOCALE  TWLG\_DAN  TWLG\_DUT  TWLG\_ENG  TWLG\_FCF  TWLG\_FIN  TWLG\_FRN  TWLG\_GER  TWLG\_ICE  TWLG\_ITN  TWLG\_NOR  TWLG\_POR  TWLG\_SPA  TWLG\_SWE  TWLG\_USA | -1  0  1  2  3  4  5  6  7  8  9  10  11  12  13 |
| 1.8  1.8  1.8  1.8  1.8  1.8  1.8  1.8  1.8  1.8  1.8  1.8 | TWLG\_AFRIKAANS  TWLG\_ALBANIA  TWLG\_ARABIC  TWLG\_ARABIC\_ALGERIA  TWLG\_ARABIC\_BAHRAIN  TWLG\_ARABIC\_EGYPT  TWLG\_ARABIC\_IRAQ  TWLG\_ARABIC\_JORDAN  TWLG\_ARABIC\_KUWAIT  TWLG\_ARABIC\_LEBANON TWLG\_ARABIC\_LIBYA  TWLG\_ARABIC\_MOROCCO | 14  15  16  17  18  19  20  21  22  23  24  25 |
| 1.8  1.8  1.8  1.8  1.8  1.8  1.8  1.8  1.8  1.8  1.8  1.8 | TWLG\_ARABIC\_OMAN  TWLG\_ARABIC\_QATAR  TWLG\_ARABIC\_SAUDIARABIA  TWLG\_ARABIC\_SYRIA  TWLG\_ARABIC\_TUNISIA  TWLG\_ARABIC\_UAE  TWLG\_ARABIC\_YEMEN TWLG\_BASQUE  TWLG\_BYELORUSSIAN  TWLG\_BULGARIAN  TWLG\_CATALAN  TWLG\_CHINESE | 26  27  28  29  30  31  32  33  34  35  36  37 |
| 1.8  1.8  1.8  1.8  1.8  1.8 | TWLG\_CHINESE\_HONGKONG  TWLG\_CHINESE\_PRC  TWLG\_CHINESE\_SINGAPORE  TWLG\_CHINESE\_SIMPLIFIED  TWLG\_CHINESE\_TAIWAN  TWLG\_CHINESE\_TRADITIONAL | 38  39  40  41  42 43 |

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| **Version** | **Constant ID** | **Numeric ID** |
| 1.8  1.8  1.8  1.8  1.8  1.8  1.8  1.8  1.8  1.8 | TWLG\_CROATIA  TWLG\_CZECH  TWLG\_DANISH  TWLG\_DUTCH  TWLG\_DUTCH\_BELGIAN  TWLG\_ENGLISH  TWLG\_ENGLISH\_AUSTRALIAN  TWLG\_ENGLISH\_CANADIAN  TWLG\_ENGLISH\_IRELAND  TWLG\_ENGLISH\_NEWZEALAND | 44  45  TWLG\_DAN  TWLG\_DUT 46  TWLG\_ENG  47  48  49  50 |
| 1.8  1.8  1.8  1.8  1.8  1.8  1.8  1.8  1.8  1.8  1.8  1.8  1.8  1.8  1.8  1.8  1.8  1.8  1.8  1.8  1.8  1.8  1.8  1.8 | TWLG\_ENGLISH\_SOUTHAFRICA  TWLG\_ENGLISH\_UK  TWLG\_ENGLISH\_USA  TWLG\_ESTONIAN  TWLG\_FAEROESE  TWLG\_FARSI  TWLG\_FINNISH  TWLG\_FRENCH  TWLG\_FRENCH\_BELGIAN  TWLG\_FRENCH\_CANADIAN  TWLG\_FRENCH\_LUXEMBOURG  TWLG\_FRENCH\_SWISS  TWLG\_GERMAN  TWLG\_GERMAN\_AUSTRIAN  TWLG\_GERMAN\_LUXEMBOURG  TWLG\_GERMAN\_LIECHTENSTEIN  TWLG\_GERMAN\_SWISS  TWLG\_GREEK  TWLG\_HEBREW  TWLG\_HUNGARIAN  TWLG\_ICELANDIC  TWLG\_INDONESIAN  TWLG\_ITALIAN  TWLG\_ITALIAN\_SWISS | 51  52  TWLG\_USA  53  54  55  TWLG\_FIN  TWLG\_FRN 56  TWLG\_FCF  57  58  TWLG\_GER  59  60  61  62  63  64  65  TWLG\_ICE 66  TWLG\_ITN  67 |
| 1.8  1.8  1.8  1.8  1.8  1.8  1.8  1.8  1.8 | TWLG\_JAPANESE  TWLG\_KOREAN  TWLG\_KOREAN\_JOHAB  TWLG\_LATVIAN  TWLG\_LITHUANIAN  TWLG\_NORWEGIAN  TWLG\_NORWEGIAN\_BOKMAL  TWLG\_NORWEGIAN\_NYNORSK  TWLG\_POLISH | 68  69  70  71  72  TWLG\_NOR  73  74  75 |
| 1.8  1.8  1.8  1.8  1.8  1.8  1.8 | TWLG\_PORTUGUESE  TWLG\_PORTUGUESE\_BRAZIL  TWLG\_ROMANIAN  TWLG\_RUSSIAN  TWLG\_SERBIAN\_LATIN  TWLG\_SLOVAK  TWLG\_SLOVENIAN | TWLG\_POR  76  77  78  79  80 81 |

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| **Version** | **Constant ID** | **Numeric ID** |
| 1.8  1.8  1.8  1.8  1.8  1.8  1.8  1.8  1.8  1.8  1.8  1.8  1.8  1.8  1.8  1.8  1.8  1.8  1.8  1.8  1.8  1.8  1.8  1.8  1.8  1.8  1.8  1.8  1.8  1.8  1.8  1.8  1.8  1.8 | TWLG\_SPANISH  TWLG\_SPANISH\_MEXICAN  TWLG\_SPANISH\_MODERN  TWLG\_SWEDISH TWLG\_THAI  TWLG\_TURKISH  TWLG\_UKRANIAN  TWLG\_ASSAMESE  TWLG\_BENGALI  TWLG\_BIHARI  TWLG\_BODO  TWLG\_DOGRI  TWLG\_GUJARATI  TWLG\_HARYANVI  TWLG\_HINDI  TWLG\_KANNADA  TWLG\_KASHMIRI  TWLG\_MALAYALAM  TWLG\_MARATHI  TWLG\_MARWARI  TWLG\_MEGHALAYAN  TWLG\_MIZO  TWLG\_NAGA  TWLG\_ORISSI  TWLG\_PUNJABI  TWLG\_PUSHTU  TWLG\_SERBIAN\_CYRILLIC  TWLG\_SIKKIMI  TWLG\_SWEDISH\_FINLAND  TWLG\_TAMIL  TWLG\_TELUGU  TWLG\_TRIPURI  TWLG\_URDU  TWLG\_VIETNAMESE | TWLG\_SPA  82  83  TWLG\_SWE  84  85  86  87  88  89  90  91  92  93  94  95  96  97  98  99  100  101  102  103  104  105  106  107  108  109  110  111  112  113 |
| **Country [TWCY\_]** | |  |
| **Version Constant ID** | | **Numeric ID** |
| 1.0 TWCY\_AFGHANISTAN  1.0 TWCY\_ALGERIA  1.0 TWCY\_AMERICANSAMOA  1.0 TWCY\_ANDORRA  1.0 TWCY\_ANGOLA | | 1001  213  684  33  1002 |
| 1.0 TWCY\_ANGUILLA  1.0 TWCY\_ANTIGUA  1.0 TWCY\_ARGENTINA  1.0 TWCY\_ARUBA  1.0 TWCY\_ASCENSIONI  1.0 TWCY\_AUSTRALIA | | 8090  8091  54  297  247  61 |

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| --- | --- | --- |
| **Version** | **Constant ID** | **Numeric ID** |
| 1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0 | TWCY\_AUSTRIA  TWCY\_BAHAMAS  TWCY\_BAHRAIN  TWCY\_BANGLADESH  TWCY\_BARBADOS  TWCY\_BELGIUM  TWCY\_BELIZE  TWCY\_BENIN  TWCY\_BERMUDA TWCY\_BHUTAN  TWCY\_BOLIVIA  TWCY\_BOTSWANA  TWCY\_BRITAIN  TWCY\_BRITVIRGINIS  TWCY\_BRAZIL | 43  8092  973  880  8093  32  501  229  8094  1003  591  267  6  8095  55 |
| 1.0  1.0  1.0  1.0  1.0 | TWCY\_BRUNEI  TWCY\_BULGARIA  TWCY\_BURKINAFASO  TWCY\_BURMA  TWCY\_BURUNDI | 673  359  1004  1005  1006 |
| 1.0  1.0  1.0  1.0  1.0 | TWCY\_CAMAROON  TWCY\_CANADA  TWCY\_CAPEVERDEIS  TWCY\_CAYMANIS  TWCY\_CENTRALAFREP | 237  2  238  8096  1007 |
| 1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0 | TWCY\_CHAD  TWCY\_CHILE  TWCY\_CHINA  TWCY\_CHRISTMASIS  TWCY\_COCOSIS  TWCY\_COLOMBIA  TWCY\_COMOROS  TWCY\_CONGO | 1008  56  86  1009  1009 57  1010  1011 |
| 1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0 | TWCY\_COOKIS  TWCY\_COSTARICA  TWCY\_CUBA  TWCY\_CYPRUS  TWCY\_CZECHOSLOVAKIA  TWCY\_DENMARK  TWCY\_DJIBOUTI  TWCY\_DOMINICA  TWCY\_DOMINCANREP | 1012  506  5  357  42  45  1013  8097  8098 |
| 1.0  1.0  1.0  1.0  1.0  1.0 | TWCY\_EASTERIS TWCY\_ECUADOR TWCY\_EGYPT  TWCY\_ELSALVADOR  TWCY\_EQGUINEA  TWCY\_ETHIOPIA | 1014  593 20  503  1015  251 |

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| **Version** | **Constant ID** | **Numeric ID** |
| 1.0  1.0  1.0  1.0 | TWCY\_FALKLANDIS  TWCY\_FAEROEIS  TWCY\_FIJIISLANDS  TWCY\_FINLAND | 1016  298  679  358 |
| 1.0  1.0  1.0  1.0  1.0 | TWCY\_FRANCE  TWCY\_FRANTILLES  TWCY\_FRGUIANA  TWCY\_FRPOLYNEISA  TWCY\_FUTANAIS | 33  596  594  689  1043 |
| 1.0  1.0  1.0  1.0  1.0  1.0 | TWCY\_GABON  TWCY\_GAMBIA  TWCY\_GERMANY  TWCY\_GHANA  TWCY\_GIBRALTER  TWCY\_GREECE | 241  220 49  233  350  30 |
| 1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0 | TWCY\_GREENLAND  TWCY\_GRENADA  TWCY\_GRENEDINES  TWCY\_GUADELOUPE  TWCY\_GUAM  TWCY\_GUANTANAMOBAY  TWCY\_GUATEMALA  TWCY\_GUINEA  TWCY\_GUINEABISSAU  TWCY\_GUYANA  TWCY\_HAITI  TWCY\_HONDURAS | 299  8099  8015  590  671  5399  502  224  1017  592  509  504 |
| 1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0 | TWCY\_HONGKONG  TWCY\_HUNGARY  TWCY\_ICELAND  TWCY\_INDIA  TWCY\_INDONESIA  TWCY\_IRAN  TWCY\_IRAQ  TWCY\_IRELAND TWCY\_ISRAEL  TWCY\_ITALY  TWCY\_IVORYCOAST  TWCY\_JAMAICA  TWCY\_JAPAN  TWCY\_JORDAN  TWCY\_KENYA  TWCY\_KIRIBATI TWCY\_KOREA | 852 36  354  91  62  98  964  353  972 39  225  8010  81  962  254  1018  82 |
| 1.0  1.0  1.0  1.0 | TWCY\_KUWAIT  TWCY\_LAOS  TWCY\_LEBANON  TWCY\_LIBERIA | 965  1019  1020  231 |

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| --- | --- | --- |
| **Version** | **Constant ID** | **Numeric ID** |
| 1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0 | TWCY\_LIBYA  TWCY\_LIECHTENSTEIN  TWCY\_LUXENBOURG TWCY\_MACAO  TWCY\_MADAGASCAR  TWCY\_MALAWI  TWCY\_MALAYSIA  TWCY\_MALDIVES  TWCY\_MALI  TWCY\_MALTA  TWCY\_MARSHALLIS  TWCY\_MAURITANIA  TWCY\_MAURITIUS  TWCY\_MEXICO | 218 41  352  853  1021  265 60  960  1022  356  692  1023  230  3 |
| 1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0 | TWCY\_MICRONESIA  TWCY\_MIQUELON TWCY\_MONACO  TWCY\_MONGOLIA  TWCY\_MONTSERRAT TWCY\_MOROCCO  TWCY\_MOZAMBIQUE  TWCY\_NAMIBIA  TWCY\_NAURU  TWCY\_NEPAL | 691  508  33  1024  8011 212  1025 264  1026  977 |
| 1.0  1.0  1.0  1.0  1.0 | TWCY\_NETHERLANDS  TWCY\_NETHANTILLES TWCY\_NEVIS  TWCY\_NEWCALEDONIA  TWCY\_NEWZEALAND | 31  599  8012  687  64 |
| 1.0  1.0  1.0  1.0  1.0  1.0 | TWCY\_NICARAGUA  TWCY\_NIGER  TWCY\_NIGERIA  TWCY\_NIUE  TWCY\_NORFOLKI  TWCY\_NORWAY | 505  227  234  1027  1028  47 |
| 1.0  1.0  1.0  1.0 | TWCY\_OMAN  TWCY\_PAKISTAN  TWCY\_PALAU  TWCY\_PANAMA | 968  92  1029  507 |
| 1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0 | TWCY\_PARAGUAY  TWCY\_PERU  TWCY\_PHILLIPPINES  TWCY\_PITCAIRNIS  TWCY\_PNEWGUINEA  TWCY\_POLAND  TWCY\_PORTUGAL  TWCY\_QATAR | 595  51  63  1030  675 48  351  974 |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Version** | **Constant ID** | | | **Numeric ID** |
| 1.0  1.0  1.0 | TWCY\_REUNIONI  TWCY\_ROMANIA  TWCY\_RWANDA | | | 1031  40  250 |
| 1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0 | TWCY\_SAIPAN  TWCY\_SANMARINO  TWCY\_SAOTOME  TWCY\_SAUDIARABIA  TWCY\_SENEGAL  TWCY\_SEYCHELLESIS  TWCY\_SIERRALEONE  TWCY\_SINGAPORE  TWCY\_SOLOMONIS  TWCY\_SOMALI  TWCY\_SOUTHAFRICA  TWCY\_SPAIN | | | 670  39  1033  966  221  1034  1035 65  1036  1037  27  34 |
| 1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0 | TWCY\_SRILANKA  TWCY\_STHELENA  TWCY\_STKITTS  TWCY\_STLUCIA  TWCY\_STPIERRE  TWCY\_STVINCENT  TWCY\_SUDAN  TWCY\_SURINAME  TWCY\_SWAZILAND  TWCY\_SWEDEN | | | 94  1032  8013  8014 508  8015  1038  597  268  46 |
| 1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0 | TWCY\_SWITZERLAND  TWCY\_SYRIA  TWCY\_TAIWAN  TWCY\_TANZANIA  TWCY\_THAILAND  TWCY\_TOBAGO  TWCY\_TOGO  TWCY\_TONGAIS  TWCY\_TRINIDAD  TWCY\_TUNISIA  TWCY\_TURKEY  TWCY\_TURKSCAICOS  TWCY\_TUVALU  TWCY\_UGANDA  TWCY\_USSR | | | 41  1039  886  255  66  8016  228  676  8016  216  90  8017  1040  256  7 |
| 1.0  1.0  1.0  1.0  1.0  1.0  1.0  1.0 | TWCY\_UAEMIRATES  TWCY\_UNITEDKINGDOM  TWCY\_USA  TWCY\_URUGUAY  TWCY\_VANUATU  TWCY\_VATICANCITY  TWCY\_VENEZUELA  TWCY\_WAKE | | | 971  44  1  598  1041  39  58  1042 |
| **Version** | **Constant ID** | | | **Numeric ID** |
| 1.0  1.0  1.0  1.0  1.0 | TWCY\_WALLISIS  TWCY\_WESTERNSAHARA  TWCY\_WESTERNSAMOA  TWCY\_YEMEN  TWCY\_YUGOSLAVIA | | | 1043  1044  1045  1046  38 |
| 1.0  1.0  1.0 | TWCY\_ZAIRE  TWCY\_ZAMBIA  TWCY\_ZIMBABWE | | | 243  260  263 |
| 1.8  1.8  1.8 | TWCY\_ALBANIA  TWCY\_ARMENIA  TWCY\_AZERBAIJAN | | | 355  374  994 |
| 1.8  1.8  1.8  1.8 | TWCY\_BELARUS  TWCY\_BOSNIAHERZGO  TWCY\_CAMBODIA  TWCY\_CROATIA | | | 375  387  855  385 |
| 1.8  1.8  1.8 | TWCY\_CZECHREPUBLIC  TWCY\_DIEGOGARCIA  TWCY\_ERITREA | | | 420  246  291 |
| 1.8  1.8  1.8  1.8  1.8  1.8  1.8  1.8  1.8  1.8  1.8  1.8  1.8  1.8  1.8  1.8  1.8  1.8  1.8 | TWCY\_ESTONIA  TWCY\_GEORGIA TWCY\_LATVIA  TWCY\_LESOTHO  TWCY\_LITHUANIA  TWCY\_MACEDONIA  TWCY\_MAYOTTEIS  TWCY\_MOLDOVA  TWCY\_MYANMAR  TWCY\_NORTHKOREA  TWCY\_PUERTORICO  TWCY\_RUSSIA  TWCY\_SERBIA  TWCY\_SLOVAKIA  TWCY\_SLOVENIA  TWCY\_SOUTHKOREA TWCY\_UKRAINE  TWCY\_USVIRGINIS TWCY\_VIETNAM | | | 372  995  371  266  370  389  269  373 95  850  787  7  381  421  386 82  380  340  84 |

#### Deprecated Items

These items are maintained because after something is added to TWAIN both its name and numeric id (if any) cannot be reused for any other purpose. However, even though they should not be used in applications and drivers, they must be included in a deprecated section in any compliant TWAIN include file. This helps ensure compatibility among all versions of TWAIN drivers and applications, and prevents collisions as new names and numbers are added to the Specification.

At this time the most notable depreciation is the DAT\_SETUPFILEXFER2 and all related items. These were added in 1.9 to help with the Macintosh. It was subsequently decided that it wasn’t very useful (and no one was using it), so to cut down on confusion it’s been removed.

**Platform Dependent Definitions and Typedefs**

#ifdef WIN32

#define TW\_HUGE #else

#define TW\_HUGE huge

#endif

typedef BYTE TW\_HUGE \* HPBYTE; typedef void TW\_HUGE \* HPVOID;

**String types**

typedef unsigned char TW\_STR1024[1026], FAR \*pTW\_STR1026,

FAR \*pTW\_STR1024;

typedef wchar\_t TW\_UNI512[512], FAR \*pTW\_UNI512;

**Constants**

**Note:** For a description of these constants see the previous version of the TWAIN specification.

##### Capability Argument Constants

**ACAP\_AUDIOFILEFORMAT**

|  |  |
| --- | --- |
| **Constant ID** | **Numeric ID** |
| TWAF\_WAV  TWAF\_AIFF  TWAF\_AU  TWAF\_SND | 0  1  2  3 |

|  |  |  |
| --- | --- | --- |
| **Section** |  | **(defined as)** |
| Data Argument  Types (DAT\_) | DAT\_SETUPFILEXFER2  DAT\_TWUNKIDENTITY | 0x301  Ox000B |
| ItemTypes for  Capability Container structures | TWTY\_STR1024  TWTY\_UNI512 | 0x000d  0x000e |

|  |  |
| --- | --- |
| Capabilities CAP\_SUPPORTEDCAPSEXT  CAP\_FILESYSTEM  CAP\_PAGEMULTIPLEACQUIRE  CAP\_PAPERBINDING  CAP\_PASSTHRU  CAP\_POWERDOWNTIME | 0x100c 0x????  0x1023 /\* Added 1.8 \*/  0x102f /\* Added 1.8 \*/  0x1031 /\* Added 1.8 \*/  0x1034 /\* Added 1.8, deprecated \*/ /\* 0x1034 has been reused \*/ /\* by CAP\_CAMERASIDE \*/ |
| Messages MSG\_INVOKE\_CALLBACK  MSG\_CHECKSTATUS | 0x0903  0x0201 |
| Query Support TWQC\_CONSTRAINABLE | 0x0040 |
| Capability values TWSX\_FILE2  TWFS\_FILESYSTEM  TWFS\_RECURSIVEDELETE  TWPT\_BGR  TWPT\_CIELAB  TWPT\_CIELUV  TWPT\_YCBCR  TWSS\_B  TWSS\_B5LETTER  TWSS\_A4LETTER  TWSS\_B3  TWSS\_B4  TWSS\_B6  TWLG\_DAN  TWLG\_DUT  TWLG\_ENG  TWLG\_USA  TWLG\_FIN  TWLG\_FRN  TWLG\_FCF  TWLG\_GER  TWLG\_ICE  TWLG\_ITN  TWLG\_NOR  TWLG\_POR  TWLG\_SPA  TWLG\_SWE | 3  0  1  12  13  14  15  8  TWSS\_JISB5 TWSS\_A4  TWSS\_ISOB3  TWSS\_ISOB4  TWSS\_ISOB6  TWLG\_DANISH  TWLG\_DUTCH  TWLG\_ENGLISH  TWLG\_ENGLISH\_USA  TWLG\_FINNISH  TWLG\_FRENCH  TWLG\_FRENCH\_CANADIAN  TWLG\_GERMAN  TWLG\_ICELANDIC TWLG\_ITALIAN  TWLG\_NORWEGIAN  TWLG\_PORTUGUESE  TWLG\_SPANISH  TWLG\_SWEDISH |

**Structures** typedef struct {

TW\_MEMREF FileName;

TW\_UINT16 FileNameType;

TW\_UINT16 Format;

TW\_INT16 VRefNum;

TW\_UINT32 parID;

} TW\_SETUPFILEXFER2, FAR \* pTW\_SETUPFILEXFER2;

typedef struct {

TW\_IDENTITY identity;

TW\_STR255 dsPath;

} TW\_TWUNKIDENTITY, FAR \* pTW\_TWUNKIDENTITY;

typedef struct {

TW\_INT8 destFlag;

TW\_IDENTITY dest;

TW\_INT32 dataGroup;

TW\_INT16 dataArgType;

TW\_INT16 message;

TW\_INT32 pDataSize;

} TW\_TWUNKDSENTRYPARAMS, FAR \* pTW\_TWUNKDSENTRYPARAMS;

typedef struct {

TW\_UINT16 returnCode;

TW\_UINT16 conditionCode;

TW\_INT32 pDataSize;

} TW\_TWUNKDSENTRYRETURN, FAR \* pTW\_TWUNKDSENTRYRETURN;

typedef struct {

TW\_UINT16 Cap;

TW\_UINT16 Properties; } TW\_CAPEXT, FAR \* pTW\_CAPEXT;

typedef struct {

TW\_STR255 FileName;

TW\_UINT16 Format;

TW\_INT16 VRefNum;

} TW\_SETUPAUDIOFILEXFER, FAR \* pTW\_SETUPAUDIOFILEXFER;

**9**

**Extended Image Information**

**Definitions**

**Chapter Contents**

TWAIN 1.7 Extended Image Attribute Capabilities. . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . 9-1 TWAIN 1.9 Extended Image Attribute Capabilities. . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . 9-11 TWAIN 1.91 Extended Image Attribute Capabilities. . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . 9-14

TWAIN 2.0 Extended Image Attribute Capabilities. . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . 9-16

TWAIN 2.1 Extended Image Attribute Capabilities. . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . 9-16 The following sections contain information about extended image attributes.

#### TWAIN 1.7 Extended Image Attribute Capabilities

The following extended image attribute capabilities have been defined. If a data source wishes to create additional custom image attribute capabilities, it should define its TWEI\_CUSTOM*xxx* identifiers with a base starting ID of TWEI\_CUSTOM+(*x*) where *x* is a unique positive number defined by the data source.

For all extended image attributes see: DG\_IMAGE/DAT\_EXTIMAGEINFO/MSG\_GET

**Bar Code Recognition**

##### TWEI\_BARCODECOUNT

**Description:** Returns the number of bar codes found on the document image. A value of 0 means the bar code engine was enabled but that no bar codes were found. A value of -1 means the bar code engine was not enabled.

**Value Type:** TWTY\_UINT32

**Allowed Values:** >=0

##### TWEI\_BARCODECONFIDENCE

|  |  |
| --- | --- |
| **Description:** | This number reflects the degree of certainty the bar code engine has in the accuracy of the information obtained from the scanned image and ranges from 0 (no confidence) to 100 (supreme confidence). The Source may return a value of -1 if it does not support confidence reporting. |
| **Value Type:** | TWTY\_UINT32 |
| **Allowed Values:** | >=0 |

##### TWEI\_BARCODEROTATION

|  |  |
| --- | --- |
| **Description:** | The bar code’s orientation on the scanned image is described in reference to a Western-style interpretation of the image. |
| **Value Type:** | TWTY\_UINT32 |
| **Allowed Values:** | TWBCOR\_ROT0 Normal reading orientation  TWBCOR\_ROT90 Rotated 90 degrees clockwise  TWBCOR\_ROT180 Rotated 180 degrees clockwise  TWBCOR\_ROT270 Rotated 270 degrees clockwise TWBCOR\_ROTX The orientation is not known. |

##### TWEI\_BARCODETEXTLENGTH

**Description:** The number of ASCII characters derived from the bar code.

**Value Type:** TWTY\_UINT32 **Allowed Values:** >=0

##### TWEI\_BARCODETEXT

|  |  |
| --- | --- |
| **Description:**  **Value Type:**  **Allowed Values:**  **TWEI\_BARCODEX**  **Description:**  **Value Type:**  **Allowed Values:**  **TWEI\_BARCODEY** | The text of a bar code found on a page.  TWTY\_HANDLE  Any handle to a string  The X coordinate in pixels of a bar code found on a page.  TWTY\_UINT32  >=0 |
| **Description:** | The Y coordinate in pixels of a bar code found on a page. |
| **Value Type:** | TWTY\_UINT32 |
| **Allowed Values:** | >=0 |

##### TWEI\_BARCODETYPE

**Description:** The type of bar code found on a page.

**Value Type:** TWTY\_UINT32

**Allowed Values:** Any of TWBT\_xxxx

**Shaded Area Detection and Removal**

##### TWEI\_DESHADECOUNT

|  |  |
| --- | --- |
| **Description:** | Returns the number of shaded regions found and erased in the document image. A value of 0 means the deshade engine was enabled but that no regions were processed. A value of -1 means the deshade engine was not enabled. |
| **Value Type:** | TWTY\_UINT32 |
| **Allowed Values:** | >=0 |

##### TWEI\_DESHADETOP

**Description:** The top coordinate in pixels of a shaded region found on a page.

**Value Type:** TWTY\_UINT32 **Allowed Values:** >=0

##### TWEI\_DESHADELEFT

**Description:** The left coordinate in pixels of a shaded region found on a page.

**Value Type:** TWTY\_UINT32 **Allowed Values:** >=0

##### TWEI\_DESHADEHEIGHT

**Description:** The height in pixels of a shaded region found on a page.

**Value Type:** TWTY\_UINT32 **Allowed Values:** >=0

##### TWEI\_DESHADEWIDTH

**Description:** The width in pixels of a shaded region found on a page.

**Value Type:** TWTY\_UINT32

**Allowed Values:** >=0

##### TWEI\_DESHADESIZE

**Description:** The width in pixels of the dots within the shade region.

**Value Type:** TWTY\_UINT32 **Allowed Values:** >=0

##### TWEI\_DESHADEBLACKCOUNTOLD

|  |  |
| --- | --- |
| **Description:** | The total number of black pixels in the region prior to deshading. If this value is unknown the Source returns -1. |
| **Value Type:** | TWTY\_UINT32 |
| **Allowed Values:** | >=0 |

##### TWEI\_DESHADEBLACKCOUNTNEW

|  |  |
| --- | --- |
| **Description:** | The total number of black pixels in the region after deshading. If this value is unknown the Source returns -1. |
| **Value Type:** | TWTY\_UINT32 |
| **Allowed Values:** | >=0 |

##### TWEI\_DESHADEBLACKRLMIN

|  |  |
| --- | --- |
| **Description:** | The shortest black pixel run-length in the region prior to deshading. If this value is unknown the Source returns -1. |
| **Value Type:** | TWTY\_UINT32 |
| **Allowed Values:** | >=0 |

##### TWEI\_DESHADEBLACKRLMAX

|  |  |
| --- | --- |
| **Description:** | The longest black pixel run-length in the region prior to deshading. If this value is unknown the Source returns -1. |
| **Value Type:** | TWTY\_UINT32 |
| **Allowed Values:** | >=0 |

##### TWEI\_DESHADEWHITECOUNTOLD

|  |  |
| --- | --- |
| **Description:** | The total number of white pixels in the region prior to deshading. If this value is unknown the Source returns -1. |
| **Value Type:** | TWTY\_UINT32 |
| **Allowed Values:** | >=0 |

##### TWEI\_DESHADEWHITECOUNTNEW

|  |  |
| --- | --- |
| **Description:** | The total number of white pixels in the region after deshading. If this value is unknown the Source returns -1. |
| **Value Type:** | TWTY\_UINT32 |
| **Allowed Values:** | >=0 |

##### TWEI\_DESHADEWHITERLMIN

|  |  |
| --- | --- |
| **Description:** | The shortest white pixel run-length in the region prior to deshading. If this value is unknown the Source returns -1. |
| **Value Type:** | TWTY\_UINT32 |
| **Allowed Values:** | >=0 |

##### TWEI\_DESHADEWHITERLAVE

|  |  |
| --- | --- |
| **Description:** | The average length of all white pixel run-lengths in the region prior to deshading. If this value is unknown the Source returns -1. |
| **Value Type:** | TWTY\_UINT32 |
| **Allowed Values:** | >=0 |

##### TWEI\_DESHADEWHITERLMAX

|  |  |
| --- | --- |
| **Description:** | The longest white pixel run-length in the region prior to deshading. If this value is unknown the Source returns -1. |
| **Value Type:** | TWTY\_UINT32 |
| **Allowed Values:** | >=0 |

**Speckle Removal**

##### TWEI\_SPECKLESREMOVED

|  |  |
| --- | --- |
| **Description:** | The number of speckles removed from the image when de-speckle is enabled. |
| **Value Type:** | TWTY\_UINT32 |
| **Allowed Values:** | >=0 |

##### TWEI\_BLACKSPECKLESREMOVED

|  |  |
| --- | --- |
| **Description:** | The number of black speckles removed from the image when despeckle is enabled. |
| **Value Type:** | TWTY\_UINT32 |
| **Allowed Values:** | >=0 |

##### TWEI\_WHITESPECKLESREMOVED

|  |  |
| --- | --- |
| **Description:** | The number of white speckles removed (black speckles added) from the image when despeckle is enabled. |
| **Value Type:** | TWTY\_UINT32 |
| **Allowed Values:** | >=0 |

**Horizontal Line Detection and Removal**

##### TWEI\_HORZLINECOUNT

|  |  |
| --- | --- |
| **Description:** | Returns the number of horizontal lines found and erased in the document image. A value of 0 means the line removal engine was enabled but that no lines were found. A value of -1 means the line engine was not enabled. |
| **Value Type:** | TWTY\_UINT32 |
| **Allowed Values:** | >=0 |

##### TWEI\_HORZLINEXCOORD

**Description:** The X coordinate in pixels of a horizontal line detected in the image.

**Value Type:** TWTY\_UINT32

**Allowed Values:** >=0

##### TWEI\_HORZLINEYCOORD

**Description:** The Y coordinate in pixels of a horizontal line detected in the image

**Value Type:** TWTY\_UINT32

**Allowed Values:** >=0

##### TWEI\_HORZLINELENGTH

**Description:** The length in pixels of a horizontal line detected in the image.

**Value Type:** TWTY\_UINT32 **Allowed Values:** >=0

##### TWEI\_HORZLINETHICKNESS

|  |  |
| --- | --- |
| **Description:** | The thickness (height) in pixels of a horizontal line detected in the image. |
| **Value Type:** | TWTY\_UINT32 |
| **Allowed Values:** | >=0 |

**Vertical Line Detection and Removal**

##### TWEI\_VERTLINECOUNT

|  |  |
| --- | --- |
| **Description:** | Returns the number of vertical lines found and erased in the document image. A value of 0 means the line removal engine was enabled but that no lines were found. A value of -1 means the line engine was not enabled. |
| **Value Type:** | TWTY\_UINT32 |
| **Allowed Values:** | >=0 |

##### TWEI\_VERTLINEXCOORD

**Description:** The X coordinate in pixels of a vertical line detected in the image.

**Value Type:** TWTY\_UINT32

**Allowed Values:** >=0

##### TWEI\_VERTLINEYCOORD

**Description:** The Y coordinate in pixels of a vertical line detected in the image.

**Value Type:** TWTY\_UINT32

**Allowed Values:** >=0

##### TWEI\_VERTLINELENGTH

**Description:** The length in pixels of a vertical line detected in the image.

**Value Type:** TWTY\_UINT32 **Allowed Values:** >=0

##### TWEI\_VERTLINETHICKNESS

**Description:** The thickness (width) in pixels of a vertical line detected in the image.

**Value Type:** TWTY\_UINT32

**Allowed Values:** >=0

**Patch Code Detection (Job Separation)**

##### TWEI\_PATCHCODE

**Description:** The patch code detected.

**Value Type:** TWTY\_UINT32

**Allowed Values:** TWPCH\_PATCH1, TWPCH\_PATCH2, TWPCH\_PATCH3, TWPCH\_PATCH4, TWP= CH\_PATCH6, TWPCH\_PATCHT

**Skew detection and Removal**

##### TWEI\_DESKEWSTATUS

|  |  |
| --- | --- |
| **Description:** | Returns the status of the deskew operation. |
| **Value Type:** | TWTY\_UINT32 |
| **Allowed Values:** | TWDSK\_SUCCESS Image successfully deskewed  TWDSK\_REPORTONLY Deskew information only  TWDSK\_FAIL Deskew failed  TWDSK\_DISABLED Deskew engine not enabled |

##### TWEI\_SKEWORIGINALANGLE

**Description:** The amount of skew in the original image.

**Value Type:** TWTY\_UINT32

**Allowed Values:** >=0

##### TWEI\_SKEWFINALANGLE

|  |  |
| --- | --- |
| **Description:** | The amount of skew in the deskewed image. This number may not be zero. |
| **Value Type:** | TWTY\_UINT32 |
| **Allowed Values:** | >=0 |

##### TWEI\_SKEWCONFIDENCE

|  |  |
| --- | --- |
| **Description:** | This number reflects the degree of certainty the deskew engine has in the accuracy of the deskewing of the current image and ranges from 0 (no confidence) to 100 (supreme confidence). The Source may return a value of -1 if it does not support confidence reporting. |
| **Value Type:** | TWTY\_UINT32 |
| **Allowed Values:** | >=0 |

##### TWEI\_SKEWWINDOWX1

|  |  |
| --- | --- |
| **Description:** | This is the X image coordinate in pixels of the upper left corner of the virtual deskewed image. It may be negative indicating the deskewed corner is not represented by actual pixels. |
| **Value Type:** | TWTY\_UINT32 |
| **Allowed Values:** | >=0 |

##### TWEI\_SKEWWINDOWY1

|  |  |
| --- | --- |
| **Description:** | The Y image coordinate in pixels of the upper left corner of the virtual deskewed image. It may be negative indicating the deskewed corner is not represented by actual pixels. |
| **Value Type:** | TWTY\_UINT32 |
| **Allowed Values:** | >=0 |

##### TWEI\_SKEWWINDOWX2

|  |  |
| --- | --- |
| **Description:** | The X image coordinate in pixels of the upper right corner of the virtual deskewed image. |
| **Value Type:** | TWTY\_UINT32 |
| **Allowed Values:** | >=0 |

##### TWEI\_SKEWWINDOWY2

|  |  |
| --- | --- |
| **Description:** | The Y image coordinate in pixels of the upper right corner of the virtual deskewed image. |
| **Value Type:** | TWTY\_UINT32 |
| **Allowed Values:** | >=0 |

##### TWEI\_SKEWWINDOWX3

|  |  |
| --- | --- |
| **Description:** | This is the X image coordinate in pixels of the lower left corner of the virtual deskewed image. It may be negative indicating the deskewed corner is not represented by actual pixels. |
| **Value Type:** | TWTY\_UINT32 |
| **Allowed Values:** | >=0 |

##### TWEI\_SKEWWINDOWY3

|  |  |
| --- | --- |
| **Description:** | The Y image coordinate in pixels of the lower left corner of the virtual deskewed image. |
| **Value Type:** | TWTY\_UINT32 |
| **Allowed Values:** | >=0 |

##### TWEI\_SKEWWINDOWX4

|  |  |
| --- | --- |
| **Description:** | The X image coordinate in pixels of the lower right corner of the virtual deskewed image. |
| **Value Type:** | TWTY\_UINT32 |
| **Allowed Values:** | >=0 |

##### TWEI\_SKEWWINDOWY4

**Description:** The Y image coordinate in pixels of the lower right corner of the deskewed image.

**Value Type:** TWTY\_UINT32

**Allowed Values:** >=0

**Endorsed / Imprinted Text**

##### TWEI\_ENDORSEDTEXT

|  |  |
| --- | --- |
| **Description:** | The text that was endorsed on the paper by the scanner. |
| **Value Type:** | TWTY\_STR255 |
| **Allowed Values:** | Any string |

**Forms Recognition**

##### TWEI\_FORMCONFIDENCE

|  |  |
| --- | --- |
| **Description:** | The confidence that the specified form was detected. This is an array property with a confidence factor for each form In the data set with 0 meaning no match and 100 meaning absolute certainty. Typically values over 70 imply a good form match with the template. |
| **Value Type:** | TWTY\_UINT32 |
| **Allowed Values:** | 0 to 100 |

##### TWEI\_FORMTEMPLATEMATCH

|  |  |
| --- | --- |
| **Description:** | The array of file names for the master forms matched against a form. If multi-page master forms are used, the associated page numbers are contained in the FORMTEMPLATEPAGEMATCH capability array. |
| **Value Type:** | TWTY\_STR255 |
| **Allowed Values:** | Any string |

##### TWEI\_FORMTEMPLATEPAGEMATCH

|  |  |
| --- | --- |
| **Description:** | An array containing the number of the page from a multi-page master form matched against a form image. It is useful when matching a form image against the pages of a multi-page master form. The file name of the master form is contained in the FORMTEMPLATEMATCH capability. |
| **Value Type:** | TWTY\_UINT32 |
| **Allowed Values:** | >=0 |

##### TWEI\_FORMHORZDOCOFFSET

|  |  |
| --- | --- |
| **Description:** | An array containing the perceived horizontal offsets in pixels of the form image being matched against a set of master forms. This is useful for page registration once the form has been recognized. |
| **Value Type:** | TWTY\_UINT32 |
| **Allowed Values:** | >=0 |

##### TWEI\_FORMVERTDOCOFFSET

|  |  |
| --- | --- |
| **Description:** | An array containing the perceived vertical offsets in pixels of the form image being matched against a set of master forms. This is useful for page registration once the form has been recognized. |
| **Value Type:** | TWTY\_UINT32 |
| **Allowed Values:** | >= 0 |

#### TWAIN 1.9 Extended Image Attribute Capabilities

These next items, taken together, provide a way to unambiguously identify the physical source of an image. Applications can use this information to associate scanned images from the same side of a sheet of paper, the sheet of paper itself, or a set of sheets comprising a document. While much of this information is available using DAT\_IMAGELAYOUT, it is provided here for performance reasons; to allow an Application to glean as much information about the image as possible through a single call.

These items are mandatory, if a Source supports DAT\_EXTIMAGEINFO, then these items must be present in the data returned by the Source.

##### TWEI\_BOOKNAME

|  |  |
| --- | --- |
| **Description:** | This is new with TWAIN 1.9, expanding on the document/page/frame numbers described by previous versions of TWAIN in the TW\_IMAGELAYOUT structure. The ordering is book/chapter/ document/page(camera)/frame, and increases the detail of image addressing that a Source can provide for an Application. TWAIN 1.9 Sources that support extended image info must provide this information, even if the value is always fixed at 1. |
| **Value Type:** | TWTY\_STR255 |
| **Allowed Values:** | Any valid string data. |
| **See Also:** | DAT\_IMAGELAYOUT |

TW\_IMAGELAYOUT

##### TWEI\_CHAPTERNUMBER

|  |  |
| --- | --- |
| **Description:** | This is new with TWAIN 1.9, expanding on the document/page/frame  numbers described by previous versions of TWAIN in the TW\_IMAGELAYOUT structure. The ordering is book/chapter/ document/page(camera)/frame, and increases the detail of image addressing that a Source can provide for an Application. TWAIN 1.9 Sources that support extended image info must provide this information, even if the value is always fixed at 1. |
| **Value Type:** | TWTY\_UINT32 |
| **Allowed Values:** | 1 to 232-1 |
| **See Also:** | DAT\_IMAGELAYOUT |

TW\_IMAGELAYOUT

##### TWEI\_DOCUMENTNUMBER

|  |  |
| --- | --- |
| **Description:** | This must be the same value returned by a call to DG\_CONTROL / DAT\_IMAGELAYOUT / MSG\_GET. The ordering is book/chapter/ document/page(camera)/frame, and increases the amount of image addressing that a Source can provide for an Application. TWAIN 1.9 Sources that support extended image info must provide this information, even if the value is always fixed at 1. |
| **Value Type:** | TWTY\_UINT32 |
| **Allowed Values:** | 1 to 232-1 |
| **See Also:** | DAT\_IMAGELAYOUT |

TW\_IMAGELAYOUT

##### TWEI\_PAGENUMBER

|  |  |
| --- | --- |
| **Description:** | This must be the same value returned by a call to DG\_CONTROL /  DAT\_IMAGELAYOUT / MSG\_GET. The ordering is book/chapter/ document/page(camera)/frame, and increases the amount of image addressing that a Source can provide for an Application. TWAIN 1.9 Sources that support extended image info must provide this information, even if the value is always fixed at 1. |
| **Value Type:** | TWTY\_UINT32 |
| **Allowed Values:** | 1 to 232-1 |
| **See Also:** | DAT\_IMAGELAYOUT |

TW\_IMAGELAYOUT

##### TWEI\_CAMERA

|  |  |
| --- | --- |
| **Description:** | The primary use of this value is to determine if the image is from the top or the bottom side of a sheet of paper. This is accomplished by naming the camera that was used to obtain the image. For Sources that support DAT\_FILESYSTEM, the Application can use the string to determine if the camera is capturing images from the top or bottom side of the paper.  Applications should browse the available camera devices in State 4 to create a lookup table mapping the various camera filenames to the side they represent. DAT\_FILESYSTEM is not supported, then the  Application should watch for the strings “TOP” and “BOTTOM”. |
| **Value Type:** | TWTY\_STR255 |
| **Allowed Values:** | TWFY\_CAMERA, TWFY\_CAMERATOP and TWFY\_CAMERABOTTOM filenames maintained by the Source and accessible using the  DAT\_FILESYSTEM triplet. This string must be exactly the same as that supplied by the Source when the Application issues a  DAT\_FILESYSTEM / MSG\_GETINFO (or related command). |

The Source must identify the exact camera used. This means that even if the Source has been set to use a TWFY\_CAMERA device, it must report the TWFY\_CAMERATOP or TWFY\_CAMERABOTTOM device as appropriate.

If the Source does not support the use of DAT\_FILESYSTEM, then it must return the string “TOP” for images from the top side of the sheet of paper, and “BOTTOM” for images on the bottom side of the sheet of paper.

##### TWEI\_FRAMENUMBER

|  |  |
| --- | --- |
| **Description:** | This must be the same value returned by a call to DG\_CONTROL / DAT\_IMAGELAYOUT / MSG\_GET. TWAIN 1.9 Sources that support extended image info must provide this information. |
| **Value Type:** | TWTY\_UINT32 |
| **Allowed Values:** | 1 to 232-1 |
| **See Also:** | DAT\_IMAGELAYOUT |

TW\_IMAGELAYOUT

##### TWEI\_FRAME

|  |  |
| --- | --- |
| **Description:** | Returns the coordinates of the current segment within the current document in pixels. Since segments may be acquired at various resolutions, the physical location must be calculated using the resolution reported by DAT\_IMAGEINFO for the current segment. The top left coordinate in pixels stored in the FRAME is relative to the top left of the scanned document. |
| **Value Type:** | TWTY\_FRAME |
| **Allowed Values:** | Any valid FRAME describing a segment within the boundaries of the current document |
| **See Also:** | TWEI\_SEGMENTNUMBER |

###### DAT\_IMAGELAYOUT

TW\_IMAGELAYOUT

ICAP\_FRAMES

##### TWEI\_PIXELFLAVOR

|  |  |
| --- | --- |
| **Description:** | This value must correctly describe the pixel flavor of the current image, the same data that is available through ICAP\_PIXELFLAVOR. TWAIN 1.9 Sources that support extended image info must provide this information. |
| **Value Type:** | TWTY\_UINT16 |
| **Allowed Values:** | TWPF\_CHOCOLATE  TWPF\_VANILLA |
| **See Also:** | ICAP\_PIXELFLAVOR |

#### TWAIN 1.91 Extended Image Attribute Capabilities

These next items add image segmentation and ICC Profile metadata returns.

##### TWEI\_ICCPROFILE

|  |  |
| --- | --- |
| **Description:** | Returns the name of the ICC profile that was used to render the current image. This may be a fully qualified path indicating the exact location of the ICC profile.  If this is not a fully qualified path, then the default location is operating system dependant.  Windows default location: <windows path>\system32\spool |
| **Value Type:** | TWTY\_STR255 |
| **Allowed Values:** | Any valid ICC profile file name or fully qualified path |

##### TWEI\_LASTSEGMENT

|  |  |
| --- | --- |
| **Description:** | Returns TRUE if the current segment is the last segment of a page. |
| **Value Type:** | TWTY\_BOOL |
| **Allowed Values:** | TRUE or FALSE |

**See Also:**

##### TWEI\_SEGMENTNUMBER

|  |  |
| --- | --- |
| **Description:** | Returns a number identifying the segment of an image. Segments allow independent image processing strategies on a document for more accurate document reproduction and smaller file sizes. For instance, a document containing text with a picture may be segmented into a high resolution bitonal image consisting of the text and a lower resolution color image consisting of the picture.  Sources that support this item must support TWEI\_FRAME, and must specify a left and top value to position the segment in the final image.  Segments may overlap. |
| **Value Type:** | TWTY\_UINT32 |
| **Allowed Values:** | >=0 |
| **See Also:** | TWEI\_FRAME |

DAT\_IMAGELAYOUT

TW\_IMAGELAYOUT ICAP\_FRAMES

#### TWAIN 2.0 Extended Image Attribute Capabilities

These next items provide support for MICR.

##### TWEI\_MAGTYPE

|  |  |
| --- | --- |
| **Description:** | Reports back that magnetic data was found and it is of a string. Data may contain placeholders for unrecognized characters. |
| **Value Type:** | TWTY\_UINT16 |
| **Allowed Values:** | TWMD\_MICR, TWMD\_RAW, or TWMD\_INVALID |

#### TWAIN 2.1 Extended Image Attribute Capabilities

##### TWEI\_FILESYSTEMSOURCE

|  |  |
| --- | --- |
| **Description:** | Returns a DAT\_FILESYSTEM string describing the camera that captured the image data. |
| **Value Type:** | TWTY\_STR255 |
| **Allowed Values:** | Any of the camera values returned by |

DAT\_FILESYSTEM / MSG\_GETFIRSTFILE or MSG\_GETNEXTFILE

##### TWEI\_IMAGEMERGED

|  |  |
| --- | --- |
| **Description:**  **Value Type:**  **Allowed Values:**  **TWEI\_MAGDATA** | Indicates that the current image is the result of a merger between the front and rear images of a duplex capture. See ICAP\_IMAGEMERGE for more information.  TWTY\_BOOL  TRUE if the front and rear images were merged. |
| **Description:** | This is a “blob” of data with a byte count retrieved from the driver/ device. The interpretation of the data comes from TWEI\_MAGTYPE. |
| **Value Type:** | TWTY\_HANDLE, or TWTY\_STR255 |
| **Allowed Values:** | Any handle to a blob of data |

##### TWEI\_MAGDATALENGTH

|  |  |
| --- | --- |
| **Description:**  **Value Type:**  **Allowed Values:**  **TWEI\_PAGESIDE** | This describes the length of the magnetic data. Either in bytes for “blob” or data or characters for string data.  TWTY\_UINT32  >=0 |
| **Description:** | Returns a value indicating if the image represents the front or rear of the sheet of paper. |
| **Value Type:** | TWTY\_UINT16 |
| **Allowed Values:** | TWCS\_TOP (front of sheet)  TWCS\_BOTTOM (rear of sheet) |

#### TWAIN 2.2 Extended Image Attribute Capabilities

##### TWEI\_PAPERCOUNT

|  |  |
| --- | --- |
| **Description:** | This is the number of sheets of paper passed through the ADF for the current batch. TWAIN 2.2 Sources that support extended image info must provide this information. |
| **Value Type:** | TWTY\_UINT32 |
| **Allowed Values:** | 1 to 232-1 |
| **See Also:** | TWEI\_PAGENUMBER |

#### TWAIN 2.3 Extended Image Attribute Capabilities

##### TWEI\_PRINTERTEXT

|  |  |
| --- | --- |
| **Description:** | The text printed on the document; use TW\_INFO[].NumItems to specify the number of lines. |
| **Value Type:** | TWTY\_STR255 |
| **Allowed Values:** | Any string |

**10**

**Capabilities**

**Chapter Contents**

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#### Overview

Sources *may* support a large number of capabilities but are *required* to support very few. To determine if a capability is supported by a Source, the application can query the Source using a

DG\_CONTROL / DAT\_CAPABILITY / MSG\_GET, MSG\_GETCURRENT, or MSG\_GETDEFAULT operation. The application specifies the particular capability by storing its identifier in the Cap field of the TW\_CAPABILITY structure. This is the structure pointed to by the pData parameter in the DSM\_Entry( ) call.

DG\_CONTROL / DAT\_CAPABILITY operations for capability negotiation include:

|  |  |
| --- | --- |
| MSG\_GET | Returns the Current, Default and Available settings for a capability. |
| MSG\_GETCURRENT | Returns the Current setting for a capability. |
| MSG\_GETDEFAULT | Returns the value of the Source’s preferred Default values. |
| MSG\_RESET | Returns the capability to its TWAIN Default (power-on) condition (i.e. all previous negotiation is ignored). |
| MSG\_RESETALL | Returns all of the current values to the default settings used when the driver was first installed. |
| MSG\_SET | Allows the application to set the Current value of a capability. |
| MSG\_SETCONSTRAINT | Allows the application to set the Current and Default value(s) and restrict the Available values to some subset of the Source’s power-on set of values. Sources are strongly encouraged to allow the application to set as many of its capabilities as possible, and further to reflect these changes in the Source’s user interface. This will ensure that the user can only select images with characteristics that are useful to the consuming application. |

**Best Practices**

The content in the next two sections applies to all TWAIN Capabilities. It’s been centralized in this spot to make it easier to find, and to guarantee that it’s consistent across the entire TWAIN Specification.

**Best Practices for Applications**

* Use DG\_CONTROL / DAT\_CAPABILITY / MSG\_GETCURRENT whenever possible; only use DG\_CONTROL / DAT\_CAPABILITY / MSG\_GET when there is a need to understand a capability’s possible values, or prior to setting constraints.
* If the value reported by DG\_CONTROL / DAT\_CAPABILITY / MSG\_GETCURRENT is the desired value, avoid doing a MSG\_SET on it.
* Use a MSG\_GETCURRENT / MSG\_SET combination whenever possible. If MSG\_GETCURRENT returns TW\_ONEVALUE container that has been generated by the data source, it can be examined, updated with the new value, and then sent back to the data source with MSG\_SET. This reduces the likelihood of mismatches in container and/or data types. This can’t be done with TW\_ARRAY containers, because the new array may be larger than the old array, and the data source may not have allocated enough memory to re-use the container.
* There is no good reason to ever use MSG\_GETDEFAULT.
* Accept TWRC\_CHECKSTATUS as an indication of a successful DG\_CONTROL /

DAT\_CAPABILITY / MSG\_\* operation, unless after further examination the current contents of the capability cannot be supported by the application.

* Check that CAP\_XFERCOUNT is set to -1 for batch scans, values of 1 (single image) or 2 (front and rear) may be supported.
* Set ICAP\_XFERMECH to indicate the DG\_IMAGE / DAT\_IMAGE\*XFER / MSG\_GET operation that will be used.
* Set ICAP\_UNITS to TWUN\_INCHES, unless there is a need to show a different unit on the driver’s GUI, or have different units reported by TW\_IMAGEINFO and TW\_EXTIMAGEINFO (typically for the resolution).
* Check the value of ICAP\_COMPRESSION. If possible, constrain it to values supported by the application. If this cannot be done, or if DG\_IMAGE / DAT\_IMAGEINFO / MSG\_GET reports an unsupported TW\_IMAGEINFO.Compression value in State 7 after receiving TWRC\_XFERDONE, then gracefully abort the image capture session using DG\_CONTROL /

DAT\_PENDINGXFERS / MSG\_RESET, if DG\_CONTROL / DAT\_PENDINGXFERS / MSG\_ENDXFER returns a non-zero value for TW\_PENDINGXFERS.Count.

**Best Practices for Data Sources**

* If the requested capability isn’t supported, return TWRC\_FAILURE / TWCC\_CAPUNSUPPORTED.
* If the capability is supported but the requested MSG\_ operation isn’t, return TWRC\_FAILURE / TWCC\_CAPBADOPERATION.
* If the capability cannot be accessed due to the setting of a related capability, return

TWRC\_FAILURE / TWCC\_CAPSEQERROR.

* If a capability is supported, but if accessed would return TWCC\_CAPSEQERROR, then a call to DG\_CONTROL / DAT\_CAPABILITY / MSG\_QUERYSUPPORT returns a value of 0.
* Calls to DG\_CONTROL / DAT\_CAPABILITY / MSG\_QUERYSUPPORT for any capability never fail, they return 0 if the capability is unsupported or inaccessible.
* Read only capabilities must support MSG\_GET, MSG\_GETCURRENT, MSG\_GETDEFAULT and MSG\_QUERYSUPPORT. The three get operations must return the same container type and value.
* Writeable capabilities must support MSG\_GET, MSG\_GETCURRENT, MSG\_GETDEFAULT, MSG\_SET, MSG\_RESET and MSG\_QUERYSUPPORT, even if only one array value, one enumeration or one value in a range is supported.
* If the value in a MSG\_SET cannot be exactly matched, but there is a reasonable alternative (usually near misses with TW\_RANGE capabilities or TW\_FIX32 data types), then set the alternate value and return TWRC\_CHECKSTATUS.

#### Required Capabilities

The list of required capabilities can be found in Chapter 5, "Source Implementation".

Sources must implement and make available to TWAIN applications the advertised features of the devices they support. This is especially true in “no-UI mode.” A Source must support a capability if its device supports it, even if the capability is listed as required by none.

#### Capabilities in Categories of Functionality

**Asynchronous Device Events**

CAP\_DEVICEEVENT MSG\_SET selects which events the application wants the source to report; MSG\_RESET resets the capability to the empty array (no events set).

**Audible Alarms**

|  |  |
| --- | --- |
| CAP\_ALARMS | Turns specific audible alarms on and off. |
| CAP\_ALARMVOLUME | Controls the volume of a device’s audible alarm. |
|  |  |
| ACAP\_XFERMECH | Allows application and source to identify which audio transfer mechanisms they have in common. |

**Audio**

**Automatic Adjustments**

CAP\_AUTOMATICSENSEMEDIUM Configures a Source to check for paper in the Automatic Document Feeder.

ICAP\_AUTODISCARDBLANKPAGES Discards blank pages.

ICAP\_AUTOMATICBORDERDETECTION Turns automatic border detection on and off.

ICAP\_AUTOMATICCOLORENABLED Detects the pixel type of the image and returns either a color

image or a non-color image specified by

ICAP\_AUTOMATICCOLORNONCOLORPIXELTYPE.

ICAP\_AUTOMATICCOLORNONCOLORPIXELTYPE Specifies the non-color pixel type to use when automatic color is enabled.

ICAP\_AUTOMATICCROPUSESFRAME Reduces the amount of data captured from the device, potentially improving the performance of the driver.

ICAP\_AUTOMATICDESKEW Turns automatic skew correction on and off.

ICAP\_AUTOMATICLENGTHDETECTION Controls the automatic detection of the length of a document,

this is intended for use with an Automatic Document Feeder.

ICAP\_AUTOMATICROTATE When TRUE, depends on source to automatically rotate the image.

ICAP\_AUTOSIZE Force the output image dimensions to match either the current

value of ICAP\_SUPPORTEDSIZES or any of its current allowed values.

ICAP\_FLIPROTATION Orients images that flip orientation every other image.

ICAP\_IMAGEMERGE Merges the front and rear image of a document in one of four

orientations: front on the top.

ICAP\_IMAGEMERGEHEIGHTTHRESHOLD Specifies a Y-Offset in ICAP\_UNITS units.

**Automatic Capture**

|  |  |
| --- | --- |
| CAP\_AUTOMATICCAPTURE | Specifies the number of images to automatically capture. |
| CAP\_TIMEBEFOREFIRSTCAPTURE | Selects the number of seconds before the first picture taken. |
| CAP\_TIMEBETWEENCAPTURES | Selects the hundredths of a second to wait between pictures taken. |

**Automatic Scanning**

CAP\_AUTOSCAN Enables the source’s automatic document scanning process.

CAP\_CAMERAENABLED Delivers images from the current camera.

|  |  |
| --- | --- |
| CAP\_CAMERAORDER | Selects the order of output for Single Document Multiple Image mode. |
| CAP\_CAMERASIDE | Sets the top and bottom values of cameras in a scanning device. |
| CAP\_CLEARBUFFERS | MSG\_GET reports presence of data in scanner’s buffers; MSG\_SET clears the buffers. |
| CAP\_MAXBATCHBUFFERS | Describes the number of pages that the scanner can buffer when CAP\_AUTOSCAN is enabled. |

**Bar Code Detection Search Parameters**

|  |  |
| --- | --- |
| ICAP\_BARCODEDETECTIONENABLED | Turns bar code detection on and off. |
| ICAP\_SUPPORTEDBARCODETYPES | Provides a list of bar code types that can be detected by current data source. |
| ICAP\_BARCODEMAXRETRIES | Restricts the number of times a search will be retried if no bar codes are found. |
| ICAP\_BARCODEMAXSEARCHPRIORITIES | Specifies the maximum number of supported search priorities. |
| ICAP\_BARCODESEARCHMODE | Restricts bar code searching to certain orientations, or prioritizes one orientation over another. |
| ICAP\_BARCODESEARCHPRIORITIES | A prioritized list of bar code types dictating the order in which they will be sought. |
| ICAP\_BARCODETIMEOUT | Restricts the total time spent on searching for bar codes on a page. |

**Capability Negotiation Parameters**

|  |  |
| --- | --- |
| CAP\_EXTENDEDCAPS | Capabilities negotiated in States 5, 6 and 7 |
| CAP\_SUPPORTEDCAPS | Inquire Source’s capabilities valid for MSG\_GET |
| CAP\_SUPPORTEDDATS | Inquire Source’s DAT messages that are valid. |

**Color**

ICAP\_COLORMANAGEMENTENABLED Disables the Source’s color and gamma tables for color and grayscale images, resulting in output that that could be termed “raw”.

ICAP\_FILTER Color characteristics of the subtractive filter applied to the image data

ICAP\_GAMMA Gamma correction value for the image data

ICAP\_ICCPROFILE Embeds or links ICC profiles into files ICAP\_PLANARCHUNKY Color data format - Planar or Chunky **Compression**

|  |  |
| --- | --- |
| ICAP\_BITORDERCODES | CCITT Compression |
| ICAP\_CCITTKFACTOR | CCITT Compression |
| ICAP\_COMPRESSION | Compression method for Buffered Memory Transfers |
| ICAP\_JPEGPIXELTYPE | JPEG Compression |
| ICAP\_JPEGQUALITY | JPEG quality |
| ICAP\_JPEGSUBSAMPLING | JPEG subsampling |
| ICAP\_PIXELFLAVORCODES | CCITT Compression |
| ICAP\_TIMEFILL | CCITT Compression |

**Device Parameters**

|  |  |
| --- | --- |
| CAP\_DEVICEONLINE | Determines if hardware is on and ready |
| CAP\_DEVICETIMEDATE | Date and time of a device’s clock. |
| CAP\_SERIALNUMBER | The serial number of the currently selected source device. |
| ICAP\_MINIMUMHEIGHT | Allows the source to define the minimum height (Y-axis) that the source can acquire. |
| ICAP\_MINIMUMWIDTH | Allows the source to define the minimum width (X-axis) that the source can acquire. |
| ICAP\_EXPOSURETIME | Exposure time used to capture the image, in seconds |
| ICAP\_FLASHUSED2 | For devices that support a flash, MSG\_SET selects the flash to be used; MSG\_GET reports the current setting. |
| ICAP\_IMAGEFILTER | For devices that support image filtering, selects the algorithm to be used. |
| ICAP\_LAMPSTATE | Is the lamp on? |
| ICAP\_LIGHTPATH | Image was captured transmissively or reflectively |
| ICAP\_LIGHTSOURCE | Describes the color characteristic of the light source used to acquire the image |
| ICAP\_NOISEFILTER | For devices that support noise filtering, selects the algorithm to be used. |
| ICAP\_OVERSCAN | For devices that support overscanning, controls whether additional rows or columns are appended to the image. |
| ICAP\_PHYSICALHEIGHT | Maximum height Source can acquire (in ICAP\_UNITS) |
| ICAP\_PHYSICALWIDTH | Maximum width Source can acquire (in ICAP\_UNITS) |
| ICAP\_UNITS | Unit of measure (inches, centimeters, etc.) |
| ICAP\_ZOOMFACTOR | With MSG\_GET, returns all camera supported lens zooming range. |

**Doublefeed Detection**

CAP\_DOUBLEFEEDDETECTION Control DFD functionality

CAP\_DOUBLEFEEDDETECTIONLENGTH Set the minimum length

CAP\_DOUBLEFEEDDETECTIONSENSITIVITY Set detector sensitivity

CAP\_DOUBLEFEEDDETECTIONRESPONSE Describe Source behavior in case of DFD

**Imprinter/Endorser Functionality**

|  |  |
| --- | --- |
| CAP\_ENDORSER | Allows the application to specify the starting endorser / imprinter number. |
| CAP\_PRINTER | MSG\_GET returns current list of available printer devices; MSG\_SET selects the device for negotiation. |
| CAP\_PRINTERCHARROTATION | Orientation of each character in the font |
| CAP\_PRINTERENABLED | Turns the current CAP\_PRINTER device on or off. |
| CAP\_PRINTERFONTSTYLE | Style (ex: bold, italic…) |
| CAP\_PRINTERINDEX | Starting number for the CAP\_PRINTER device. |
| CAP\_PRINTERINDEXLEADCHAR | Lead character for padding |
| CAP\_PRINTERINDEXMAXVALUE | Maximum allowed printer index value |
| CAP\_PRINTERINDEXNUMDIGITS | Maximum allowed digits in printer index value |
| CAP\_PRINTERINDEXSTEP | Increment between printer index values |
| CAP\_PRINTERINDEXTRIGGER | Triggers for incrementing the printer index value |
| CAP\_PRINTERMODE | Specifies appropriate current CAP\_PRINTER device mode. |
| CAP\_PRINTERSTRING | String(s) to be used in the string component when CAP\_PRINTER device is enabled. |
| CAP\_PRINTERSTRINGPREVIEW | Preview of what a printer string will look like |
| CAP\_PRINTERSUFFIX | String to be used as current CAP\_PRINTER device’s suffix. |
| CAP\_PRINTERVERTICALOFFSET | Y-Offset for current CAP\_PRINTER device |

**Image Information**

|  |  |
| --- | --- |
| CAP\_AUTHOR | Author of acquired image (may include a copyright string) |
| CAP\_CAPTION | General note about acquired image |
| CAP\_TIMEDATE | Date and Time the image was acquired (entered State 7) |
| ICAP\_EXTIMAGEINFO | Allows the application to query the data source to see if it supports the new operation triplet DG\_IMAGE/ |

DAT\_EXTIMAGEINFO/ MSG\_GET.

ICAP\_SUPPORTEDEXTIMAGEINFO Lists all of the information that the Source is capable of returning from a call to DAT\_EXTIMAGEINFO.

**Image Parameters for Acquire**

|  |  |
| --- | --- |
| CAP\_THUMBNAILSENABLED | Allows an application to request the delivery of thumbnail representations for the set of images that are to be delivered. |
| ICAP\_AUTOBRIGHT | Enable Source’s Auto-brightness function |
| ICAP\_BRIGHTNESS | Source brightness values |
| ICAP\_CONTRAST | Source contrast values |
| ICAP\_HIGHLIGHT | Lightest highlight, values lighter than this value will be set to this value |
| ICAP\_IMAGEDATASET | Gets or sets the image indices that will be delivered during the standard image transfer done in States 6 and 7. |
| ICAP\_MIRROR | Source can, or should, mirror image. |
| ICAP\_ORIENTATION | Defines which edge of the paper is the top: Portrait or Landscape |
| ICAP\_ROTATION | Source can, or should, rotate image this number of degrees |
| ICAP\_SHADOW | Darkest shadow, values darker than this value will be set to this value |
| ICAP\_XSCALING | Source Scaling value (1.0 = 100%) for x-axis |
| ICAP\_YSCALING | Source Scaling value (1.0 = 100%) for y-axis |

**Image Type**

ICAP\_BITDEPTH Pixel bit depth for Current value of ICAP\_PIXELTYPE

ICAP\_BITDEPTHREDUCTION Allows a choice of the reduction method for bit depth loss

ICAP\_BITORDER Specifies how the bytes in an image are filled by the Source

ICAP\_CUSTHALFTONE Square-cell halftone (dithering) matrix to be used

ICAP\_HALFTONES Source halftone patterns

ICAP\_PIXELFLAVOR Sense of the pixel whose numeric value is zero

ICAP\_PIXELTYPE The type of pixel data (B/W, gray, color, etc.)

ICAP\_THRESHOLD Specifies the dividing line between black and white values

**Language Support**

CAP\_LANGUAGE Allows application and source to identify which languages they have in common.

**MICR**

|  |  |
| --- | --- |
| CAP\_MICRENABLED | Enables actions needed to support check scanning. |
|  |  |
| CAP\_SEGMENTED | Describes the segmentation setting for captured images |
| ICAP\_FRAMES | Size and location of frames on page |
| ICAP\_MAXFRAMES | Maximum number of frames possible per page |
| ICAP\_SUPPORTEDSIZES | Fixed frame sizes for typical page sizes |

**Pages**

**Paper Handling**

|  |  |
| --- | --- |
| CAP\_AUTOFEED | MSG\_SET to TRUE to enable Source’s automatic feeding |
| CAP\_CLEARPAGE | MSG\_SET to TRUE to eject current page and leave acquire area empty |
| CAP\_DUPLEX | Indicates whether the scanner supports duplex. |
| CAP\_DUPLEXENABLED | Enables the user to set the duplex option to be TRUE or FALSE. |
| CAP\_FEEDERALIGNMENT | Indicates the alignment of the document feeder. |
| CAP\_FEEDERENABLED | If TRUE, Source’s feeder is available |
| CAP\_FEEDERLOADED | If TRUE, Source has documents loaded in feeder (MSG\_GET only) |
| CAP\_FEEDERORDER | Specifies whether feeder starts with top of first or last page. |
| CAP\_FEEDERPOCKET | Report what pockets are available as paper leaves a device. |
| CAP\_FEEDERPREP | Improve the movement of paper through a scanner ADF. |
| CAP\_FEEDPAGE | MSG\_SET to TRUE to eject current page and feed next page |
| CAP\_PAPERDETECTABLE | Determines whether source can detect documents on the ADF or flatbed. |
| CAP\_PAPERHANDLING | Control paper handling |
| CAP\_REACQUIREALLOWED | Capable of acquring muliple images of the same page wihtout changing the physical registraion of that page. |
| CAP\_REWINDPAGE | MSG\_SET to TRUE to do a reverse feed |
| ICAP\_FEEDERTYPE | Allows application to set scan parameters depending on the type of feeder being used. |

**Patch Code Detection**

|  |  |
| --- | --- |
| ICAP\_PATCHCODEDETECTIONENABLED | Turns patch code detection on and off. |
| ICAP\_SUPPORTEDPATCHCODETYPES | List of patch code types that can be detected by current data source. |
| ICAP\_PATCHCODEMAXSEARCHPRIORITIES | Maximum number of search priorities. |
| ICAP\_PATCHCODESEARCHPRIORITIES | List of patch code types dictating the order in which patch codes will be sought. |
| ICAP\_PATCHCODESEARCHMODE | Restricts patch code searching to certain orientations, or prioritizes one orientation over another. |
| ICAP\_PATCHCODEMAXRETRIES | Restricts the number of times a search will be retried if none are found on a page. |
| ICAP\_PATCHCODETIMEOUT | Restricts total time for searching for a patch code on a page. |

**Power Monitoring**

|  |  |
| --- | --- |
| CAP\_BATTERYMINUTES | The minutes of battery power remaining on a device. |
| CAP\_BATTERYPERCENTAGE | With MSG\_GET, indicates battery power status. |
| CAP\_POWERSAVETIME | With MSG\_SET, sets the camera power down timer in seconds; with MSG\_GET, returns the current setting of the power down time. |
| CAP\_POWERSUPPLY | MSG\_GET reports the kinds of power available;  MSG\_GETCURRENT reports the current power supply to use. |

**Resolution**

ICAP\_XNATIVERESOLUTION Native optical resolution of device for x-axis

ICAP\_XRESOLUTION Current/Available optical resolutions for x-axis ICAP\_YNATIVERESOLUTION Native optical resolution of device for y-axis

ICAP\_YRESOLUTION Current/Available optical resolutions for y-axis

**Transfers**

|  |  |
| --- | --- |
| CAP\_JOBCONTROL | Allows multiple jobs in batch mode. |
| CAP\_XFERCOUNT | Number of images the application is willing to accept this session |
| ICAP\_COMPRESSION | Buffered Memory transfer compression schemes |
| ICAP\_IMAGEFILEFORMAT | File formats for file transfers |
| ICAP\_TILES | Tiled image data |

ICAP\_UNDEFINEDIMAGESIZE The application will accept undefined image size

ICAP\_XFERMECH Transfer mechanism - used to learn options and set-up for upcoming transfer

**User Interface**

|  |  |
| --- | --- |
| CAP\_CAMERAPREVIEWUI | Queries the source for UI support for preview mode. |
| CAP\_CUSTOMDSDATA | Allows the application to query the data source to see if it supports the new operation triplets DG\_CONTROL/ DAT\_CUSTOMDSDATA / MSG\_GET and DG\_CONTROL/ DAT\_CUSTOMDSDATA / MSG\_SET. |
| CAP\_CUSTOMINTERFACEGUID | Uniquely identifies an interface for a Data Source. |
| CAP\_ENABLEDSUIONLY | Queries an application to see if it implements the new user interface settings dialog. |
| CAP\_INDICATORS | Use the Source’s progress indicator? (valid only when  ShowUI==FALSE) |
| CAP\_INDICATORSMODE | List of messages types that can be display if  ICAP\_INDICATORS is TRUE |
| CAP\_UICONTROLLABLE | Indicates that Source supports acquisitions with UI disabled |

#### The Capability Listings

The following section lists descriptions of all TWAIN capabilities in alphabetical order. The format of each capability entry is:

##### NAME OF CAPABILITY

**Description**

Description of the capability **Application**

(Optional) Information for the application

**Source**

(Optional) Information for the Source

**Values**

**Type:** Data structure for the capability.

**Value after MSG\_OPENDS:** Indicates the value that the data source has for this capability immediately after being opened.

**After MSG\_RESET/MSG\_RESETALL:** Indicates the value that the data source has for this capability after being reset.

|  |  |
| --- | --- |
| **Allowed Values:**  **Containers** | Definition of the values allowed for this capability. |
| **MSG\_GET** | Acceptable containers for use on MSG\_GET operations. |
| **MSG\_GETCURRENT** | Acceptable containers for use on MSG\_GETCURRENT operations. |
| **MSG\_GETDEFAULT** | Acceptable containers for use on MSG\_GETDEFAULT operations. |
| **MSG\_SET** | Acceptable containers for use on MSG\_SET operations. |
| **MSG\_RESET** | Acceptable containers for use on MSG\_RESET operations, and remove any constraints. |
| **MSG\_SETCONSTRAINT** | Acceptable containers for use on MSG\_SETCONSTRAINT operations. |

**Required By**

If a Source or application is required to support the capability.

**TWAIN Version Introduced**

Version x.x

**See Also**

Associated capabilities and data structures.

##### ACAP\_XFERMECH

**Description**

Allows the Application and Source to identify which audio transfer mechanisms they have in common.

**Application**

The current setting of ACAP\_XFERMECH must match the constant used by the application to specify the audio transfer mechanism when starting the transfer using the triplet: DG\_AUDIO / DAT\_AUDIOxxxxXFER / MSG\_GET. **Values**

|  |  |
| --- | --- |
| **Type:** TW\_UINT16  **Value after MSG\_OPENDS:** TWSX\_NATIVE  **After MSG\_RESET/MSG\_RESETALL:** TWSX\_NATIVE | |
| **Allowed Values:**  **Containers** | TWSX\_NATIVE  TWSX\_FILE |
| **MSG\_GET** | TW\_ENUMERATION  TW\_ONEVALUE |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |
| **MSG\_SET** | TW\_ONEVALUE |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE  TW\_ENUMERATION |
| **MSG\_RESET** | TW\_ONEVALUE |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |

**Required By**

All Audio Sources

**TWAIN Version Introduced** Version 1.8

**See Also**

Best Practices

DG\_AUDIO / DAT\_AUDIOFILEXFER / MSG\_GET

##### CAP\_ALARMS

**Description**

Turns specific audible alarms on and off.

**Application**

Note that an application may opt to turn off all alarms by issuing a MSG\_SET with no data.

Therefore, an application should also be prepared to receive an empty array from a Source with an

MSG\_GET. (i.e., pTW\_ARRAY->NumItems == 0)

The easiest way to test for allowed values is to try to set them all with MSG\_SET. If not all are allowed, the Source will return TWRC\_CHECKSTATUS with those values that it supports.

**Source**

It is worth noting that the alarms do not have to be present in the device for a Source to make use of this capability. If the device is capable of alerting the Source to these various kinds of conditions, but is unable to generate the alarms, itself; then the Source may opt to generate them on its behalf.

TWAL\_ALARM is a catchall for alarms not explicitly listed. It is also used where a device only provides control over a single, multi-use alarm. For instance, if a device beeps for both jams and bar-codes, but doesn’t allow independent control of the alarms, then it should report TWAL\_ALARM to cover them, and not TWAL\_BARCODE, TWAL\_JAM.

TWAL\_FEEDERERROR covers paper handling errors such as jams, double-feeds, skewing and the like; conditions that most likely stop scanning.

TWAL\_FEEDERWARNING covers non-fatal events, such as feeder empty.

TWAL\_DOUBLEFEED, TWAL\_JAM and TWALSKEW cover paper handling errors.

TWAL\_BARCODE and TWAL\_PATCHCODE generate alarms when an image with this kind of data is recognized.

TWAL\_POWER generates alarms for any changes in power to the device.

**Values**

**Type:** TW\_UINT16

**Value after MSG\_OPENDS:** (may be remembered from a pervious session)

**After MSG\_RESET/MSG\_RESETALL:** (selected by the data source writer)

|  |  |  |  |
| --- | --- | --- | --- |
| **Allowed Values:**  **Containers** | | TWAL\_ALARM  TWAL\_FEEDERERROR  TWAL\_FEEDERWARNING  TWAL\_BARCODE  TWAL\_DOUBLEFEED  TWAL\_JAM  TWAL\_PATCHCODE  TWAL\_POWER TWAL\_SKEW | |
| **MSG\_GET** | | TW\_ARRAY | |
| **MSG\_GETCURRENT** | | TW\_ARRAY | |
| **MSG\_GETDEFAULT** | | TW\_ARRAY | |
| **MSG\_SET** | TW\_ONEVALUE  TW\_ARRAY | |
| **MSG\_RESET** | TW\_ARRAY | |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE  TW\_ARRAY | |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE | |

**Required By**

None

**TWAIN Version Introduced** Version 1.8

**See Also** Best Practices

CAP\_ALARMVOLUME

##### CAP\_ALARMVOLUME

**Description**

The volume of a device’s audible alarm. Note that this control affects the volume of all alarms; no specific volume control for individual types of alarms is provided.

**Application**

Take note of the range step, some Sources may only offer a step of 100, which turns the alarm on or off.

**Source**

If 0, the audible alarm is turned off. All other values control the volume of the alarm.

**Windows only -** If the alarm is managed in the Source, as opposed to the device, then it should be consistent with the control panel Accessibility Options (i.e., the user should get visual notification if that is the current setting for the desktop).

**Values**

**Type:** TW\_INT32

**Value after MSG\_OPENDS:** (may be remembered from a pervious session)

**After MSG\_RESET/MSG\_RESETALL:** (selected by the data source writer)

|  |  |
| --- | --- |
| **Allowed Values:**  **Containers** | 0 - 100 |
| **MSG\_GET** | TW\_ONEVALUE  TW\_RANGE |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |
| **MSG\_SET** | TW\_ONEVALUE |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE  TW\_RANGE |
| **MSG\_RESET** | TW\_ONEVALUE |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |

**Required By**

None

**TWAIN Version Introduced** Version 1.8

**See Also**

Best Practices

CAP\_ALARMS

##### CAP\_AUTHOR

**Description**

The name or other identifying information about the Author of the image. It may include a copyright string.

**Source**

If not supported, return TWRC\_FAILURE / TWCC\_CAPUNSUPPORTED.

**Values**

**Type:** TW\_STR128

**Value after MSG\_OPENDS:** “\0” (empty string)

**After MSG\_RESET/MSG\_RESETALL:** “\0” (empty string)

|  |  |
| --- | --- |
| **Allowed Values:**  **Containers** | Any string |
| **MSG\_GET** | TW\_ONEVALUE |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |
| **MSG\_SET** | TW\_ONEVALUE |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE |
| **MSG\_RESET** | TW\_ONEVALUE |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |

**Required By**

None

**TWAIN Version Introduced** Version 1.0

**See Also**

Best Practices

CAP\_CAPTION

CAP\_TIMEDATE

##### CAP\_AUTOFEED

**Description**

If TRUE, the Source will automatically feed the next page from the document feeder after the number of frames negotiated for capture from each page are acquired. CAP\_FEEDERENABLED must be TRUE to use this capability.

**Application**

Set the capability to TRUE to enable the Source’s automatic feed process, or FALSE to disable it. After the completion of each transfer, check TW\_PENDINGXFERS. Count to determine if the Source has more images to transfer. A -1 means there are more images to transfer but the exact number is not known.

CAP\_FEEDERLOADED indicates whether the Source’s feeder is loaded. (The automatic feed process continues whenever this capability is TRUE.)

**Source**

If CAP\_FEEDERENABLED equals FALSE, return TWRC\_FAILURE / TWCC\_CAPSEQERROR

(capability is not supported in current settings).

If it is supported, return TWRC\_SUCCESS and enable the device’s automatic feed process: After all frames negotiated for capture from each page are acquired, put the current document in the output area and advance the next document from the input area to the feeder image acquisition area. If the feeder input area is empty, the automatic feeding process is suspended but should continue when the feeder is reloaded.

**Values**

**Type:** TW\_BOOL

**Value after MSG\_OPENDS:** (may be remembered from a previous session) **After MSG\_RESET/MSG\_RESETALL:** TRUE

|  |  |  |
| --- | --- | --- |
| **Allowed Values:**  **Containers** | TRUE or FALSE | |
| **MSG\_GET** | TW\_ONEVALUE |  |
|  | TW\_ENUMERATION | **// 2.0 and higher** |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |  |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |  |
| **MSG\_SET** | TW\_ONEVALUE |  |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE  TW\_ENUMERATION |  |
| **MSG\_RESET** | TW\_ONEVALUE |  |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |  |

**Required By**

All Sources with Feeder Devices

**TWAIN Version Introduced**

Version 1.0

**See Also** Best Practices

CAP\_CLEARPAGE

CAP\_FEEDERENABLED

CAP\_FEEDERLOADED

CAP\_FEEDPAGE

CAP\_REWINDPAGE

##### CAP\_AUTOMATICCAPTURE

**Description**

The number of images to automatically capture. This does *not* refer to the number of images to be sent to the Application, use CAP\_XFERCOUNT for that.

**Source**

When 0, Automatic Capture is disabled. When 1 or greater, that number of images is captured by the device.

Automatic capture implies that the device is capable of capturing images without the presence of the Application. This means that it must be possible for the Application to close the Source and reopen it later, after the images have been captured.

**Values**

**Type:** TW\_INT32

**Value after MSG\_OPENDS:** 0

**After MSG\_RESET/MSG\_RESETALL:** 0

|  |  |
| --- | --- |
| **Allowed Values:**  **Containers** | 0 or greater |
| **MSG\_GET** | TW\_ONEVALUE  TW\_RANGE |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |
| **MSG\_SET** | TW\_ONEVALUE |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE  TW\_RANGE |
| MSG\_RESET | TW\_ONEVALUE |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |

**Required By**

None

**TWAIN Version Introduced** Version 1.8

**See Also**

Best Practices

CAP\_TIMEBEFOREFIRSTCAPTURE

CAP\_TIMEBETWEENCAPTURES

CAP\_XFERCOUNT

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_AUTOMATICCAPTUREDIRECTORY

##### CAP\_AUTOMATICSENSEMEDIUM

**Description**

Configures a Source to check for paper in the Automatic Document Feeder, and if it finds any, then automatically capture all of its images from the Feeder. If the Feeder is empty when acquisition starts, then all images are automatically captured from the Flatbed.

**Application**

This capability offers a less complex method to let the Source automatically choose whether to acquire images from the Automatic Document Feeder or from the Flatbed.

**Note:** If this capability is not supported, Applications can simulate this behavior by examining

CAP\_FEEDERLOADED. If it is TRUE, set CAP\_FEEDERENABLED to TRUE. If it is FALSE, set CAP\_FEEDERENABLED to FALSE. And after that begin to acquire images.

**Source**

If the Source supports CAP\_PAPERDETECTABLE, and it has both an Automatic Document Feeder and a Flatbed, then it should support this capability.

When this capability is set to TRUE the Source ignores the value of CAP\_FEEDERENABLED. It always attempts to acquire its first image from the Automatic Document Feeder. If paper is not present, then images are acquired from the Flatbed.

When this capability is set to FALSE the source of images is determined by CAP\_FEEDERENABLED.

**Values**

**Type:** TW\_BOOL

**Value after MSG\_OPENDS:** (may be remembered from a previous session)

**After MSG\_RESET/MSG\_RESETALL:** (selected by the data source writer)

|  |  |
| --- | --- |
| **Allowed Values:**  **Containers** | TRUE or FALSE |
| **MSG\_GET** | TW\_ONEVALUE  TW\_ENUMERATION |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |
| **MSG\_SET** | TW\_ONEVALUE |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE  TW\_ENUMERATION |
| **MSG\_RESET** | TW\_ONEVALUE |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |

**Required By**

All ADF/Flatbed combo scanners.

**Source Operations**

MSG\_GET / MSG\_GETCURRENT / MSG\_GETDEFAULT

MSG\_SET / MSG\_RESET MSG\_QUERYSUPPORT **TWAIN Version Introduced** Version 2.1

**See Also** Best Practices

CAP\_FEEDERENABLED CAP\_FEEDERLOADED

##### CAP\_AUTOSCAN

**Description**

This capability is intended to boost the performance of a Source. The fundamental assumption behind AutoScan is that the device is able to capture the number of images indicated by the value of CAP\_XFERCOUNT without waiting for the Application to request the image transfers. This is only possible if the device has internal buffers capable of caching the images it captures.

The default behavior is undefined, because some high volume devices are incapable of anything but CAP\_AUTOSCAN being equal to TRUE. However, if a Source supports FALSE, it should use it as the mandatory default, since this best describes the behavior of pre-1.8 TWAIN Applications.

**Application**

The application should check the TW\_PENDINGXFERS.Count, and continue to scan until it becomes 0.

When AutoScan is set to TRUE, the Application should not rely on just the paper sensors (for example, CAP\_FEEDERLOADED) to determine if there are images to be transferred. The latency between the Source and the Application makes it very likely that at the time the sensor reports FALSE, there may be more than one image waiting for the transfer inside of the device’s buffers. Applications should use the TW\_PENDINGXFERS.Count returned from DG\_CONTROL / DAT\_PENDINGXFERS / MSG\_ENDXFER to determine whether or not there are more images to be transferred.

**Values**

**Type:** TW\_BOOL

**Value after MSG\_OPENDS:** (may be remembered from a previous session) **After MSG\_RESET/MSG\_RESETALL:** TRUE

|  |  |  |
| --- | --- | --- |
| **Allowed Values:**  **Containers** | TRUE or FALSE | |
| **MSG\_GET** | TW\_ONEVALUE |  |
|  | TW\_ENUMERATION | **// 2.0 and higher** |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |  |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |  |
| **MSG\_SET** | TW\_ONEVALUE |  |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE |  |
|  | TW\_ENUMERATION | **// 2.0 and higher** |
| **MSG\_RESET** | TW\_ONEVALUE |  |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |  |

**Required By**

When a mid- to high-volume Source supports transfer of multiple images ahead of retrieval.

**TWAIN Version Introduced** Version 1.6

**See Also**

Best Practices

CAP\_AUTOFEED

CAP\_CLEARBUFFERS

CAP\_MAXBATCHBUFFERS

DG\_CONTROL / DAT\_PENDINGXFERS / MSG\_STOPFEEDER

##### CAP\_BATTERYMINUTES

**Description**

The minutes of battery power remaining to the device.

This is a read only capability.

**Source**

-2 indicates that the available power is infinite.

-1 indicates that the device cannot report the remaining battery power.

0 and greater indicates the minutes of battery life remaining. **Values**

|  |  |
| --- | --- |
| **Type:** | TW\_INT32 |
| **Allowed Values:**  **Containers** | -2, -1, 0, and greater |
| **MSG\_GET** | TW\_ONEVALUE |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |
| **MSG\_SET** | Not Allowed |
| **MSG\_SETCONSTRAINT** | Not Allowed |
| **MSG\_RESET** | Not Allowed |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |

**Required By**

None

**TWAIN Version Introduced** Version 1.8

**See Also**

Best Practices

CAP\_BATTERYPERCENTAGE

CAP\_POWERSUPPLY

##### CAP\_BATTERYPERCENTAGE

**Description**

When used with MSG\_GET, return the percentage of battery power level on camera. If -1 is returned, it indicates that the battery is not present.

This is a read only capability.

**Application**

Use this capability with MSG\_GET to indicate to the user about the battery power status. It is recommended to use CAP\_POWERSUPPLY to identify the power source first.

**Source**

-2 indicates that the available power is infinite.

-1 indicates that the device cannot report the remaining battery power.

0 to 100 indicates the percentage of battery life remaining. **Values**

|  |  |
| --- | --- |
| **Type:** | TW\_INT16 |
| **Allowed Values:**  **Containers** | -2,-1,0 to 100. |
| **MSG\_GET** | TW\_ONEVALUE |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |
| **MSG\_SET** | Not Allowed |
| **MSG\_SETCONSTRAINT** | Not Allowed |
| **MSG\_RESET** | Not Allowed |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |

**Required By**

None. Highly recommended for digital cameras that are equipped with batteries.

**TWAIN Version Introduced** Version 1.8

**See Also**

Best Practices

CAP\_BATTERYMINUTES

CAP\_POWERSUPPLY

##### CAP\_CAMERAENABLED

**Description**

This feature depends on “camera addressing”, which is the ability to address elements in the device responsible for the color space or location. TWAIN offers DAT\_FILESYSTEM and CAP\_CAMERASIDE to do this.

When set to TRUE the device will deliver images from the current camera. The Current Camera can be selected with either CAP\_CAMERASIDE or DAT\_FILESYSTEM. With CAP\_CAMERASIDE it is possible to enable bottom (rear) only scanning, or have different settings for top and bottom.

With DAT\_FILESYSTEM it is possible to enter a Single Document Multiple Images (SDMI) mode in addition to enabling different settings for top and bottom.

**Application**

CAP\_CAMERASIDE is easier to use, but cannot be used for SDMI. To enable bottom only scanning, set CAP\_CAMERASIDE to TWCS\_BOTTOM and set CAP\_CAMERAENABLED to TRUE, then set CAP\_CAMERASIDE to TWCS\_TOP and set CAP\_CAMERAENABLED to FALSE.

With DAT\_FILESYSTEM an application can traverse and control all cameras individually.

An application should not use both CAP\_CAMERASIDE and DAT\_FILESYSTEM to address a camera.

Avoid using ICAP\_PIXELTYPE after setting CAP\_CAMERAENABLED. ICAP\_PIXELTYPE implicitly sets CAP\_CAMERAENABLED to TRUE for both sides of the current pixel type, and sets all other cameras to false. This supports legacy behavior. An application can always reasonably expect that setting ICAP\_PIXELTYPE to TWPT\_RGB and then scanning (simples or duplex) will result in getting color images.

The application is not allowed to turn off CAP\_CAMERAENABLED for all cameras.

**Source**

A Source that supports CAP\_CAMERAENABLED must support DAT\_FILESYSTEM or CAP\_CAMERASIDE or both.

If CAP\_CAMERASIDE is supported, the application can use it to set the driver up for bottom (rear) only scanning. Set CAP\_CAMERASIDE to TWCS\_BOTTOM and set CAP\_CAMERAENABLED to TRUE, then set CAP\_CAMERASIDE to TWCS\_TOP and set CAP\_CAMERAENABLED to FALSE.

If DAT\_FILESYSTEM is supported, then the application may be able to enter Single Document Multiple Images (SDMI) mode. In this mode the application can independently address the color, grayscale, bitonal, top and bottom cameras as supported by the driver. If the application sets CAP\_CAMERAENABLED to TRUE for more than one “pixel type” on the same camera side, (for instance, color and bitonal on the front) then the driver will output multiple images for that side of the document.

When ICAP\_PIXELTYPE is set or reset and CAP\_CAMERASIDE is set to TWCS\_BOTH, the source sets the current camera(s) to TRUE and sets all others to FALSE.

If the application attempts to set all CAP\_CAMERAENABLED values to FALSE, the source returns a status of TWRC\_FAILURE / TWCC\_CAPSEQERROR. At least one camera must be enabled at all times.

If not supported, return TWRC\_FAILURE / TWCC\_CAPUNSUPPORTED.

**Note:** It is not recommended that applications mix the use of ICAP\_PIXELTYPE with

DAT\_FILESYSTEM or CAP\_CAMERASIDE. ICAP\_PIXELTYPE is intended for simple

applications that only want to choose color, grayscale or bitonal. Applications that want to

provide bottom (rear) only scanning should use DAT\_FILESYSTEM or CAP\_CAMERASIDE. Applications that want to provide Single Document Multiple Images should use DAT\_FILESYSTEM.

**Values**

**Type:** TW\_BOOL

**Value after MSG\_OPENDS:** (may be remembered from a previous session)

**After MSG\_RESET/MSG\_RESETALL:** (dependent on ICAP\_PIXELTYPE)

|  |  |  |
| --- | --- | --- |
| **Allowed Values:**  **Containers** | TRUE or FALSE | |
| **MSG\_GET** | TW\_ONEVALUE |  |
|  | TW\_ENUMERATION | **// 2.0 and higher** |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |  |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |  |
| **MSG\_SET** | TW\_ONEVALUE |  |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE |  |
|  | TW\_ENUMERATION | **// 2.0 and higher** |
| **MSG\_RESET** | TW\_ONEVALUE |  |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |  |

**Required By**

None

**TWAIN Version Introduced** Version 2.0

**See Also**

Best Practices

CAP\_CAMERAORDER

CAP\_CAMERASIDE

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_CHANGEDIRECTORY

##### CAP\_CAMERAORDER

**Description**

This capability selects the order of output for Single Document Multiple Image (SDMI) mode based on an array of pixel types; it does not constrain the allowed pixel types.

For example, if the scanner is set up to deliver color and bitonal documents on the top (front) camera, then an array of {TWPT\_RGB, TWPT\_BW} will deliver first the color image, then the bitonal image, while an array of {TWPT\_BW, TWPT\_RGB} will deliver first the bitonal image, then the color image.

**Application**

Some sources support independent ordering of color, grayscale and bitonal, while other sources may link color and grayscale together. This can be detected by setting CAP\_CAMERAORDER to all of the available ICAP\_PIXELTYPE values {ex: TWPT\_RGB, TWPT\_GRAY, TWPT\_BW} followed by a MSG\_GET to examine the result. In this example a source that supports full, independent control will return back exactly the same list it was set to, while a source that links pixel types together will return a reduced list, such as {TWPT\_RGB, TWPT\_BW}.

**Source**

Camera ordering only applies if CAP\_CAMERAENABLED is set for more than one pixel type on the same camera, putting the scanner into Single Document Multiple Images mode.

DAT\_FILESYSTEM is required to perform the proper addressing. DAT\_FILESYSTEM is used to address each camera.

The setting applies to both the top (front) and the bottom (rear), it is not allowed to have one ordering for the top and another for the bottom.

If not supported, return TWRC\_FAILURE / TWCC\_CAPUNSUPPORTED.

**Values**

**Type:** TW\_UINT16

**Value after MSG\_OPENDS:** (may be remembered from a previous session)

**After MSG\_RESET/MSG\_RESETALL:** (selected by the data source writer)

|  |  |
| --- | --- |
| **Allowed Values:**  **Containers** | All applicable ICAP\_PIXELTYPE values |
| **MSG\_GET** | TW\_ARRAY |
| **MSG\_GETCURRENT** | TW\_ARRAY |
| **MSG\_GETDEFAULT** | TW\_ARRAY |
| **MSG\_SET** | TW\_ONEVALUE  TW\_ARRAY |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE  TW\_ARRAY |
| **MSG\_RESET** | TW\_ARRAY |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |

**Required By**

None

**TWAIN Version Introduced** Version 2.0

**See Also**

Best Practices

CAP\_CAMERAENABLED

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_CHANGEDIRECTORY

##### CAP\_CAMERAPREVIEWUI

**Description**

This capability queries the Source for UI support for preview mode. If TRUE, the Source supports preview UI.

This is a read only capability.

**Application**

Use this capability to query the preview UI support by the Source. However, the application can choose to use the Source’s UI or not even if the Source supports it. **Values**

|  |  |
| --- | --- |
| **Type:** | TW\_BOOL |
| **Allowed Values:**  **Containers** | TRUE or FALSE |
| **MSG\_GET** | TW\_ONEVALUE |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |
| **MSG\_SET** | Not Allowed |
| **MSG\_SETCONSTRAINT** | Not Allowed |
| **MSG\_RESET** | Not Allowed |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |

**Required By**

None. Highly recommended for digital cameras.

**TWAIN Version Introduced** Version 1.8

**See Also**

Best Practices

##### CAP\_CAMERASIDE

**Description**

TWAIN models a duplex scanner as conceptually having two 'cameras' - a 'top' camera that captures the front of each page, and a 'bottom' camera that captures the back. Some devices allow these two logical cameras to operate with different settings for certain capabilities.

CAP\_CAMERASIDE provides a simple way to address the cameras individually: The value of CAP\_CAMERASIDE determines whether subsequent capability negotiation is directed to one camera or the other, or to both.

**Application**

The application sets which camera it wishes to address with CAP\_CAMERASIDE. The application then sets any capability that allows independent values for the top and bottom.

There is no easy way to determine if a capability supports independent values for the top and bottom, though as a general rule the ICAP\_ capabilities are more likely to allow this. An application can determine support by setting one side, then testing the other side to see if it has changed.

Mixing camera selection using DAT\_FILESYSTEM and CAP\_CAMERASIDE is not recommended, and may produce unexpected results.

**Source**

If set to TWCS\_BOTH (the default) then DAT\_CAPABILITY / MSG\_SET and MSG\_RESET operations apply to the top and bottom. MSG\_GET operations get their data from the top camera.

If set to TWCS\_TOP or TWCS\_BOTTOM, and if the capability being negotiated allows separate values for the top and bottom, then only the side addressed by this capability will be changed as part of a MSG\_SET or MSG\_RESET, or returned as part of a MSG\_GET.

If a capability does not allow separate values for the top and bottom (for instance

CAP\_DUPLEXENABLED), then the current value of CAP\_CAMERASIDE has no impact on how it is negotiated.

CAP\_CAMERASIDE and CAP\_DUPLEXENABLED are independent and have no effect on each other. That is, if CAP\_DUPLEXENABLED is FALSE, CAP\_CAMERASIDE can still be set to TWCS\_BOTTOM.

If DAT\_FILESYSTEM is also supported by the source, it must keep it in sync with the current value of this capability.

Consider the following sequence:

CAP\_CAMERASIDE set to TWCS\_TOP ICAP\_XRESOLUTION set to 200

CAP\_CAMERASIDE set to TWCS\_BOTTOM

ICAP\_XRESOLUTION set to 300

CAP\_CAMERASIDE set to TWCS\_BOTH

At this point getting the value of ICAP\_XRESOLUTION will return a value of 200, even though the bottom is currently set to 300. This is acceptable behavior. It is up to the application to correctly use CAP\_CAMERASIDE.

**Values**

**Type:** TW\_UINT16

**Value after MSG\_OPENDS:** (may be remembered from a previous session)

**After MSG\_RESET/MSG\_RESETALL:** TWCS\_BOTH

|  |  |
| --- | --- |
| **Allowed Values:**  **Containers** | TWCS\_BOTH  TWCS\_TOP  TWCS\_BOTTOM |
| **MSG\_GET** | TW\_ENUMERATION  TW\_ONEVALUE |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |
| **MSG\_SET** | TW\_ONEVALUE |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE  TW\_ENUMERATION |
| **MSG\_RESET** | TW\_ONEVALUE |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |

**Required By**

None

**TWAIN Version Introduced** Version 1.91

**See Also**

Best Practices

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_CHANGEDIRECTORY

##### CAP\_CAPTION

**Description**

A general note about the acquired image.

**Source**

If not supported, the Source should return TWRC\_FAILURE / TWCC\_CAPUNSUPPORTED.

**Values**

**Type:** TW\_STR255

**Value after MSG\_OPENDS:**  “\0” (empty string)

**After MSG\_RESET/MSG\_RESETALL:**  “\0” (empty string)

|  |  |
| --- | --- |
| **Allowed Values:**  **Containers** | Any string |
| **MSG\_GET** | TW\_ONEVALUE |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |
| **MSG\_SET** | TW\_ONEVALUE |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE |
| **MSG\_RESET** | TW\_ONEVALUE |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |

**Required By**

None

**TWAIN Version Introduced** Version 1.0

**See Also**

Best Practices

CAP\_AUTHOR

CAP\_TIMEDATE

##### CAP\_CLEARBUFFERS

**Description**

MSG\_GET reports the presence of data in the scanner’s buffers. MSG\_SET with a value of TWCB\_CLEAR immediately clears the buffers.

**Source**

MSG\_SET: TWCB\_AUTO causes the Source to automatically clear the buffers when it transitions from state 4 to state 5, or from state 5 to state 4.

MSG\_SET: TWCB\_CLEAR causes the Source to immediately clear its buffers.

MSG\_SET: TWCB\_NOCLEAR causes the Source to preserve images in the buffers. If the Source transitions from state 4 to state 5 with images in its buffer, it will immediately report

MSG\_XFERREADY, and deliver those images before any new images scanned by the user.

**Values**

**Type:** TW\_UINT16

**Value after MSG\_OPENDS:** (may be remembered from a previous session) **After MSG\_RESET/MSG\_RESETALL:** TWCB\_AUTO

|  |  |  |
| --- | --- | --- |
| **Allowed Values:**  **Containers** | TWCB\_AUTO  TWCB\_CLEAR  TWCB\_NOCLEAR | |
| **MSG\_GET** | TW\_ONEVALUE |  |
|  | TW\_ENUMERATION | **// 2.3 and higher** |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |  |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |  |
| **MSG\_SET** | TW\_ONEVALUE |  |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE |  |
| **MSG\_RESET** | TW\_ONEVALUE |  |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |  |

**Required By**

When a mid- to high-volume Source supports transfer of multiple images ahead of retrieval.

**TWAIN Version Introduced** Version 1.8

**See Also**

Best Practices

CAP\_AUTOSCAN

CAP\_MAXBATCHBUFFERS

##### CAP\_CLEARPAGE

**Description**

If TRUE, the Source will eject the current page being acquired from and will leave the feeder acquire area empty.

If CAP\_AUTOFEED is TRUE, a fresh page will be advanced.

CAP\_FEEDERENABLED must equal TRUE to use this capability.

This capability must have been negotiated as an extended capability to be used in States 5 and 6.

**Application**

Do a MSG\_SET on this capability to advance the document in the feeder acquire area to the output area and abort all transfers pending on this page.

This capability is used in States 5 and 6 by applications controlling the Source’s feeder (usually without the Source user interface).

This capability can also be used while CAP\_AUTOFEED equals TRUE to abort all remaining transfers on this page and continue with the next page.

**Source**

If CAP\_FEEDERENABLED equals FALSE, return TWRC\_FAILURE / TWCC\_CAPSEQERROR

(capability is not supported in current settings).

If supported, advance the document in the feeder-acquire area to the output area and abort all pending transfers from this page.

The Source will perform this action once whenever the capability is MSG\_SET to TRUE. The Source should then revert the Current value to FALSE.

**Values**

**Type:** TW\_BOOL

**Value after MSG\_OPENDS:** FALSE

**After MSG\_RESET/MSG\_RESETALL:** FALSE

|  |  |  |
| --- | --- | --- |
| **Allowed Values:**  **Containers** | TRUE or FALSE | |
| **MSG\_GET** | TW\_ONEVALUE |  |
|  | TW\_ENUMERATION | **// 2.0 and higher** |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |  |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |  |
| **MSG\_SET** | TW\_ONEVALUE |  |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE |  |
|  | TW\_ENUMERATION | **// 2.0 and higher** |
| **MSG\_RESET** | TW\_ONEVALUE |  |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |  |

**Required By**

None

**TWAIN Version Introduced** Version 1.0

**See Also**

Best Practices

|  |  |
| --- | --- |
| CAP\_AUTOFEED  CAP\_EXTENDEDCAPS  CAP\_FEEDERENABLED | CAP\_FEEDERLOADED  CAP\_FEEDPAGE  CAP\_REWINDPAGE |

##### CAP\_CUSTOMDSDATA

**Description**

Allows the application to query the data source to see if it supports the new operation triplets

DG\_CONTROL/ DAT\_CUSTOMDSDATA / MSG\_GET and DG\_CONTROL/ DAT\_CUSTOMDSDATA / MSG\_SET.

If TRUE, the source will support the DG\_CONTROL/ DAT\_CUSTOMDSDATA/MSG\_GET message.

This is a read only capability.

**Source**

If not supported, return TWRC\_FAILURE/ TWCC\_CAPUNSUPPORTED.

**Values**

|  |  |
| --- | --- |
| **Type:** | TW\_BOOL |
| **Allowed Values:**  **Containers** | TRUE or FALSE |
| **MSG\_GET** | TW\_ONEVALUE |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |
| **MSG\_SET** | Not Allowed |
| **MSG\_SETCONSTRAINT** | Not Allowed |
| **MSG\_RESET** | Not Allowed |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |

**Required By**

None

**TWAIN Version Introduced** Version 1.7

**See Also**

Best Practices

DG\_CONTROL / DAT\_CUSTOMDSDATA / MSG\_GET

##### CAP\_CUSTOMINTERFACEGUID

**Description**

Uniquely identifies an interface for a Data Source, so that an Application can properly interpret its custom content.

This is a read only capability.

**Application**

Use the value from this capability to interpret all of the numeric values referenced in the See Also section below.

Consider the following example, which results in three GUID’s, one for Vendor ABC and two for Vendor XYZ:

* Vendor ABC’s Scanner models Fred and Wilma have a custom capability called CAP\_MYFEATURE with a numeric value of 0x8001.
* Vendor XYZ’s Scanner model Barney has a custom capability CAP\_OURFEATURE with a numeric value of 0x8001, but their Scanner Model Betty has a different custom capability CAP\_BETTERFEATURE with a numeric value of 0x8001.

The challenge for the Application is to know what 0x8001 means. Historically, this has been determined from the Source’s TW\_IDENTITY structure. But this is hard to maintain, and requires the Application to constantly update its recognition code, even in the case of Vendor ABC whose interface stays the same from one model to the next.

Using CAP\_CUSTOMINTERFACEGUID the Application can immediately identity Vendor ABC’s unique interface, without having to check its TW\_IDENTITY structure.

**Source**

The Source writer is responsible for creating a GUID. This GUID guarantees that the custom numeric values have exactly the same meaning for any Source that reports that GUID.

If you need to create a GUID, but don’t know how, go to the TWAIN Working Group website and click on FAQ.

**Values**

|  |  |
| --- | --- |
| **Type:** | TW\_STR255 |
| **Allowed Values:**  **Containers** | A string in GUID format  {XXXXXXXX-XXXX-XXXX-XXXX-XXXXXXXXXXXX} |
| **MSG\_GET** | TW\_ONEVALUE |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |
| **MSG\_SET** | Not Allowed |
| **MSG\_RESET** | Not Allowed |
| **MSG\_SETCONSTRAINT** | Not Allowed |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |

**Required By**

Sources that support Custom Content.

**TWAIN Version Introduced** Version 2.1

**See Also**

Best Practices

Chapter 6, "Custom Data Argument Types" (DAT\_CUSTOMBASE)

Chapter 6, "Custom Messages" (MSG\_CUSTOMBASE)

Chapter 8, "Capability Constants" (CAP\_CUSTOMBASE)

Chapter 8, "CAP\_DEVICEEVENT" (TWDE\_CUSTOMEVENTS)

Chapter 8, "Return Codes (TWRC\_)" (TWRC\_CUSTOMBASE) Chapter 8, "Condition Codes (TWCC\_)" (TWCC\_CUSTOMBASE)

##### CAP\_DEVICEEVENT

**Description**

MSG\_SET selects which events the Application wants the Source to report. MSG\_GET and MSG\_GETCURRENT gets the current setting. MSG\_RESET resets the capability to the empty array (no events set).

TWDE\_CHECKAUTOMATICCAPTURE: The automatic capture settings on the device have been changed by the user.

TWDE\_CHECKBATTERY: The status of the battery has changed.

TWDE\_CHECKFLASH: The flash setting on the device has been changed by the user.

TWDE\_CHECKPOWERSUPPLY:The power supply has been changed (for instance, the user may have just connected AC to a device that was running on battery power).

TWDE\_CHECKRESOLUTION: The x/y resolution setting on the device has been changed by the user.

|  |  |
| --- | --- |
| TWDE\_DEVICEADDED: | The user has added a device (for instance a memory card in a digital camera). |
| TWDE\_DEVICEOFFLINE: | A device has become unavailable, but has not been removed. |
| TWDE\_DEVICEREADY: | The device is ready to capture an image. |
| TWDE\_DEVICEREMOVED: | The user has removed a device. |
| TWDE\_IMAGECAPTURED: | The user has captured an image to the device’s internal storage. |
| TWDE\_IMAGEDELETED: | The user has removed an image from the device’s internal storage. |

TWDE\_PAPERDOUBLEFEED: Two or more sheets of paper have been fed together.

TWDE\_PAPERJAM: The device’s document feeder has jammed.

TWDE\_LAMPFAILURE: The device’s light source has failed.

TWDE\_CHECKDEVICEONLINE:The device has been turned off and on.

TWDE\_POWERSAVE: The device has powered down to save energy.

TWDE\_POWERSAVENOTIFY: The device is about to power down to save energy.

TWDE\_CUSTOMEVENTS: Baseline for events specific to a given Source.

**Application**

Set all values and process the TWRC\_CHECKSTATUS (if returned) to identify those items supported by the Source. MSG\_GET and MSG\_GETCURRENT to get a list of currently enabled items.

**Source**

The startup default must be an empty array. Generate TWRC\_CHECKSTATUS and remove unsupported events when an Application requests events not supported by the Source.

Please note that the actions of an Application must never directly generate a device event. For instance, if the user deletes an image using the controls on the device, then the Source should generate an event. If, however, an Application deletes an image in the device (using DG\_CONTROL / DAT\_FILESYSTEM / MSG\_DELETE), then the Source must not generate an event.

**Values**

**Type:** TW\_UINT16

**Value after MSG\_OPENDS:** (may be remembered from a previous session) **After MSG\_RESET/MSG\_RESETALL:** (empty array)

|  |  |
| --- | --- |
| **Allowed Values:**  **Containers** | TWDE\_CHECKAUTOMATICCAPTURE  TWDE\_CHECKBATTERY  TWDE\_CHECKDEVICEONLINE  TWDE\_CHECKFLASH  TWDE\_CHECKPOWERSUPPLY  TWDE\_CHECKRESOLUTION  TWDE\_DEVICEADDED  TWDE\_DEVICEOFFLINE TWDE\_DEVICEREADY  TWDE\_DEVICEREMOVED  TWDE\_IMAGECAPTURED  TWDE\_IMAGEDELETED  TWDE\_PAPERDOUBLEFEED  TWDE\_PAPERJAM  TWDE\_LAMPFAILURE  TWDE\_POWERSAVE  TWDE\_POWERSAVENOTIFY  TWDE\_CUSTOMEVENTS  0x8000 |
| **MSG\_GET** | TW\_ARRAY |
| **MSG\_GETCURRENT** | TW\_ARRAY |
| **MSG\_GETDEFAULT** | TW\_ARRAY |
| **MSG\_SET** | TW\_ONEVALUE  TW\_ARRAY |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE  TW\_ARRAY |
| **MSG\_RESET** | TW\_ARRAY |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |

**Required By**

None

**TWAIN Version Introduced** Version 1.8

**See Also**

Best Practices

DG\_CONTROL / DAT\_NULL / MSG\_DEVICEEVENT (from Source to Application)

DG\_CONTROL / DAT\_DEVICEEVENT / MSG\_GET

Device Events Article

##### CAP\_DEVICEONLINE

**Description**

If TRUE, the physical hardware (e.g., scanner, digital camera, image database, etc.) that represents the image source is attached, powered on, and communicating.

This is a read only capability.

**Application**

This capability can be issued at any time to determine the availability of the image source hardware.

**Source**

The receipt of this capability request should trigger a test of the status of the physical link to the image source. The source should not assume that the link is still active since the last transaction, but should issue a transaction that actively tests this condition. **Values**

|  |  |
| --- | --- |
| **Type:** | TW\_BOOL |
| **Allowed Values:**  **Containers** | TRUE or FALSE |
| **MSG\_GET** | TW\_ONEVALUE |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |
| **MSG\_SET** | Not Allowed |
| **MSG\_SETCONSTRAINT** | Not Allowed |
| **MSG\_RESET** | Not Allowed |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |

**Required By**

All image Sources

**TWAIN Version Introduced** Version 1.6

**See Also**

Best Practices

##### CAP\_DEVICETIMEDATE

**Description**

The date and time of the device’s clock.

Managed in the form “YYYY/MM/DD HH:mm:SS:sss” where YYYY is the year, MM is the numerical month, DD is the numerical day, HH is the hour, mm is the minute, SS is the second, and sss is the millisecond.

**Source**

The internal date and time of the device. Be sure to leave the space between the ending of the date and the beginning of the time fields. All fields must be specified for MSG\_SET.

**Values**

**Type:** TW\_STR32

**Value after MSG\_OPENDS:** (selected by the data source writer)

**After MSG\_RESET/MSG\_RESETALL:** (selected by the data source writer)

|  |  |
| --- | --- |
| **Allowed Values:**  **Containers** | Any date |
| **MSG\_GET** | TW\_ONEVALUE |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |
| **MSG\_SET** | TW\_ONEVALUE |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE |
| **MSG\_RESET** | TW\_ONEVALUE |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |

**Required By**

None

**TWAIN Version Introduced** Version 1.8

**See Also**

Best Practices

CAP\_TIMEDATE

##### CAP\_DOUBLEFEEDDETECTION

**Description**

Enables or disables double feed detection.

**Values**

**Type:** TW\_UINT16

**Value after MSG\_OPENDS:** (may be remembered from a previous session) **After MSG\_RESET/MSG\_RESETALL:** (empty array)

|  |  |
| --- | --- |
| **Allowed Values:**  **Containers** | TWDF\_ULTRASONIC  TWDF\_BYLENGTH  TWDF\_INFRARED |
| **MSG\_GET** | TW\_ARRAY |
| **MSG\_GETCURRENT** | TW\_ARRAY |
| **MSG\_GETDEFAULT** | TW\_ARRAY |
| **MSG\_SET** | TW\_ONEVALUE  TW\_ARRAY |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE  TW\_ARRAY |
| **MSG\_RESET** | TW\_ARRAY |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |

**Required By**

None

**TWAIN Version Introduced** Version 2.2

**See Also**

Best Practices

CAP\_DOUBLEFEEDDETECTIONLENGTH

CAP\_DOUBLEFEEDDETECTIONRESPONSE

CAP\_DOUBLEFEEDDETECTIONSENSITIVITY

##### CAP\_DOUBLEFEEDDETECTIONLENGTH

**Description**

When CAP\_DOUBLEFEEDDETECTION includes TWDF\_BYLENGTH, it allows an Application to set the minimum length for detecting double feed documents. A value of zero always means “off”.

**Source**

The current value of this setting specifies the differences of paper length.

If value is not support, return TWRC\_CHECKSTATUS and set to the closed value.

**Values**

**Type:** TW\_FIX32

**Value after MSG\_OPENDS:** (may be remembered from a previous session)

**After MSG\_RESET/MSG\_RESETALL:** (selected by the data source writer)

|  |  |
| --- | --- |
| **Allowed Values:**  **Containers** | 0 to 32767 in ICAP\_UNITS |
| **MSG\_GET** | TW\_RANGE |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |
| **MSG\_SET** | TW\_ONEVALUE |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE  TW\_RANGE |
| **MSG\_RESET** | TW\_ONEVALUE |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |

**Required By**

None

**TWAIN Version Introduced** Version 2.2

**See Also**

Best Practices

CAP\_DOUBLEFEEDDETECTION

ICAP\_UNITS

##### CAP\_DOUBLEFEEDDETECTIONRESPONSE

**Description**

When CAP\_DOUBLEFEEDDETECTION is set to anything but Disabled, it allows an Application to set how the source will respond to detecting a double feed.

* TWDP\_STOP – when a multi-feed is detected the driver must end the scanner session, returning TWCC\_PAPERDOUBLEFEED for the an DAT\_IMAGE\*XFER call that applied to the bad image.
* TWDP\_STOPANDWAIT – the driver/device will manage the multi-feed; the application is not notified; after the problem is fixed by the operator, image capture is continued as if no multifeed occurred.
* TWDP\_SOUND – the driver/device will generate an audible alert when a multi-feed is detected
* TWDP\_DONOTIMPRINT – the device will not print on multi-fed documents. All combinations are valid, excluding TWDP\_STOP and TWDP\_STOPANDWAIT as only one of those can appear at a time. If the driver is asked for both, it may pick one and return TWRC\_CHECKSTATUS.

**Application**

The Application cannot ask for TWDP\_STOP and TWDP\_STOPANDWAIT at the same time.

After it receives TWCC\_PAPERDOUBLEFEED, the Application can use DAT\_PENDINGXFERS / MSG\_GET to see if it can resume the current session or if it must start a new one. If

TWDP\_STOPANDWAIT is in the list, then Application should not expect any errors to be returned if double-feed occurs.

**Source**

Application cannot ask for TWDP\_STOP and TWDP\_STOPANDWAIT at the same time. If an Application sends TWDP\_STOP and TWDP\_STOPANDWAIT at the same time, then pick more suitable one and return TWRC\_CHECKSTATUS.

If the Source UI and Indicators are disabled, or TWDP\_STOP is in the list, then return

TWRC\_FAILURE/TWCC\_PAPERDOUBLEFEED.

**Values**

**Type:** TW\_UINT16

**Value after MSG\_OPENDS:** (may be remembered from a previous session)

**After MSG\_RESET/MSG\_RESETALL:** (selected by the data source writer)

|  |  |
| --- | --- |
| **Allowed Values:**  **Containers** | TWDP\_STOP  TWDP\_STOPANDWAIT  TWDP\_SOUND  TWDP\_DONOTIMPRINT |
| **MSG\_GET** | TW\_ARRAY |
| **MSG\_GETCURRENT** | TW\_ARRAY |
| **MSG\_GETDEFAULT** | TW\_ARRAY |
| **MSG\_SET** | TW\_ONEVALUE  TW\_ARRAY |

|  |  |
| --- | --- |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE  TW\_ARRAY |
| **MSG\_RESET** | TW\_ARRAY |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |

**Required By**

None

**TWAIN Version Introduced** Version 2.2

**See Also**

Best Practices

CAP\_DOUBLEFEEDDETECTION

##### CAP\_DOUBLEFEEDDETECTIONSENSITIVITY

**Description**

When CAP\_DOUBLEFEEDDETECTION includes TWDF\_ULTRASONIC, allows an Application to set how sensitive the double feed detection is.

**Source**

The Source has to remap the scanner’s sensor sensitivity to the TWAIN defined sensitivity. See allowed values.

**Values**

**Type:** TW\_UINT16

**Value after MSG\_OPENDS:** (may be remembered from a previous session)

**After MSG\_RESET/MSG\_RESETALL:** (selected by the data source writer)

|  |  |
| --- | --- |
| **Allowed Values:**  **Containers** | TWUS\_LOW  TWUS\_MEDIUM  TWUS\_HIGH |
| **MSG\_GET** | TW\_ENUMERATION |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |
| **MSG\_SET** | TW\_ONEVALUE |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE  TW\_ENUMERATION |
| **MSG\_RESET** | TW\_ONEVALUE |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |

**Required By**

None

**TWAIN Version Introduced** Version 2.2

**See Also**

Best Practices

CAP\_DOUBLEFEEDDETECTION

##### CAP\_DUPLEX

**Description**

This indicates whether the scanner supports duplex. If so, it further indicates whether one-path or two-path duplex is supported.

This is a read only capability.

**Application**

Application can send MSG\_GET to find out whether the scanner supports duplex.

**Source**

Source should determine level of duplex support returning the values accordingly. **Values**

|  |  |
| --- | --- |
| **Type:** | TW\_UINT16 |
| **Allowed Values:**  **Containers** | TWDX\_NONE  TWDX\_1PASSDUPLEX  TWDX\_2PASSDUPLEX |
| **MSG\_GET** | TW\_ONEVALUE |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |
| **MSG\_SET** | Not Allowed |
| **MSG\_SETCONSTRAINT** | Not Allowed |
| **MSG\_RESET** | Not Allowed |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |

**Required By**

All Sources that support Duplex scanning.

**TWAIN Version Introduced** Version 1.7

**See Also**

Best Practices

CAP\_DUPLEXENABLED

##### CAP\_DUPLEXENABLED

**描述**

用户可以设置双工选项为TRUE或者FALSE。如果选TRUE，那么扫描仪可以同时扫描一张纸的正反两面；如果选择FALSE，扫描仪只能扫描单面。

**应用程序**

应用程序可以发送MSG\_GET或者MSG\_GETCURRENT消息来决定双工选项是否生效。

**Source**

Source should return TRUE or FALSE based on the level of duplex support; otherwise, return TWRC\_FAILURE / TWCC\_CAPUNSUPPORTED.

**Values**

**Type:** TW\_BOOL

**Value after MSG\_OPENDS:** (may be remembered from a previous session)

**After MSG\_RESET/MSG\_RESETALL:** (selected by the data source writer)

|  |  |  |
| --- | --- | --- |
| **Allowed Values:**  **Containers** | TRUE or FALSE | |
| **MSG\_GET** | TW\_ONEVALUE |  |
|  | TW\_ENUMERATION | **// 2.0 and higher** |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |  |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |  |
| **MSG\_SET** | TW\_ONEVALUE |  |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE |  |
|  | TW\_ENUMERATION | **// 2.0 and higher** |
| **MSG\_RESET** | TW\_ONEVALUE |  |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |  |

**Required By**

All Sources that support Duplex scanning.

**TWAIN Version Introduced** Version 1.7

**See Also**

Best Practices

CAP\_DUPLEX

##### CAP\_ENABLEDSUIONLY

**Description**

Allows an application to query a source to see if it implements the new user interface settings dialog. If a source reports that it has the capability CAP\_ENABLEDSUIONLY, then it must implement the operation triplet DG\_CONTROL/ DAT\_USERINTERFACE/ MSG\_ENABLEDSUIONLY to display the source user interface without acquiring an image.

If TRUE, the source will support the DG\_CONTROL/ DAT\_USERINTERFACE / MSG\_ENABLEDSUIONLY message.

This is a read only capability.

**Source**

If not supported, return TWRC\_FAILURE/ TWCC\_CAPUNSUPPORTED. **Values**

|  |  |
| --- | --- |
| **Type:** | TW\_BOOL |
| **Allowed Values:**  **Containers** | TRUE or FALSE |
| **MSG\_GET** | TW\_ONEVALUE |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |
| **MSG\_SET** | Not Allowed |
| **MSG\_SETCONSTRAINT** | Not Allowed |
| **MSG\_RESET** | Not Allowed |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |

**Required By**

None.

**TWAIN Version Introduced** Version 1.7

**See Also**

Best Practices

DG\_CONTROL / DAT\_USERINTERFACE / MSG\_ENABLEDSUIONLY

##### CAP\_ENDORSER

**Description**

Allows the application to specify the scanner’s starting endorser / imprinter number.

When available, use CAP\_PRINTERINDEX, instead. See the Legacy Issues section on CAP\_ENDORSER vs CAP\_PRINTER for more information.

**Source**

If not supported, return TWRC\_FAILURE / TWCC\_CAPUNSUPPORTED.

**Values**

**Type:** TW\_UINT32

**Value after MSG\_OPENDS:** (may be remembered from a previous session) **After MSG\_RESET/MSG\_RESETALL:** 1

|  |  |  |
| --- | --- | --- |
| **Allowed Values:**  **Containers** | Any value |  |
| **MSG\_GET** | TW\_ONEVALUE |  |
|  | TW\_RANGE | **// 2.3 and higher** |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |  |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |  |
| **MSG\_SET** | TW\_ONEVALUE |  |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE |  |
| **MSG\_RESET** | TW\_ONEVALUE |  |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |  |

**Required By**

Sources that control an Endorser.

**TWAIN Version Introduced** Version 1.7

**See Also**

Best Practices

CAP\_PRINTERINDEX

##### CAP\_EXTENDEDCAPS

**Description**

Allows the application and Source to negotiate capabilities to be used in States 5 and 6.

**Application**

MSG\_GET and MSG\_GETCURRENT return an array of the capabilities the Source supports in States 5, 6 and 7. If either the Source or the application is older than TWAIN 2.3, use MSG\_GET to get the list of allowed capabilities, and MSG\_GETCURRENT to check the capabilities currently set.

MSG\_SET is only needed with Sources older than TWAIN 2.3, to set the capabilities the application wants to negotiate in States 5, 6 and 7.

Stated another way, beginning with TWAIN 2.3 CAP\_EXTENDEDCAPS works more like

CAP\_SUPPORTEDCAPS; it should be treated as a read only array, but data sources must still permit MSG\_SET and MSG\_RESET operations for legacy applications.

**Source**

If not supported, return TWRC\_FAILURE / TWCC\_CAPUNSUPPORTED.

**Values**

**Type:** TW\_UINT16

**Value after MSG\_OPENDS:** (all values supported by the data source)

**After MSG\_RESET/MSG\_RESETALL:** (all values supported by the data source)

|  |  |
| --- | --- |
| **Allowed Values:**  **Containers** | Any *x*CAP\_*xxxx* |
| **MSG\_GET** | TW\_ARRAY |
| **MSG\_GETCURRENT** | TW\_ARRAY |
| **MSG\_GETDEFAULT** | TW\_ARRAY |
| **MSG\_SET** | TW\_ONEVALUE  TW\_ARRAY |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE  TW\_ARRAY |
| **MSG\_RESET** | TW\_ARRAY |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |

**Required By**

None

**TWAIN Version Introduced** Version 1.0

**See Also**

Best Practices

CAP\_SUPPORTEDCAPS

##### CAP\_FEEDERALIGNMENT

**Description**

Helps the Application determine any special actions it may need to take when negotiating frames with the Source.

* TWFA\_NONE: The alignment is free-floating. Applications should assume that the origin for frames is on the left.
* TWFA\_LEFT: The alignment is to the left.
* TWFA\_CENTER: The alignment is centered. This means that the paper will be fed in the middle of the ICAP\_PHYSICALWIDTH of the device. If this is set, then the Application should calculate any frames with a left offset.
* TWFA\_RIGHT: The alignment is to the right. If this is set, then the Application should calculate any frames with a left offset.

**Application**

The Application can use this to determine if it must center the framing information sent to the Source. With some Sources it might be possible for the Application to select whether the paper is center fed or not.

**Source**

Use this capability to report the state of the feeder. If not supported, return TWRC\_FAILURE /

TWCC\_CAPUNSUPPORTED. **Values**

**Type:** TW\_UINT16

**Value after MSG\_OPENDS:** (may be remembered from a previous session)

**After MSG\_RESET/MSG\_RESETALL:** (selected by the data source writer)

|  |  |
| --- | --- |
| **Allowed Values:**  **Containers** | TWFA\_NONE  TWFA\_LEFT  TWFA\_CENTER  TWFA\_RIGHT |
| **MSG\_GET** | TW\_ONEVALUE  TW\_ENUMERATION **// 2.3 and higher** |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |
| **MSG\_SET** | TW\_ONEVALUE if supported |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE if supported |
| **MSG\_RESET** | TW\_ONEVALUE if supported |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |

**Required By**

None

**TWAIN Version Introduced**

Version 1.8

**See Also**

Best Practices

##### CAP\_FEEDERENABLED

**Description**

If TRUE, Source must acquire data from the document feeder acquire area and other feeder capabilities can be used. If FALSE, Source must acquire data from the non-feeder acquire area and no other feeder capabilities can be used.

**Application**

The application should MSG\_SET this capability to TRUE before attempting to use any other feeder capabilities. This sets the current acquire area to the feeder area (it may not be a different physical area on some Sources).

The application can MSG\_SET this capability to FALSE to use the Source’s non-feeder acquisition area and disallow the further use of feeder capabilities.

**Source**

This setting should reflect the current acquire area:

If TRUE, feeder acquire area should be used

If FALSE, use non-feeder acquire area

Usually, the feeder acquire area and non-feeder acquire area of the Source will be the same. For example, a flatbed scanner may feed a page onto the flatbed platen then scanning always takes place from the platen.

The counter example is a flatbed scanner that moves the scan bar over the platen when CAP\_FEEDERENABLED is FALSE, but moves the paper over the scan bar when it is TRUE.

Default Support Guidelines for Sources

* Flatbed scanner (without an optional ADF installed) - Default to FALSE. Do not allow setting to TRUE (return TWRC\_FAILURE / TWCC\_BADVALUE) but support the capability (never return TWRC\_FAILURE / TWCC\_CAPUNSUPPORTED).
* A device that uses the same acquire area for feeder and non-feeder, and has a feeder installed

- Default to TRUE and allow settings to TRUE or FALSE (meaning allow or don’t allow other feeder capabilities).

* A device that operates differently when acquiring from the feeder and non-feeder areas (for example, physical pages sizes are different) - Default to preferred area and allow setting to either TRUE or FALSE.
* A sheet feed scanner or image database - Default to TRUE (meaning there is only one acquire area - the feeder area) and do not allow setting to FALSE (return TWRC\_FAILURE / TWCC\_BADVALUE).
* A handheld scanner would not support this capability (return TWRC\_FAILURE / TWCC\_CAPUNSUPPORTED).

**Values**

|  |  |
| --- | --- |
| **Type:** | TW\_BOOL |
| **Value after MSG\_OPENDS:** | (may be remembered from a previous session) |
| **After MSG\_RESET/MSG\_RESETALL:** | (selected by the data source writer) |
| **Allowed Values:** | TRUE or FALSE |

**Containers**

|  |  |
| --- | --- |
| **MSG\_GET** TW\_ONEVALUE |  |
| TW\_ENUMERATION  **MSG\_GETCURRENT** TW\_ONEVALUE  **MSG\_GETDEFAULT** TW\_ONEVALUE  **MSG\_SET** TW\_ONEVALUE  **MSG\_SETCONSTRAINT** TW\_ONEVALUE | **// 2.0 and higher** |
| TW\_ENUMERATION  **MSG\_RESET** TW\_ONEVALUE  **MSG\_QUERYSUPPORT** TW\_ONEVALUE  **Required By**  All Sources with feeder devices  **TWAIN Version Introduced** Version 1.0  **See Also**  Best Practices | **// 2.0 and higher** |
| CAP\_AUTOFEED  CAP\_CLEARPAGE  CAP\_FEEDERLOADED | CAP\_FEEDERPREP CAP\_FEEDPAGE  CAP\_REWINDPAGE |

CAP\_FEEDERPOCKET

##### CAP\_FEEDERLOADED

**Description**

Reflect whether there are documents loaded in the Source’s feeder.

This is a read only capability.

**Application**

CAP\_FEEDERENABLED must equal TRUE to use this capability. Used by application to inquire whether there are documents loaded in the Source’s feeder.

**Source**

If CAP\_FEEDERENABLED equals FALSE, return TWRC\_FAILURE / TWCC\_CAPSEQERROR (capability is not supported in current settings).

If CAP\_FEEDERENABLED equals TRUE, return the status of the feeder (documents loaded = TRUE; no documents loaded = FALSE).

The Source is responsible for reporting instructions to users on using the device. This includes instructing the user to place documents in the feeder when CAP\_FEEDERLOADED equals FALSE and the application has requested a feed page (manually or automatically).

**Values**

|  |  |  |
| --- | --- | --- |
| **Type:** | TW\_BOOL |  |
| **Allowed Values:**  **Containers** | TRUE or FALSE |  |
| **MSG\_GET** | TW\_ONEVALUE |  |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |  |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |  |
| **MSG\_SET** | Not Allowed |  |
| **MSG\_SETCONSTRAINT** | Not Allowed |  |
| **MSG\_RESET** | Not Allowed |  |
| **MSG\_QUERYSUPPORT**  **Required By** | TW\_ONEVALUE |  |
| All Sources with feeder devices  **TWAIN Version Introduced** Version 1.0  **See Also**  Best Practices | |
| CAP\_AUTOFEED  CAP\_CLEARPAGE | | CAP\_FEEDPAGE  CAP\_REWINDPAGE |

CAP\_FEEDERENABLED

##### CAP\_FEEDERORDER

**Description**

TWFO\_FIRSTPAGEFIRST if the feeder starts with the top of the first page. TWFO\_LASTPAGEFIRST is the feeder starts with the top of the last page.

**Application**

An Application can use this to determine if it should reorganize the stream of images received from a Source.

**Values**

**Type:** TW\_UINT16

**Value after MSG\_OPENDS:** (may be remembered from a previous session)

**After MSG\_RESET/MSG\_RESETALL:** (selected by the data source writer)

|  |  |
| --- | --- |
| **Allowed Values:**  **Containers** | TWFO\_FIRSTPAGEFIRST  TWFO\_LASTPAGEFIRST |
| **MSG\_GET** | TW\_ONEVALUE  TW\_ENUMERATION (if MSG\_Set is supported) |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |
| **MSG\_SET** | TW\_ONEVALUE if supported |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE if supported |
| **MSG\_RESET** | TW\_ONEVALUE if supported |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |

**Required By**

None

**TWAIN Version Introduced** Version 1.8

**See Also**

Best Practices

CAP\_FEEDERENABLED

##### CAP\_FEEDERPOCKET

**Description**

Report what pockets are available to receive paper as it exits from the device..

**Source**

This capability enumerates the available output or collation pockets on the device.

TWFP\_POCKET1 - TWFP\_POCKET16 are organized from top to bottom and left to right, facing in the direction of the motion of the paper.

If not supported, return TWRC\_FAILURE / TWCC\_CAPUNSUPPORTED.

**Values**

**Type:** TW\_UINT16

**Value after MSG\_OPENDS:** (may be remembered from a previous session)

**After MSG\_RESET/MSG\_RESETALL:** (selected by the data source writer)

|  |  |
| --- | --- |
| **Allowed Values:**  **Containers** | TWFP\_POCKET1 - TWFP\_POCKET16  TWFP\_POCKETERROR |
| **MSG\_GET** | TW\_ARRAY |
| **MSG\_GETCURRENT** | TW\_ARRAY |
| **MSG\_GETDEFAULT** | TW\_ARRAY |
| **MSG\_SET** | TW\_ONEVALUE  TW\_ARRAY |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE  TW\_ARRAY |
| **MSG\_RESET** | TW\_ARRAY |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |

**Required By**

None

**TWAIN Version Introduced** Version 2.0

**See Also**

Best Practices

CAP\_FEEDERENABLED

CAP\_MICRENABLED

##### CAP\_FEEDERPREP

**Description**

Improve the movement of paper through a scanner ADF.

**Source**

If CAP\_FEEDERENABLED is TRUE, and CAP\_FEEDERPREP is TRUE, then the scanner will perform any action needed to improve the movement of paper through the transport.

If not supported, return TWRC\_FAILURE / TWCC\_CAPUNSUPPORTED.

**Values**

**Type:** TW\_BOOL

**Value after MSG\_OPENDS:** (may be remembered from a previous session) **After MSG\_RESET/MSG\_RESETALL:** FALSE

|  |  |
| --- | --- |
| **Allowed Values:**  **Containers** | TRUE or FALSE |
| **MSG\_GET** | TW\_ONEVALUE  TW\_ENUMERATION |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |
| **MSG\_SET** | TW\_ONEVALUE |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE  TW\_ENUMERATION |
| **MSG\_RESET** | TW\_ONEVALUE |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |

**Required By**

None

**TWAIN Version Introduced** Version 2.0

**See Also**

Best Practices

CAP\_FEEDERENABLED

CAP\_MICRENABLED

##### CAP\_FEEDPAGE

**Description**

If TRUE, the Source will eject the current page and advance the next page in the document feeder into the feeder acquire area.

If CAP\_AUTOFEED is TRUE, the same action just described will occur and CAP\_AUTOFEED will remain active.

CAP\_FEEDERENABLED must equal TRUE to use this capability.

This capability must have been negotiated as an extended capability to be used in States 5 and 6.

**Application**

Do a MSG\_SET to TRUE on this capability to advance the next document in the feeder to the feeder acquire area.

This capability is used in States 5 and 6 by applications controlling the Source’s feeder (usually without the Source’s user interface).

This capability can also be used while CAP\_AUTOFEED equals TRUE to abort all remaining transfers on this page and continue with the next page.

**Source**

If CAP\_FEEDERENABLED equals FALSE, return TWRC\_FAILURE / TWCC\_CAPSEQERROR

(capability is not supported in current settings).

If supported, advance the document in the feeder-acquire area to the output area and abort all pending transfers from this page.

Advance the next page in the input area to the feeder acquire area. If there are no documents in the input area, return: TWRC\_FAILURE / TWCC\_BADVALUE.

The Source will perform this action once whenever the capability is MSG\_SET to TRUE. The Source should then revert the Current value to FALSE.

**Values**

**Type:** TW\_BOOL

**Value after MSG\_OPENDS:** FALSE

**After MSG\_RESET/MSG\_RESETALL:** FALSE

|  |  |  |
| --- | --- | --- |
| **Allowed Values:**  **Containers** | TRUE or FALSE | |
| **MSG\_GET** | TW\_ONEVALUE |  |
|  | TW\_ENUMERATION | **// 2.0 and higher** |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |  |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |  |
| **MSG\_SET** | TW\_ONEVALUE |  |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE  TW\_ENUMERATION |  |
| **MSG\_RESET** | TW\_ONEVALUE |  |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |  |

**Required By**

None

**TWAIN Version Introduced** Version 1.0

**See Also**

Best Practices

|  |  |
| --- | --- |
| CAP\_AUTOFEED  CAP\_CLEARPAGE  CAP\_EXTENDEDCAPS | CAP\_FEEDERENABLED  CAP\_FEEDERLOADED  CAP\_REWINDPAGE |

##### CAP\_INDICATORS

**Description**

If TRUE, the Source displays a progress indicator during acquisition and transfer, regardless of whether the Source's user interface is active. If FALSE, the progress indicator is suppressed if the Source's user interface is inactive.

The Source displays device-specific instructions and error messages if either the user interface or progress indicator is turned on. In this case it returns TWCC\_OPERATIONERROR to alert the application that it handled the error, and communicated the problem to the user.

If both the user interface and progress indicator are turned off, then the Source never displays any message to the user, even if TWCC\_OPERATIONERROR is returned. Messages to the user are under the sole control of the Application.

**Application**

If the application plans to enable the Source with TW\_USERINTERFACE. ShowUI = FALSE, it can also suppress the Source’s progress indicator by using this capability.

**Source**

If not supported, return TWRC\_FAILURE / TWCC\_CAPUNSUPPORTED.

**Values**

**Type:** TW\_BOOL

**Value after MSG\_OPENDS:** TRUE

**After MSG\_RESET/MSG\_RESETALL:** TRUE

|  |  |  |
| --- | --- | --- |
| **Allowed Values:**  **Containers** | TRUE or FALSE | |
| **MSG\_GET** | TW\_ONEVALUE |  |
|  | TW\_ENUMERATION | **// 2.0 and higher** |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |  |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |  |
| **MSG\_SET** | TW\_ONEVALUE |  |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE |  |
|  | TW\_ENUMERATION | **// 2.0 and higher** |
| **MSG\_RESET** | TW\_ONEVALUE |  |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |  |

**Required By**

None

**TWAIN Version Introduced** Version 1.1

**See Also**

Best Practices

CAP\_INDICATORSMODE

DG\_CONTROL / DAT\_USERINTERFACE / MSG\_ENABLEDS

##### CAP\_INDICATORSMODE

**Description**

Specify what messages can be displayed if ICAP\_INDICATORS is TRUE.

**Source**

If not supported, return TWRC\_FAILURE / TWCC\_CAPUNSUPPORTED.

Default value must include all supported by the source modes.

**Values**

**Type:** TW\_UINT16

**Value after MSG\_OPENDS:** (all values supported by the data source)

**After MSG\_RESET/MSG\_RESETALL:** (all values supported by the data source)

|  |  |
| --- | --- |
| **Allowed Values:**  **Containers** | TWCI\_INFO  TWCI\_WARNING  TWCI\_ERROR  TWCI\_WARMUP |
| **MSG\_GET** | TW\_ARRAY |
| **MSG\_GETCURRENT** | TW\_ARRAY |
| **MSG\_GETDEFAULT** | TW\_ARRAY |
| **MSG\_SET** | TW\_ONEVALUE  TW\_ARRAY |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE  TW\_ARRAY |
| **MSG\_RESET** | TW\_ARRAY |
| **MSG\_SETCONSTRAINT** | TW\_ARRAY |
| MSG\_QUERYSUPPORT | TW\_ONEVALUE |

**Required By**

None

**TWAIN Version Introduced** Version 2.2

**See Also**

Best Practices

CAP\_INDICATORS

##### CAP\_JOBCONTROL

**Description**

Allows multiple jobs in batch mode. The application can decide how the job can be processed, according to the flags listed below.

|  |  |
| --- | --- |
| TWJC\_NONE | No job control. |
| TWJC\_JSIC | Detect and include job separator and continue scanning. |
| TWJC\_JSIS | Detect and include job separator and stop scanning. |
| TWJC\_JSXC | Detect and exclude job separator and continue scanning. |
| TWJC\_JSXS | Detect and exclude job separator and stop scanning. |

If the application selects options other than none, it should check the EOJ field for one of the TWEJ\_xxx patch codes of the PENDINGXFERS data.

To distinguish between jobs, a job separator sheet containing patch code can be inserted. If the application knows the how to save different jobs, the TWJC\_JSIC or TWJC\_JSXC can be used. When this job separator is detected, the application will give a separate name for each job. If the application does not know how to save different jobs, it can use TWJC\_JSIS or TWJC\_JSXS to stop scanning and ask the user for different job name.

**Source**

If not supported, return TWRC\_FAILURE/ TWCC\_CAPUNSUPPORTED.

**Values**

**Type:** TW\_UINT16

**Value after MSG\_OPENDS:** (may be remembered from a previous session) **After MSG\_RESET/MSG\_RESETALL:** TWJC\_NONE

|  |  |
| --- | --- |
| **Allowed Values:**  **Containers** | TWJC\_NONE  TWJC\_JSIC  TWJC\_JSIS  TWJC\_JSXC  TWJC\_JSXS |
| **MSG\_GET** | TW\_ONEVALUE  TW\_ENUMERATION |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |
| **MSG\_SET** | TW\_ONEVALUE |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE  TW\_ENUMERATION |
| **MSG\_RESET** | TW\_ONEVALUE |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |

**Required By**

None

**TWAIN Version Introduced** Version 1.7

**See Also**

Best Practices

DG\_CONTROL / DAT\_PENDINGXFERS / MSG\_ENDXFER

DG\_CONTROL / DAT\_PENDINGXFERS / MSG\_GET

DG\_CONTROL / DAT\_PENDINGXFERS / MSG\_RESET

DG\_CONTROL / DAT\_PENDINGXFERS / MSG\_STOPFEEDER

##### CAP\_LANGUAGE

**Description**

Allows Application and Source to identify which languages they have in common for the exchange of string data, and to select the language of the internal UI.

**Note:** Since the TWLG\_xxxx codes include language and country data, there is no separate capability for selecting the country.

**Application**

In multi-lingual environments, it is the responsibility of the Application to recall the last selected language for a given User.

**Source**

The current value of this setting specifies the language used by the Source (and possibly the device). The Source must first default to the Application’s current language. If that fails then it must default to the User’s Locale (c.f., the Win32 call GetLocaleInfo()). If that fails then the Source should make the best choice it can, preferably using a common secondary language (i.e., English, French…).

Note:

* TWLG\_ARABIC\_UAE is for the United Arabic Emirates.
* TWLG\_CHINESE\_PRC is for the People’s Republic of China

**Values**

|  |  |
| --- | --- |
| **Type:** | TW\_UINT16 |
| **Default Value:** | **In order of priority:**   1. appIdentity->Version.Language 2. TWLG\_USERLOCALE 3. Source’s choice |
| **Allowed Values:** | TWLG\_USERLOCALE |

**// pre 1.8 values…**

TWLG\_DAN

TWLG\_DUT

TWLG\_ENG

TWLG\_FCF

TWLG\_FIN

TWLG\_FRN

TWLG\_GER

TWLG\_ICE

TWLG\_ITN

TWLG\_NOR

TWLG\_POR

TWLG\_SPA

TWLG\_SWE

TWLG\_USA

**// 1.8 should use these…**

|  |  |
| --- | --- |
| TWLG\_AFRIKAANS  TWLG\_ALBANIA  TWLG\_ARABIC  TWLG\_ARABIC\_ALGERIA  TWLG\_ARABIC\_BAHRAIN  TWLG\_ARABIC\_EGYPT  TWLG\_ARABIC\_IRAQ  TWLG\_ARABIC\_JORDAN  TWLG\_ARABIC\_KUWAIT  TWLG\_ARABIC\_LEBANON TWLG\_ARABIC\_LIBYA  TWLG\_ARABIC\_MOROCCO  TWLG\_ARABIC\_OMAN  TWLG\_ARABIC\_QATAR  TWLG\_ARABIC\_SAUDIARABIA  TWLG\_ARABIC\_SYRIA  TWLG\_ARABIC\_TUNISIA  TWLG\_ARABIC\_UAE  TWLG\_ARABIC\_YEMEN TWLG\_BASQUE  TWLG\_BYELORUSSIAN  TWLG\_BULGARIAN  TWLG\_CATALAN  TWLG\_CHINESE  TWLG\_CHINESE\_HONGKONG  TWLG\_CHINESE\_PRC  TWLG\_CHINESE\_SINGAPORE  TWLG\_CHINESE\_SIMPLIFIED  TWLG\_CHINESE\_TAIWAN  TWLG\_CHINESE\_TRADITIONAL  TWLG\_CROATIA  TWLG\_CZECH  TWLG\_DANISH  TWLG\_DUTCH  TWLG\_DUTCH\_BELGIAN  TWLG\_ENGLISH  TWLG\_ENGLISH\_AUSTRALIAN  TWLG\_ENGLISH\_CANADIAN  TWLG\_ENGLISH\_IRELAND  TWLG\_ENGLISH\_NEWZEALAND  TWLG\_ENGLISH\_SOUTHAFRICA  TWLG\_ENGLISH\_UK  TWLG\_ENGLISH\_USA  TWLG\_ESTONIAN  TWLG\_FAEROESE  TWLG\_FARSI  TWLG\_FINNISH  TWLG\_FRENCH  TWLG\_FRENCH\_BELGIAN  TWLG\_FRENCH\_CANADIAN | TWLG\_FRENCH\_LUXEMBOURG  TWLG\_FRENCH\_SWISS  TWLG\_GERMAN  TWLG\_GERMAN\_AUSTRIAN  TWLG\_GERMAN\_LUXEMBOURG  TWLG\_GERMAN\_LIECHTENSTEIN  TWLG\_GERMAN\_SWISS  TWLG\_GREEK  TWLG\_HEBREW  TWLG\_HUNGARIAN  TWLG\_ICELANDIC  TWLG\_INDONESIAN  TWLG\_ITALIAN  TWLG\_ITALIAN\_SWISS  TWLG\_JAPANESE  TWLG\_KOREAN  TWLG\_KOREAN\_JOHAB  TWLG\_LATVIAN  TWLG\_LITHUANIAN  TWLG\_NORWEGIAN  TWLG\_NORWEGIAN\_BOKMAL  TWLG\_NORWEGIAN\_NYNORSK  TWLG\_POLISH  TWLG\_PORTUGUESE  TWLG\_PORTUGUESE\_BRAZIL  TWLG\_ROMANIAN  TWLG\_RUSSIAN  TWLG\_SERBIAN\_LATIN  TWLG\_SLOVAK  TWLG\_SLOVENIAN  TWLG\_SPANISH  TWLG\_SPANISH\_MEXICAN  TWLG\_SPANISH\_MODER  TWLG\_SWEDISH TWLG\_THAI  TWLG\_TURKISH  TWLG\_UKRANIAN  TWLG\_ASSAMESE TWLG\_BENGALI  TWLG\_BIHARI  TWLG\_BODO  TWLG\_DOGRI  TWLG\_GUJARATI  TWLG\_HARYANVI  TWLG\_HINDI  TWLG\_KANNADA  TWLG\_KASHMIRI  TWLG\_MALAYALAM  TWLG\_MARATHI |

|  |  |  |
| --- | --- | --- |
| **Containers** | TWLG\_MARWARI  TWLG\_MEGHALAYAN  TWLG\_MIZO  TWLG\_NAGA  TWLG\_ORISSI  TWLG\_PUNJABI  TWLG\_PUSHTU  TWLG\_SERBIAN\_CYRILLIC | TWLG\_SIKKIMI  TWLG\_SWEDISH\_FINLAND  TWLG\_TAMIL  TWLG\_TELUGU  TWLG\_TRIPURI  TWLG\_URDU  TWLG\_VIETNAMESE |
| **MSG\_GET** | TW\_ONEVALUE  TW\_ENUMERATION |  |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |  |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |  |
| **MSG\_SET** | TW\_ONEVALUE |  |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE  TW\_ENUMERATION |  |
| **MSG\_RESET** | TW\_ONEVALUE |  |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |  |

**Required By**

None

**TWAIN Version Introduced** Version 1.8

**See Also**

Best Practices

##### CAP\_MAXBATCHBUFFERS

**Description**

Describes the number of pages that the scanner can buffer when CAP\_AUTOSCAN is enabled.

**Application**

MSG\_GET returns the supported values

MSG\_SET sets the current number pages to be buffered (if the Source allows this to be set)

**Source**

If supported, report the maximum batch buffer settings during MSG\_GET. If MSG\_SET is supported, limit batch buffers to the requested value for future transfers.

**Values**

**Type:** TW\_UINT32

**Value after MSG\_OPENDS:** (may be remembered from a previous session)

**After MSG\_RESET/MSG\_RESETALL:** (selected by the data source writer)

|  |  |
| --- | --- |
| **Allowed Values:**  **Containers** | 1 to 232 –1 |
| **MSG\_GET** | TW\_ONEVALUE  TW\_ENUMERATION  TW\_RANGE |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |
| **MSG\_SET** | TW\_ONEVALUE |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE  TW\_ENUMERATION  TW\_RANGE |
| **MSG\_RESET** | TW\_ONEVALUE |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |

**Required By**

When a mid- to high-volume Source supports transfer of multiple images ahead of retrieval.

**TWAIN Version Introduced** Version 1.8

**See Also**

Best Practices

CAP\_AUTOSCAN

CAP\_CLEARBUFFERS

##### CAP\_MICRENABLED

**Description**

Get this capability to determine if the Source supports check scanning. If set to TRUE check scanning is enabled, if set to FALSE check scanning is disabled.

**Source**

When disabled the scanner ignores all related capabilities (refer to the See Also section).

If not supported, return TWRC\_FAILURE / TWCC\_CAPUNSUPPORTED.

**Values**

**Type:** TW\_BOOL

**Value after MSG\_OPENDS:** (may be remembered from a previous session) **After MSG\_RESET/MSG\_RESETALL:** FALSE

|  |  |
| --- | --- |
| **Allowed Values:**  **Containers** | TRUE or FALSE |
| **MSG\_GET** | TW\_ONEVALUE  TW\_ENUMERATION |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |
| **MSG\_SET** | TW\_ONEVALUE |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE  TW\_ENUMERATION |
| **MSG\_RESET** | TW\_ONEVALUE |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |

**Required By**

None

**TWAIN Version Introduced** Version 2.0

**See Also**

Best Practices

CAP\_FEEDERPREP

CAP\_FEEDERPOCKET

DG\_IMAGE / DAT\_EXTIMAGEINFO / MSG\_GET

##### CAP\_PAPERDETECTABLE

**Description**

This capability determines whether the device has a paper sensor that can detect documents on the ADF or Flatbed.

This is a read only capability.

**Application**

If the source returns FALSE, the application should not rely on values such as CAP\_FEEDERLOADED, and continue as if the paper is loaded.

**Source**

If supported, the source is responsible for detecting whether document is loaded or not.

**Values**

|  |  |
| --- | --- |
| **Type:** | TW\_BOOL |
| **Allowed Values:**  **Containers** | TRUE or FALSE |
| **MSG\_GET** | TW\_ONEVALUE |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |
| **MSG\_SET** | Not Allowed |
| **MSG\_SETCONSTRAINT** | Not Allowed |
| **MSG\_RESET** | Not Allowed |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |

**Required By**

All Sources with feeder devices

**TWAIN Version Introduced** Version 1.6

**See Also**

Best Practices

CAP\_FEEDERLOADED

##### CAP\_PAPERHANDLING

**Description**

Use this capability to control paper handling. This capability may affect scanning speed.

**Application**

Use it to improve paper handling.

The Source may not support all combinations of values it returns in MSG\_GET, so check the current value if the Source returns TWRC\_CHECKSTATUS.

**Source**

If not supported, return TWRC\_FAILURE / TWCC\_CAPUNSUPPORTED.

If the Source does not support a combination of values, then it should pick the most suitable values and return TWRC\_CHECKSTATUS.

**Values**

**Type:** TW\_UINT16

**Value after MSG\_OPENDS:** (may be remembered from a previous session) **After MSG\_RESET/MSG\_RESETALL:** TWPH\_NORMAL

|  |  |
| --- | --- |
| **Allowed Values:**  **Containers** | TWPH\_NORMAL  TWPH\_FRAGILE TWPH\_THICK  TWPH\_TRIFOLD  TWPH\_PHOTOGRAPH |
| **MSG\_GET** | TW\_ARRAY |
| **MSG\_GETCURRENT** | TW\_ARRAY |
| **MSG\_GETDEFAULT** | TW\_ARRAY |
| **MSG\_SET** | TW\_ONEVALUE  TW\_ARRAY |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE  TW\_ARRAY |
| **MSG\_RESET** | TW\_ARRAY |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |

**Required By**

None

**TWAIN Version Introduced** Version 2.2

**See Also**

Best Practices

##### CAP\_POWERSAVETIME

**Description**

When used with MSG\_SET, set the camera power down timer in seconds. When used with MSG\_GET, return the current setting of the power down time.

**Application**

Use this capability with MSG\_SET to set the user selected camera power down time, when no activity is detected by the camera. The default value of -1 means no power down, power is always on.

**Values**

**Type:** TW\_INT32

**Value after MSG\_OPENDS:** (may be remembered from a previous session)

**After MSG\_RESET/MSG\_RESETALL:** (selected by the data source writer)

|  |  |  |
| --- | --- | --- |
| **Allowed Values:**  **Containers** | >= -1 |  |
| **MSG\_GET** | TW\_ONEVALUE |  |
|  | TW\_RANGE | **// 2.3 and higher** |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |  |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |  |
| **MSG\_SET** | TW\_ONEVALUE |  |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE |  |
| **MSG\_RESET** | TW\_ONEVALUE |  |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |  |

**Required By**

None. Highly recommended for digital cameras.

MSG\_GET

MSG\_SET / MSG\_RESET

**TWAIN Version Introduced** Version 1.8

**See Also**

Best Practices

##### CAP\_POWERSUPPLY

**Description**

MSG\_GET reports the kinds of power available to the device. MSG\_GETCURRENT reports the current power supply in use.

This is a read only capability. **Values**

|  |  |
| --- | --- |
| **Type:** | TW\_UINT16 |
| **Allowed Values:**  **Containers** | TWPS\_EXTERNAL  TWPS\_BATTERY |
| **MSG\_GET** | TW\_ONEVALUE  TW\_ENUMERATION |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |
| **MSG\_SET** | Not Allowed |
| **MSG\_SETCONSTRAINT** | Not Allowed |
| **MSG\_RESET** | Not Allowed |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |

**Required By**

None

**TWAIN Version Introduced** Version 1.8

**See Also**

Best Practices

##### CAP\_PRINTER

**Description**

MSG\_GET returns the current list of available printer devices, along with the one currently being used for negotiation. MSG\_SET selects the current device for negotiation, and optionally constrains the list. MSG\_RESET restores all the available devices (useful after MSG\_SET has been used to constrain the list).

Top/Bottom refer to duplex devices, and indicate if the printer is writing on the top or the bottom of the sheet of paper. Simplex devices use the top settings.

Before/After indicates whether printing occurs before or after the sheet of paper has been scanned.

**Application**

Use this capability to determine which printers are available for negotiation, and to select a specific printer prior to negotiation.

**Source**

Imprinters are used to print data on documents at the time of scanning, and may be used for any purpose. Endorsers are more specific in nature, stamping some kind of proof of scanning on the document. Applications may opt to use imprinters for endorsing documents.

**Values**

**Type:** TW\_UINT16

**Value after MSG\_OPENDS:** (may be remembered from a previous session)

**After MSG\_RESET/MSG\_RESETALL:** (selected by the data source writer)

|  |  |
| --- | --- |
| **Allowed Values:**  **Containers** | TWPR\_IMPRINTERTOPBEFORE  TWPR\_IMPRINTERTOPAFTER  TWPR\_IMPRINTERBOTTOMBEFORE  TWPR\_IMPRINTERBOTTOMAFTER  TWPR\_ENDORSERTOPBEFORE  TWPR\_ENDORSERTOPAFTER  TWPR\_ENDORSERBOTTOMBEFORE  TWPR\_ENDORSERBOTTOMAFTER |
| **MSG\_GET** | TW\_ONEVALUE  TW\_ENUMERATION |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |
| **MSG\_SET** | TW\_ONEVALUE |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE  TW\_ENUMERATION |
| **MSG\_RESET** | TW\_ONEVALUE |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |

**Required By**

All Sources that control a printer type device.

**TWAIN Version Introduced** Version 1.8

**See Also**

Best Practices

|  |  |
| --- | --- |
| CAP\_PRINTERCHARROTATION  CAP\_PRINTERENABLED  CAP\_PRINTERFONTSTYLE  CAP\_PRINTERINDEX  CAP\_PRINTERINDEXLEADCHAR  CAP\_PRINTERINDEXMAXVALUE  CAP\_PRINTERINDEXNUMDIGITS | CAP\_PRINTERINDEXSTEP  CAP\_PRINTERINDEXTRIGGER  CAP\_PRINTERMODE  CAP\_PRINTERSTRING  CAP\_PRINTERSTRINGPREVIEW  CAP\_PRINTERSUFFIX  CAP\_PRINTERVERTICALOFFSET |

##### CAP\_PRINTERENABLED

**Description**

Turns the current CAP\_PRINTER device on or off.

**Values**

**Type:** TW\_BOOL

**Value after MSG\_OPENDS:** (may be remembered from a previous session)

**After MSG\_RESET/MSG\_RESETALL:** FALSE

|  |  |  |
| --- | --- | --- |
| **Allowed Values:**  **Containers** | TRUE or FALSE | |
| **MSG\_GET** | TW\_ONEVALUE |  |
|  | TW\_ENUMERATION | **// 2.0 and higher** |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |  |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |  |
| **MSG\_SET** | TW\_ONEVALUE |  |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE  TW\_ENUMERATION |  |
| **MSG\_RESET** | TW\_ONEVALUE |  |
| **MSG\_QUERYSUPPORT**  **Required By** | TW\_ONEVALUE |  |
| All Sources that control a printer type device.  **TWAIN Version Introduced** Version 1.8  **See Also**  Best Practices | |
| CAP\_PRINTER  CAP\_PRINTERCHARROTATION  CAP\_PRINTERFONTSTYLE  CAP\_PRINTERINDEX  CAP\_PRINTERINDEXLEADCHAR  CAP\_PRINTERINDEXMAXVALUE  CAP\_PRINTERINDEXNUMDIGITS | | CAP\_PRINTERINDEXSTEP  CAP\_PRINTERINDEXTRIGGER  CAP\_PRINTERMODE  CAP\_PRINTERSTRING  CAP\_PRINTERSTRINGPREVIEW  CAP\_PRINTERSUFFIX  CAP\_PRINTERVERTICALOFFSET |

##### CAP\_PRINTERCHARROTATION

**Description**

Specify the amount of in-place character rotation for the next acquisition. The rotation is in degrees, and moves clockwise. Zero means normal in relation to the leading edge for a document feeder.

**Application**

Specify the printer's font orientation for string or strings that will be printed on the page during the next acquisition.

**Source**

Set the printer's font orientation for string or strings that will be printed on the page during next acquisition. The font’s orientation is in relation to the leading edge for a document feeder.

**Values**

**Type:** TW\_UINT32

**Value after MSG\_OPENDS:** (may be remembered from a previous session)

**After MSG\_RESET/MSG\_RESETALL:** 0

|  |  |  |
| --- | --- | --- |
| **Allowed Values:**  **Containers** | 0 to 359 | |
| **MSG\_GET** | TW\_ONEVALUE, TW\_ENUMERATION, TW\_RANGE | |
| **MSG\_GETCURRENT** | TW\_ONEVALUE | |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE | |
| **MSG\_SET** | TW\_ONEVALUE, TW\_ENUMERATION, TW\_RANGE | |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE, TW\_ENUMERATION, TW\_RANGE | |
| **MSG\_RESET** | TW\_ONEVALUE |  |
| **MSG\_QUERYSUPPORT**  **Required By**  None  **TWAIN Version Introduced** Version 2.3  **See Also**  Best Practices | TW\_ONEVALUE |  |
| CAP\_PRINTER  CAP\_PRINTERENABLED |  | CAP\_PRINTERINDEXSTEP  CAP\_PRINTERINDEXTRIGGER  CAP\_PRINTERMODE  CAP\_PRINTERSTRING  CAP\_PRINTERSTRINGPREVIEW  CAP\_PRINTERSUFFIX  CAP\_PRINTERVERTICALOFFSET |
| CAP\_PRINTERFONTSTYLE  CAP\_PRINTERINDEX  CAP\_PRINTERINDEXLEADCHAR  CAP\_PRINTERINDEXMAXVALUE  CAP\_PRINTERINDEXNUMDIGITS | |

##### CAP\_PRINTERFONTSTYLE

**Description**

Which printer font styles to be used during the next acquisition.

**Application**

Specify the printer's font style for all of the string data that will be printed on the page during the next acquisition.

**Source**

Set the printer's font style for all strings that will be printed on the page during the next acquisition.

**Values**

**Type:** TW\_UINT16

**Value after MSG\_OPENDS:** (may be remembered from a previous session)

**After MSG\_RESET/MSG\_RESETALL:** TWPF\_NORMAL

|  |  |  |
| --- | --- | --- |
| **Allowed Values:**  **Containers** | TWPF\_NORMAL  TWPF\_ITALIC  TWPF\_BOLD  TWPF\_SMALLSIZE  TWPF\_LARGESIZE | |
| **MSG\_GET** | TW\_ARRAY |  |
| **MSG\_GETCURRENT** | TW\_ARRAY |  |
| **MSG\_GETDEFAULT** | TW\_ARRAY |  |
| **MSG\_SET** | TW\_ARRAY |  |
| **MSG\_SETCONSTRAINT** | TW\_ARRAY |  |
| **MSG\_RESET** | TW\_ARRAY |  |
| **MSG\_QUERYSUPPORT**  **Required By**  None  **TWAIN Version Introduced** Version 2.3  **See Also**  Best Practices | TW\_ONEVALUE |  |
| CAP\_PRINTER |  | CAP\_PRINTERINDEXSTEP  CAP\_PRINTERINDEXTRIGGER  CAP\_PRINTERMODE  CAP\_PRINTERSTRING  CAP\_PRINTERSTRINGPREVIEW  CAP\_PRINTERSUFFIX  CAP\_PRINTERVERTICALOFFSET |
| CAP\_PRINTERCHARROTATION  CAP\_PRINTERENABLED  CAP\_PRINTERINDEX  CAP\_PRINTERINDEXLEADCHAR  CAP\_PRINTERINDEXMAXVALUE  CAP\_PRINTERINDEXNUMDIGITS | |

##### CAP\_PRINTERINDEX

**Description**

The User can set the starting number for the current CAP\_PRINTER device. **Source**

This value allows the user to set the starting page number for the current CAP\_PRINTER device.

**Values**

**Type:** TW\_UINT32

**Value after MSG\_OPENDS:** (may be remembered from a previous session)

**After MSG\_RESET/MSG\_RESETALL:** 1

|  |  |  |
| --- | --- | --- |
| **Allowed Values:**  **Containers** | Any values. | |
| **MSG\_GET** | TW\_ONEVALUE |  |
|  | TW\_RANGE | **// 2.3 and higher** |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |  |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |  |
| **MSG\_SET** | TW\_ONEVALUE |  |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE |  |
| **MSG\_RESET** | TW\_ONEVALUE |  |
| **MSG\_QUERYSUPPORT**  **Required By**  None  **TWAIN Version Introduced** Version 1.8  **See Also**  Best Practices | TW\_ONEVALUE |  |
| CAP\_PRINTER |  | CAP\_PRINTERINDEXSTEP  CAP\_PRINTERINDEXTRIGGER  CAP\_PRINTERMODE  CAP\_PRINTERSTRING  CAP\_PRINTERSTRINGPREVIEW  CAP\_PRINTERSUFFIX  CAP\_PRINTERVERTICALOFFSET |
| CAP\_PRINTERCHARROTATION CAP\_PRINTERENABLED  CAP\_PRINTERFONTSTYLE  CAP\_PRINTERINDEXLEADCHAR  CAP\_PRINTERINDEXMAXVALUE  CAP\_PRINTERINDEXNUMDIGITS | |

##### CAP\_PRINTERINDEXLEADCHAR

**Description**

User can set the character to be used for filling the leading digits before the counter value if the counter digits are fewer than CAP\_PRINTERINDEXNUMDIGITS.

Examples:

If the lead character is a zero: 00001

If the lead character is a blank: 1

**Application**

Send a string containing a single character to the source.

**Source**

Use the first character of the string as the leading character to pad the current counter out to

CAP\_PRINTERNUMDIGITS.

**Values**

**Type:** TW\_STR32

**Startup / Reset Value:** (selected by the data source writer)

**Value after MSG\_OPENDS:** (may be remembered from a previous session)

**After MSG\_RESET/MSG\_RESETALL:** (selected by the data source writer)

|  |  |
| --- | --- |
| **Allowed Values:**  **Containers** | Any value |
| **MSG\_GET** | TW\_ONEVALUE, TW\_ENUMERATION |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |
| **MSG\_SET** | TW\_ONEVALUE, TW\_ENUMERATION |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE, TW\_ENUMERATION |
| **MSG\_RESET** | TW\_ONEVALUE |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |

**Required By**

None

**TWAIN Version Introduced**

Version 2.3

**See Also**

Best Practices

|  |  |
| --- | --- |
| CAP\_PRINTER  CAP\_PRINTERCHARROTATION  CAP\_PRINTERENABLED  CAP\_PRINTERFONTSTYLE  CAP\_PRINTERINDEX  CAP\_PRINTERINDEXMAXVALUE  CAP\_PRINTERINDEXNUMDIGITS | CAP\_PRINTERINDEXSTEP  CAP\_PRINTERINDEXTRIGGER  CAP\_PRINTERMODE  CAP\_PRINTERSTRING  CAP\_PRINTERSTRINGPREVIEW  CAP\_PRINTERSUFFIX  CAP\_PRINTERVERTICALOFFSET |

##### CAP\_PRINTERINDEXMAXVALUE

**Description**

The User can set the maximum value of the counter of the current CAP\_PRINTER device. After the counter reaches this value, it will automatically reset to the value specified by

CAP\_PRINTERINDEX.

**Application**

Set this value to specify the counter’s maximum value for the current CAP\_PRINTER device. Set it to 0 for the device’s maximum limit.

**Source**

This value allows the user to set maximum value of the current printer's counter.

**Values**

**Type:** TW\_UINT32

**Value after MSG\_OPENDS:** (may be remembered from a previous session)

**After MSG\_RESET/MSG\_RESETALL:** 0

|  |  |  |
| --- | --- | --- |
| **Allowed Values:**  **Containers** | Any value | |
| **MSG\_GET** | TW\_ONEVALUE, TW\_ENUMERATION, TW\_RANGE | |
| **MSG\_GETCURRENT** | TW\_ONEVALUE | |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE | |
| **MSG\_SET** | TW\_ONEVALUE, TW\_ENUMERATION, TW\_RANGE | |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE, TW\_ENUMERATION, TW\_RANGE | |
| **MSG\_RESET** | TW\_ONEVALUE |  |
| **MSG\_QUERYSUPPORT**  **Required By**  None  **TWAIN Version Introduced** Version 2.3  **See Also**  Best Practices | TW\_ONEVALUE |  |
| CAP\_PRINTER |  | CAP\_PRINTERINDEXSTEP  CAP\_PRINTERINDEXTRIGGER  CAP\_PRINTERMODE  CAP\_PRINTERSTRING  CAP\_PRINTERSTRINGPREVIEW  CAP\_PRINTERSUFFIX  CAP\_PRINTERVERTICALOFFSET |
| CAP\_PRINTERCHARROTATION CAP\_PRINTERENABLED  CAP\_PRINTERFONTSTYLE  CAP\_PRINTERINDEX  CAP\_PRINTERINDEXLEADCHAR  CAP\_PRINTERINDEXNUMDIGITS | |

##### CAP\_PRINTERINDEXNUMDIGITS

**Description**

Right justify the counter of the current CAP\_PRINTER device. The fill character is set by

CAP\_PRINTERLEADCHAR.

**Application**

Set it to 0 to make it left justified. Allowing the counter to exceed the number of available digits results in undefined behavior.

**Source**

Set the current printer's counter field width (the numbers are right justified). If set to zero the numbers are left justified.

If the counter value exceeds the number of available digits, the source can choose the action. For example, the source could show the correct number, adding the extra needed digits. It could truncate the number to the specified number of digits. Or, finally, it could end the session with an error.

**Values**

**Type:** TW\_UINT32

**Value after MSG\_OPENDS:** (may be remembered from a previous session) **After MSG\_RESET/MSG\_RESETALL:** 0

|  |  |
| --- | --- |
| **Allowed Values:**  **Containers** | Positive values |
| **MSG\_GET** | TW\_ONEVALUE, TW\_ENUMERATION, TW\_RANGE |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |
| **MSG\_SET** | TW\_ONEVALUE, TW\_ENUMERATION, TW\_RANGE |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE, TW\_ENUMERATION, TW\_RANGE |
| **MSG\_RESET** | TW\_ONEVALUE |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |

**Required By**

None

**TWAIN Version Introduced**

Version 2.3

**See Also**

Best Practices

|  |  |
| --- | --- |
| CAP\_PRINTER  CAP\_PRINTERCHARROTATION  CAP\_PRINTERENABLED  CAP\_PRINTERFONTSTYLE  CAP\_PRINTERINDEX  CAP\_PRINTERINDEXLEADCHAR  CAP\_PRINTERINDEXMAXVALUE | CAP\_PRINTERINDEXSTEP  CAP\_PRINTERINDEXTRIGGER  CAP\_PRINTERMODE  CAP\_PRINTERSTRING  CAP\_PRINTERSTRINGPREVIEW  CAP\_PRINTERSUFFIX  CAP\_PRINTERVERTICALOFFSET |

##### CAP\_PRINTERINDEXSTEP

**Description**

Set the counter increment for the current CAP\_PRINTER device to any positive value.

**Values**

**Type:** TW\_UINT32

**Value after MSG\_OPENDS:** (may be remembered from a previous session)

**After MSG\_RESET/MSG\_RESETALL:** 1

|  |  |  |
| --- | --- | --- |
| **Allowed Values:**  **Containers** | Any positive value | |
| **MSG\_GET** | TW\_ONEVALUE, TW\_ENUMERATION, TW\_RANGE | |
| **MSG\_GETCURRENT** | TW\_ONEVALUE | |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE | |
| **MSG\_SET** | TW\_ONEVALUE, TW\_ENUMERATION, TW\_RANGE | |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE, TW\_ENUMERATION, TW\_RANGE | |
| **MSG\_RESET** | TW\_ONEVALUE |  |
| **MSG\_QUERYSUPPORT**  **Required By**  None  **TWAIN Version Introduced** Version 2.3  **See Also**  Best Practices | TW\_ONEVALUE |  |
| CAP\_PRINTER |  | CAP\_PRINTERINDEXNUMDIGITS  CAP\_PRINTERINDEXTRIGGER  CAP\_PRINTERMODE  CAP\_PRINTERSTRING  CAP\_PRINTERSTRINGPREVIEW  CAP\_PRINTERSUFFIX  CAP\_PRINTERVERTICALOFFSET |
| CAP\_PRINTERCHARROTATION  CAP\_PRINTERENABLED  CAP\_PRINTERFONTSTYLE  CAP\_PRINTERINDEX  CAP\_PRINTERINDEXLEADCHAR  CAP\_PRINTERINDEXMAXVALUE | |

##### CAP\_PRINTERINDEXTRIGGER

**Description**

Specify the events which cause the printer's counter to increment its value. If no trigger is specified (the array is empty) then the counter never increments.

TWCT\_PAGE should be used alone. The other values can be mixed in any combination.

**Values**

**Type:** TW\_UINT16

**Value after MSG\_OPENDS:** (may be remembered from a previous session)

**After MSG\_RESET/MSG\_RESETALL:** TWCT\_PAGE

|  |  |  |
| --- | --- | --- |
| **Allowed Values:**  **Containers** | TWCT\_PAGE  TWCT\_PATCH1  TWCT\_PATCH2  TWCT\_PATCH3  TWCT\_PATCH4  TWCT\_PATCHT  TWCT\_PATCH6 | |
| **MSG\_GET** | TW\_ARRAY |  |
| **MSG\_GETCURRENT** | TW\_ARRAY |  |
| **MSG\_GETDEFAULT** | TW\_ARRAY |  |
| **MSG\_SET** | TW\_ARRAY |  |
| **MSG\_SETCONSTRAINT** | TW\_ARRAY |  |
| **MSG\_RESET** | TW\_ARRAY |  |
| **MSG\_QUERYSUPPORT**  **Required By**  None  **TWAIN Version Introduced** Version 2.3  **See Also**  Best Practices | TW\_ONEVALUE |  |
| CAP\_PRINTER |  | CAP\_PRINTERINDEXNUMDIGITS  CAP\_PRINTERINDEXSTEP  CAP\_PRINTERMODE  CAP\_PRINTERSTRING  CAP\_PRINTERSTRINGPREVIEW  CAP\_PRINTERSUFFIX  CAP\_PRINTERVERTICALOFFSET |
| CAP\_PRINTERCHARROTATION CAP\_PRINTERENABLED  CAP\_PRINTERFONTSTYLE  CAP\_PRINTERINDEX  CAP\_PRINTERINDEXLEADCHAR  CAP\_PRINTERINDEXMAXVALUE | |

##### CAP\_PRINTERMODE

**Description**

Specifies the appropriate current CAP\_PRINTER device mode.

Note:

* TWPM\_SINGLESTRING specifies that the printed text will consist of a single string.
* TWPM \_MULTISTRING specifies that the printed text will consist of an enumerated list of strings to be printed in order.
* TWPM \_COMPOUNDSTRING specifies that the printed string will consist of a compound of a String followed by a value followed by a suffix string.

**Application**

Negotiate this capability to specify the mode of printing to use when the current CAP\_PRINTER device is enabled.

**Source**

If supported, use the specified mode for future image acquisitions.

**Values**

**Type:** TW\_UINT16

**Value after MSG\_OPENDS:** (may be remembered from a previous session)

**After MSG\_RESET/MSG\_RESETALL:** (selected by the data source writer)

|  |  |
| --- | --- |
| **Allowed Values:**  **Containers** | TWPM\_SINGLESTRING  TWPM\_MULTISTRING  TWPM\_COMPOUNDSTRING |
| **MSG\_GET** | TW\_ONEVALUE  TW\_ENUMERATION |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |
| **MSG\_SET** | TW\_ONEVALUE |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE  TW\_ENUMERATION |
| **MSG\_RESET** | TW\_ONEVALUE |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |

**Required By**

When a Source supports CAP\_PRINTERSTRING and / or CAP\_PRINTERSUFFIX.

**TWAIN Version Introduced**

Version 1.8

**See Also**

Best Practices

|  |  |
| --- | --- |
| CAP\_PRINTER  CAP\_PRINTERCHARROTATION  CAP\_PRINTERENABLED  CAP\_PRINTERFONTSTYLE  CAP\_PRINTERINDEX  CAP\_PRINTERINDEXLEADCHAR  CAP\_PRINTERINDEXMAXVALUE | CAP\_PRINTERINDEXNUMDIGITS  CAP\_PRINTERINDEXSTEP  CAP\_PRINTERINDEXTRIGGER  CAP\_PRINTERSTRING  CAP\_PRINTERSTRINGPREVIEW  CAP\_PRINTERSUFFIX  CAP\_PRINTERVERTICALOFFSET |

##### CAP\_PRINTERSTRING

**Description**

Specifies the string(s) that are to be used in the string component when the current CAP\_PRINTER device is enabled.

**Application**

Negotiate this capability to specify the string or strings to be used for printing (depending on printer mode). Use enumeration to print multiple lines of text, one line per string in the enumerated list. Be sure to check the status codes if attempting multiple lines, since not all devices support this feature.

**Source**

If supported, use the specified string for printing during future acquisitions.

**Values**

**Type:** TW\_STR255

**Value after MSG\_OPENDS:** (may be remembered from a previous session)

**After MSG\_RESET/MSG\_RESETALL:** (selected by the data source writer)

|  |  |  |
| --- | --- | --- |
| **Allowed Values:**  **Containers** | Any string | |
| **MSG\_GET** | TW\_ONEVALUE  TW\_ENUMERATION |  |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |  |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |  |
| **MSG\_SET** | TW\_ONEVALUE |  |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE  TW\_ENUMERATION |  |
| **MSG\_RESET** | TW\_ONEVALUE |  |
| **MSG\_QUERYSUPPORT**  **Required By**  None  **TWAIN Version Introduced**  Version 1.8  **See Also**  Best Practices | TW\_ONEVALUE |  |
| CAP\_PRINTER |  | CAP\_PRINTERINDEXNUMDIGITS  CAP\_PRINTERINDEXSTEP  CAP\_PRINTERINDEXTRIGGER  CAP\_PRINTERMODE  CAP\_PRINTERSTRINGPREVIEW  CAP\_PRINTERSUFFIX  CAP\_PRINTERVERTICALOFFSET |
| CAP\_PRINTERCHARROTATION  CAP\_PRINTERENABLED  CAP\_PRINTERFONTSTYLE  CAP\_PRINTERINDEX  CAP\_PRINTERINDEXLEADCHAR  CAP\_PRINTERINDEXMAXVALUE | |

##### CAP\_PRINTERSTRINGPREVIEW

**Description**

Return the text that would be printed next, by the imprinter designated by CAP\_PRINTER, based on current printer/endorser settings.

The complete text is an N-element TW\_ARRAY with each element containing the text of the corresponding line.

This is a read only capability.

**Source**

This is a simulation of the printer text string that the source provides to its best ability.

**Values**

**Type:** TW\_STR255

**Value after MSG\_OPENDS:** (may be remembered from a previous session)

**After MSG\_RESET/MSG\_RESETALL:** (selected by the data source writer)

|  |  |  |
| --- | --- | --- |
| **Allowed Values:**  **Containers** | Any string | |
| **MSG\_GET** | TW\_ARRAY |  |
| **MSG\_GETCURRENT** | TW\_ARRAY |  |
| **MSG\_GETDEFAULT** | TW\_ARRAY |  |
| **MSG\_SET** | Not allowed |  |
| **MSG\_SETCONSTRAINT** | Not allowed |  |
| **MSG\_RESET** | Not allowed |  |
| **MSG\_QUERYSUPPORT**  **Required By**  None  **TWAIN Version Introduced** Version 2.3  **See Also**  Best Practices | TW\_ONEVALUE |  |
| CAP\_PRINTER |  | CAP\_PRINTERINDEXNUMDIGITS  CAP\_PRINTERINDEXSTEP  CAP\_PRINTERINDEXTRIGGER  CAP\_PRINTERMODE  CAP\_PRINTERSTRING  CAP\_PRINTERSUFFIX  CAP\_PRINTERVERTICALOFFSET |
| CAP\_PRINTERCHARROTATION CAP\_PRINTERENABLED  CAP\_PRINTERFONTSTYLE  CAP\_PRINTERINDEX  CAP\_PRINTERINDEXLEADCHAR  CAP\_PRINTERINDEXMAXVALUE | |

##### CAP\_PRINTERSUFFIX

**Description**

Specifies the string that shall be used as the current CAP\_PRINTER device’s suffix.

**Application**

Negotiate this capability to specify the string that is used as the suffix for printing if TWPM\_COMPOUNDSTRING is used.

**Values**

**Type:** TW\_STR255

**Value after MSG\_OPENDS:** (may be remembered from a previous session)

**After MSG\_RESET/MSG\_RESETALL:** (selected by the data source writer)

|  |  |  |
| --- | --- | --- |
| **Allowed Values:**  **Containers** | Any string | |
| **MSG\_GET** | TW\_ONEVALUE |  |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |  |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |  |
| **MSG\_SET** | TW\_ONEVALUE |  |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE |  |
| **MSG\_RESET** | TW\_ONEVALUE |  |
| **MSG\_QUERYSUPPORT**  **Required By**  None  **TWAIN Version Introduced** Version 1.8  **See Also**  Best Practices | TW\_ONEVALUE |  |
| CAP\_PRINTER |  | CAP\_PRINTERINDEXNUMDIGITS  CAP\_PRINTERINDEXSTEP  CAP\_PRINTERINDEXTRIGGER  CAP\_PRINTERMODE  CAP\_PRINTERSTRING  CAP\_PRINTERSTRINGPREVIEW  CAP\_PRINTERVERTICALOFFSET |
| CAP\_PRINTERCHARROTATION CAP\_PRINTERENABLED  CAP\_PRINTERFONTSTYLE  CAP\_PRINTERINDEX  CAP\_PRINTERINDEXLEADCHAR  CAP\_PRINTERINDEXMAXVALUE | |

##### CAP\_PRINTERVERTICALOFFSET

**Description**

Specifies a Y-Offset in ICAP\_UNITS units for the current CAP\_PRINTER device.

**Source**

This allows the user to set Y-Offset for the current CAP\_PRINTER device. Some scanners may not support a 0 offset.

**Values**

**Type:** TW\_FIX32

**Value after MSG\_OPENDS:** (may be remembered from a previous session)

**After MSG\_RESET/MSG\_RESETALL:** (selected by the data source writer)

|  |  |  |
| --- | --- | --- |
| **Allowed Values:**  **Containers** | Any value | |
| **MSG\_GET** | TW\_ONEVALUE  TW\_RANGE |  |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |  |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |  |
| **MSG\_SET** | TW\_ONEVALUE |  |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE  TW\_RANGE |  |
| **MSG\_RESET** | TW\_ONEVALUE |  |
| **MSG\_QUERYSUPPORT**  **Required By**  None  **TWAIN Version Introduced** Version 2.2  **See Also**  Best Practices | TW\_ONEVALUE |  |
| CAP\_PRINTER |  | CAP\_PRINTERINDEXNUMDIGITS  CAP\_PRINTERINDEXSTEP  CAP\_PRINTERINDEXTRIGGER  CAP\_PRINTERMODE  CAP\_PRINTERSTRING  CAP\_PRINTERSTRINGPREVIEW  CAP\_PRINTERSUFFIX |
| CAP\_PRINTERCHARROTATION CAP\_PRINTERENABLED  CAP\_PRINTERFONTSTYLE  CAP\_PRINTERINDEX  CAP\_PRINTERINDEXLEADCHAR  CAP\_PRINTERINDEXMAXVALUE | |

##### CAP\_REACQUIREALLOWED

**Description**

Indicates whether the physical hardware (e.g. scanner, digital camera) is capable of acquiring multiple images of the same page without changes to the physical registration of that page.

This is a read only capability.

**Application**

Use this capability to enable or disable modes of operation where multiple image acquisitions of the page are required. Examples: preview mode, automated image analysis mode.

**Source**

If supported, return TRUE if the device is capable of capturing the page image multiple times without refeeding the page or otherwise causing physical registration changes. Return FALSE otherwise.

Support Guidelines for Sources

* A flat bed scanner that can retain the page on the platen and moves the scan bar past the page would return TRUE.
* A sheet-fed scanner that physically moves the page past the scan bar would return FALSE.
* A hand held scanner would return FALSE.

**Values**

|  |  |
| --- | --- |
| **Type:** | TW\_BOOL |
| **Allowed Values:**  **Containers** | TRUE or FALSE |
| **MSG\_GET** | TW\_ONEVALUE |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |
| **MSG\_SET** | Not Allowed |
| **MSG\_SETCONSTRAINT** | Not Allowed |
| **MSG\_RESET** | Not Allowed |
| **MSG\_QUERYSUPPORT**  **Required By**  None  **TWAIN Version Introduced** Version 1.8  **See Also**  Best Practices | TW\_ONEVALUE |
| CAP\_AUTOFEED  CAP\_CLEARPAGE | CAP\_FEEDPAGE  CAP\_REWINDPAGE |

CAP\_FEEDERENABLED

##### CAP\_REWINDPAGE

**Description**

If TRUE, the Source will return the current page to the input side of the document feeder and feed the last page from the output side of the feeder back into the acquisition area.

If CAP\_AUTOFEED is TRUE, automatic feeding will continue after all negotiated frames from this page are acquired.

CAP\_FEEDERENABLED must equal TRUE to use this capability.

This capability must have been negotiated as an extended capability to be used in States 5 and 6.

**Application**

This capability is used in States 5 and 6 by applications controlling the Source’s feeder (usually without the Source’s user interface).

If CAP\_AUTOFEED is TRUE, the normal automatic feeding will continue after all frames of this page are acquired.

**Source**

If CAP\_FEEDERENABLED equals FALSE, return TWRC\_FAILURE / TWCC\_CAPSEQERROR

(capability is not supported in current settings).

If there are no documents in the output area, return: TWRC\_FAILURE / TWCC\_BADVALUE.

The Source will perform this action once whenever the capability is MSG\_SET to TRUE. The Source should then revert the Current value to FALSE.

**Values**

**Type:** TW\_BOOL

**Value after MSG\_OPENDS:** FALSE

**After MSG\_RESET/MSG\_RESETALL:** FALSE

|  |  |  |
| --- | --- | --- |
| **Allowed Values:**  **Containers** | TRUE or FALSE | |
| **MSG\_GET** | TW\_ONEVALUE |  |
|  | TW\_ENUMERATION | **// 2.0 and higher** |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |  |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |  |
| **MSG\_SET** | TW\_ONEVALUE |  |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE  TW\_ENUMERATION |  |
| **MSG\_RESET** | TW\_ONEVALUE |  |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |  |

**Required By**

None

**TWAIN Version Introduced**

Version 1.0

**See Also**

Best Practices

|  |  |
| --- | --- |
| CAP\_AUTOFEED  CAP\_CLEARPAGE  CAP\_EXTENDEDCAPS | CAP\_FEEDERENABLED  CAP\_FEEDERLOADED  CAP\_FEEDPAGE |

##### CAP\_SEGMENTED

**Description**

Describes the segmentation setting for captured images. Image segmentation occurs when either the device, the Source or the Application breaks up an image into a stream of image components (text, pictures, graphics) that must be assembled by the application to reconstruct the original document. Applications must use the DAT\_EXTIMAGEINFO / TWEI\_SEGMENTNUMBER field to identify pieces of an image that are associated with each other through segmentation.

Manual segmentation is an advanced way of setting the Source to transfer image components with different parameters from the same page. Not all Sources support this feature.

**Application**

Applications should be able to GET/SET whether segmentation will be applied to captured images.

If the Application sets Manual segmentation, it can specify different settings for every frame in

|  |  |
| --- | --- |
| **Allowed Values:**  **Containers** | TWSG\_AUTO  TWSG\_NONE  TWSG\_MANUAL |
| **MSG\_GET** | TW\_ONEVALUE  TW\_ENUMERATION |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |
| **MSG\_SET** | TW\_ONEVALUE |

ICAP\_FRAMES. In this mode ICAP\_FRAMES states before ICAP\_COLORMANAGMENTENABLED in capability ordering. The Application can set the current frame by setting ICAP\_FRAMES using the TW\_ENUMERATION container and changing CurrentIndex only. The number of Frames and their parameters must be kept unchanged during this process, otherwise a Source will set all capabilities the same for all frames.

A Source may not support separate settings for all supported capabilities for different frames. Get the list of these capabilities from CAP\_SUPPORTEDCAPSSEGMENTUNIQUE. Applications must set all common capabilities before it sets the Manual Segmentation mode, and then set only capabilities which are different for different frames.

**Source**

If the Source is in Manual segmentation, and the Application changed the number of frames and their parameters, then the Source will make all capabilities the same for all frames using values for the current frame (prior this operation). In this mode the Source must ignore the capability order for ICAP\_FRAMES. It may allow different settings for capabilities which are placed below ICAP\_MINIMUMWIDTH in the capabilities order. The Source must report these capabilities in CAP\_SUPPORTEDCAPSSEGMENTUNIQUE.

If not supported, return TWRC\_FAILURE / TWCC\_CAPUNSUPPORTED.

**Values**

**Type:** TW\_UINT16

**Value after MSG\_OPENDS:** (may be remembered from a previous session)

**After MSG\_RESET/MSG\_RESETALL:** TWSG\_NONE

|  |  |
| --- | --- |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE  TW\_ENUMERATION |
| **MSG\_RESET** | TW\_ONEVALUE |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |

**Required By**

None

**TWAIN Version Introduced** Version 1.91

**See Also**

Best Practices

ICAP\_FRAMES

ICAP\_MAXFRAMES

CAP\_SUPPORTEDCAPSSEGMENTUNIQUE

DG\_IMAGE / DAT\_EXTIMAGEINFO / MSG\_GET (TWEI\_SEGMENTNUMBER)

DG\_IMAGE / DAT\_IMAGELAYOUT / MSG\_GET

DG\_IMAGE / DAT\_IMAGELAYOUT / MSG\_GETDEFAULT

DG\_IMAGE / DAT\_IMAGELAYOUT / MSG\_RESET

DG\_IMAGE / DAT\_IMAGELAYOUT / MSG\_SET

TW\_IMAGELAYOUT

##### CAP\_SERIALNUMBER

**Description**

A string containing the serial number of the currently selected device in the Source. Multiple devices may all report the same serial number.

This is a read only capability.

**Application**

The value is device specific, Applications should not attempt to parse the information.

**Values**

|  |  |
| --- | --- |
| **Type:** | TW\_STR255 |
| **Allowed Values:**  **Containers** | Any value |
| **MSG\_GET** | TW\_ONEVALUE |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |
| **MSG\_SET** | Not Allowed |
| **MSG\_SETCONSTRAINT** | Not Allowed |
| **MSG\_RESET** | Not Allowed |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |

**Required By**

None

**TWAIN Version Introduced** Version 1.8

**See Also**

Best Practices

##### CAP\_SUPPORTEDCAPS

**Description**

Returns a list of all the capabilities for which the Source will answer inquiries. Does not indicate which capabilities the Source will allow to be set by the application. Some capabilities can only be set if certain setup work has been done so the Source cannot globally answer which capabilities are “set-able.”

This is a read only capability. **Values**

|  |  |
| --- | --- |
| **Type:** | TW\_UINT16 |
| **Allowed Values:**  **Containers** | Any “get-able” capability |
| **MSG\_GET** | TW\_ARRAY |
| **MSG\_GETCURRENT** | TW\_ARRAY |
| **MSG\_GETDEFAULT** | TW\_ARRAY |
| **MSG\_SET** | Not Allowed |
| **MSG\_SETCONSTRAINT** | Not Allowed |
| **MSG\_RESET** | Not Allowed |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |

**Required By**

All Sources

**TWAIN Version Introduced** Version 1.0

**See Also**

Best Practices

CAP\_EXTENDEDCAPS

CAP\_SUPPORTEDDATS

##### CAP\_SUPPORTEDCAPSSEGMENTUNIQUE

**Description**

For Sources that allow unique values to be set for things like the top and bottom or for each segment on a page.

Returns a list of all the capabilities for which the Source allows to have unique values.

This is a read only capability. **Values**

|  |  |
| --- | --- |
| **Type:** | TW\_UINT16 |
| **Allowed Values:**  **Containers** | Any “get-able” capability |
| **MSG\_GET** | TW\_ARRAY |
| **MSG\_GETCURRENT** | TW\_ARRAY |
| **MSG\_GETDEFAULT** | TW\_ARRAY |
| **MSG\_SET** | Not Allowed |
| **MSG\_SETCONSTRAINT** | Not Allowed |
| **MSG\_RESET** | Not Allowed |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |

**Required By**

2.2 or greater sources that allow different settings for camera or segment.

**TWAIN Version Introduced** Version 2.2

**See Also**

Best Practices

CAP\_SUPPORTEDCAPS

CAP\_SEGMENTED

##### CAP\_SUPPORTEDDATS

**Description**

Returns a list of all the Data Argument Types (DAT\_xxx) for which the Source will answer inquiries. This list does not indicate which DATs the Source will allow to be set by the application. Some DATs can only be set if certain setup work has been done so the Source cannot globally answer which DATs are “set-able.”

HIWORD of the value is DG of DAT. LOWORD of the value is the DAT itself.

This is a read only capability.

**Application**

MSG\_GET a quick way to determine if a DAT is supported by the Source. **Values**

|  |  |
| --- | --- |
| **Type:** | TW\_UINT32 |
| **Allowed Values:**  **Containers** | All standard and custom DAT\_xxx understood by the Source |
| **MSG\_GET** | TW\_ARRAY |
| **MSG\_GETCURRENT** | TW\_ARRAY |
| **MSG\_GETDEFAULT** | TW\_ARRAY |
| **MSG\_SET** | Not Allowed |
| **MSG\_SETCONSTRAINT** | Not Allowed |
| **MSG\_RESET** | Not Allowed |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |

**Required By**

All 2.2 Sources

**TWAIN Version Introduced** Version 2.2

**See Also**

Best Practices

CAP\_SUPPORTEDCAPS

##### CAP\_TIMEBEFOREFIRSTCAPTURE

**Description**

For automatic capture, this value selects the number of milliseconds before the first picture is to be taken, or the first image is to be scanned.

**Values**

**Type:** TW\_INT32

**Value after MSG\_OPENDS:** 0

**After MSG\_RESET/MSG\_RESETALL:** 0

|  |  |
| --- | --- |
| **Allowed Values:**  **Containers** | 0 or greater |
| **MSG\_GET** | TW\_ONEVALUE  TW\_RANGE |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |
| **MSG\_SET** | TW\_ONEVALUE |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE  TW\_RANGE |
| **MSG\_RESET** | TW\_ONEVALUE |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |

**Required By**

None

**TWAIN Version Introduced** Version 1.8

**See Also**

Best Practices

CAP\_AUTOMATICCAPTURE

CAP\_TIMEBETWEENCAPTURES

CAP\_XFERCOUNT

##### CAP\_TIMEBETWEENCAPTURES

**Description**

For automatic capture, this value selects the milliseconds to wait between pictures taken, or images scanned.

**Values**

**Type:** TW\_INT32

**Value after MSG\_OPENDS:** 0

**After MSG\_RESET/MSG\_RESETALL:** 0

|  |  |
| --- | --- |
| **Allowed Values:**  **Containers** | 0 or greater |
| **MSG\_GET** | TW\_ONEVALUE  TW\_RANGE |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |
| **MSG\_SET** | TW\_ONEVALUE |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE  TW\_RANGE |
| **MSG\_RESET** | TW\_ONEVALUE |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |

**Required By**

None

**TWAIN Version Introduced** Version 1.8

**See Also**

Best Practices

CAP\_AUTOMATICCAPTURE

CAP\_TIMEBEFOREFIRSTCAPTURE

CAP\_XFERCOUNT

##### CAP\_TIMEDATE

**Description**

The date and time the image was acquired.

**Note:** CAP\_TIMEDATE does not return the *exact* time the image was acquired; rather, it returns

the *closest available approximation* of the time the physical phenomena represented by the image was recorded. If the application needs the exact time of acquisition, the application should generate that value itself during the image acquisition procedure.

Stored in the form “YYYY/MM/DD HH:mm:SS.sss” where YYYY is the year, MM is the numerical month, DD is the numerical day, HH is the hour, mm is the minute, SS is the second, and sss is the millisecond.

This capability must be negotiated during State 7 before the call to the DG\_CONTROL /

DAT\_PENDINGXFERS / MSG\_ENDXFER triplet. It must also be listed in the CAP\_EXTENDEDCAPS capability by the data source. This is a read only capability.

**Source**

The time and date when the image was originally acquired (when the Source entered State 7).

Be sure to leave the space between the ending of the date and beginning of the time fields. Pad the unused characters after the string with zeros.

If not supported, return TWRC\_FAILURE / TWCC\_CAPUNSUPPORTED. **Values**

|  |  |
| --- | --- |
| **Type:** | TW\_STR32 |
| **Allowed Values:**  **Containers** | Any date |
| **MSG\_GET** | TW\_ONEVALUE |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |
| **MSG\_SET** | Not Allowed |
| **MSG\_SETCONSTRAINT** | Not Allowed |
| **MSG\_RESET** | Not Allowed |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |

**Required By**

None

**TWAIN Version Introduced** Version 1.0

**See Also**

Best Practices

CAP\_AUTHOR

CAP\_CAPTION

##### CAP\_THUMBNAILSENABLED

**Description**

Allows an application to request the delivery of thumbnail representations for the set of images that are to be delivered.

Setting CAP\_THUMBNAILSENABLED to TRUE turns on thumbnail mode. Images transferred thereafter will be sent at thumbnail size (exact thumbnail size is determined by the Data Source). Setting this capability to FALSE turns thumbnail mode off and returns full size images.

**Application**

A successful set of this capability to TRUE will cause the Source to deliver image thumbnails during normal data transfer operations. This mode remains in effect until this capability is set back to FALSE.

**Source**

A successful set of this capability to TRUE should enable the delivery of thumbnail images during normal data transfer. Setting this capability to FALSE will disable thumbnail delivery.

If not supported, return TWRC\_FAILURE/ TWCC\_CAPUNSUPPORTED.

**Values**

**Type:** TW\_BOOL

**Value after MSG\_OPENDS:** FALSE

**After MSG\_RESET/MSG\_RESETALL:** FALSE

|  |  |  |
| --- | --- | --- |
| **Allowed Values:**  **Containers** | TRUE or FALSE | |
| **MSG\_GET** | TW\_ONEVALUE |  |
|  | TW\_ENUMERATION | **// 2.0 and higher** |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |  |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |  |
| **MSG\_SET** | TW\_ONEVALUE |  |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE  TW\_ENUMERATION |  |
| **MSG\_RESET** | TW\_ONEVALUE |  |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |  |

**Required By**

All Image Store Data Sources.

**TWAIN Version Introduced** Version 1.7

**See Also**

Best Practices

ICAP\_IMAGEDATASET

##### CAP\_UICONTROLLABLE

**Description**

If TRUE, indicates that this Source supports acquisition with the UI disabled; i.e.,

TW\_USERINTERFACE’s ShowUI field can be set to FALSE. If FALSE, indicates that this Source can only support acquisition with the UI enabled.

This is a read only capability.

**Source**

This capability was introduced in TWAIN 1.6. All Sources compliant with TWAIN 1.6 and above

must support this capability. Sources that are not TWAIN 1.6-compliant may return TWRC\_FAILURE / TWCC\_BADCAP if they do not support this capability.

All Sources compliant with TWAIN 1.9 and above must support the ability to scan without the UI

(TW\_USERINTERFACE.ShowUI = 0 and CAP\_INDICATORS = FALSE), therefore they must report a value of TRUE for this capability.

**Application**

A return value of TWRC\_FAILURE / TWCC\_CAPUNSUPPORTED indicates that the Source in use is not TWAIN 1.6-compliant. Therefore, the Source may ignore TW\_USERINTERFACE’s ShowUI field when MSG\_ENABLEDS is issued. See the description of DG\_CONTROL / DAT\_USERINTERFACE / MSG\_ENABLEDS for more details.

**Values**

|  |  |
| --- | --- |
| **Type:** | TW\_BOOL |
| **Allowed Values:**  **Containers** | TRUE or FALSE |
| **MSG\_GET** | TW\_ONEVALUE |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |
| **MSG\_SET** | Not Allowed |
| **MSG\_SETCONSTRAINT** | Not Allowed |
| **MSG\_RESET** | Not Allowed |
| **MSG\_QUERYSUPPORT**  **Required By** | TW\_ONEVALUE |
| All Sources | **// 1.9 and higher** |

**TWAIN Version Introduced** Version 1.6

**See Also**

Best Practices

CAP\_INDICATORS

DG\_CONTROL / DAT\_USERINTERFACE / MSG\_ENABLEDS

##### CAP\_XFERCOUNT

**Description**

The application is willing to accept this number of images.

**Application**

Set this capability to the number of images you are willing to transfer per session. Common values are:

1 Application wishes to transfer only one image this session

-1 Application is willing to transfer multiple images

**Source**

If the application limits the number of images it is willing to receive, the Source should not make more transfers available than the specified number.

If the application sets the value to 0, then the Source sets its value to -1 and returns back

TWRC\_FAILURE / TWCC\_CHECKSTATUS.

**Values**

**Type:** TW\_INT16

**Value after MSG\_OPENDS:** -1

**After MSG\_RESET/MSG\_RESETALL:** -1

|  |  |  |
| --- | --- | --- |
| **Allowed Values:**  **Containers** | -1 and 1 – 32767 | |
| **MSG\_GET** | TW\_ONEVALUE |  |
|  | TW\_RANGE | **// 2.3 and higher** |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |  |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |  |
| **MSG\_SET** | TW\_ONEVALUE |  |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE |  |
| **MSG\_RESET** | TW\_ONEVALUE |  |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |  |

**Required By**

All Sources and applications

**TWAIN Version Introduced** Version 1.0

**See Also**

Best Practices

TW\_PENDINGXFERS.Count

##### ICAP\_AUTOBRIGHT

**Description**

TRUE enables and FALSE disables the Source’s Auto-brightness function (if any). **Source**

If TRUE, apply auto-brightness function to acquired image before transfer.

If not supported, return TWRC\_FAILURE / TWCC\_CAPUNSUPPORTED.

**Values**

**Type:** TW\_BOOL

**Value after MSG\_OPENDS:** (may be remembered from a previous session) **After MSG\_RESET/MSG\_RESETALL:** FALSE

|  |  |  |
| --- | --- | --- |
| **Allowed Values:**  **Containers** | TRUE or FALSE | |
| **MSG\_GET** | TW\_ONEVALUE |  |
|  | TW\_ENUMERATION | **// 2.0 and higher** |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |  |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |  |
| **MSG\_SET** | TW\_ONEVALUE |  |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE  TW\_ENUMERATION |  |
| **MSG\_RESET** | TW\_ONEVALUE |  |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |  |

**Required By**

None

**TWAIN Version Introduced** Version 1.0

**See Also**

Best Practices

ICAP\_BRIGHTNESS

##### ICAP\_AUTODISCARDBLANKPAGES

**Description**

Use this capability to have the Source discard blank images. The Application never sees these images during the scanning session.

TWBP\_DISABLE – this must be the default state for the Source. It indicates that all images will be delivered to the Application, none of them will be discarded.

TWBP\_AUTO – if this is used, then the Source will decide if an image is blank or not and discard as appropriate.

If the specified value is a positive number in the range 0 to 231–1, then this capability will use it as the byte size cutoff point to identify which images are to be discarded. If the size of the image is less than or equal to this value, then it will be discarded. If the size of the image is greater than this value, then it will be kept so that it can be transferred to the Application.

**Values**

**Type:** TW\_INT32

**Value after MSG\_OPENDS:** (may be remembered from a previous session)

**After MSG\_RESET/MSG\_RESETALL:** TWBP\_DISABLED

|  |  |
| --- | --- |
| **Allowed Values:**  **Containers** | TWBP\_DISABLED  TWBP\_AUTO  Byte count 0 to 231-1 |
| **MSG\_GET** | TW\_ONEVALUE  TW\_RANGE |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |
| **MSG\_SET** | TW\_ONEVALUE |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE  TW\_RANGE |
| **MSG\_RESET** | TW\_ONEVALUE |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |

**Required By**

None

**TWAIN Version Introduced**

Version 2.0

**See Also**

Best Practices

DG\_IMAGE / DAT\_EXTIMAGEINFO / MSG\_GET

##### ICAP\_AUTOMATICBORDERDETECTION

**Description**

Turns automatic border detection on and off.

**Application**

Negotiate this capability to determine the state of the AutoBorder detection.

ICAP\_UNDEFINEDIMAGESIZE must be enabled for this feature to work. **Source**

If supported, enable or disable automatic border detection according to the value specified.

Default to FALSE for backward compatibility. For this capability to be enabled, ICAP\_UNDEFINEDIMAGESIZE must be enabled.

**Values**

**Type:** TW\_BOOL

**Value after MSG\_OPENDS:** (may be remembered from a previous session)

**After MSG\_RESET/MSG\_RESETALL:** TRUE if DAT\_IMAGEINFO values in State 6 are identical

to the DAT\_IMAGEINFO values after TWRC\_XFERDONE, otherwise FALSE

|  |  |  |
| --- | --- | --- |
| **Allowed Values:**  **Containers** | TRUE or FALSE | |
| **MSG\_GET** | TW\_ONEVALUE |  |
|  | TW\_ENUMERATION | **// 2.0 and higher** |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |  |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |  |
| **MSG\_SET** | TW\_ONEVALUE |  |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE  TW\_ENUMERATION |  |
| **MSG\_RESET** | TW\_ONEVALUE |  |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |  |

**Required By**

None

**TWAIN Version Introduced** Version 1.8

**See Also**

Best Practices

ICAP\_UNDEFINEDIMAGESIZE

ICAP\_AUTOMATICDESKEW

ICAP\_AUTOSIZE

##### ICAP\_AUTOMATICCOLORENABLED

**Description**

The Source automatically detects the pixel type of the image and returns either a color image or a non-color image specified by ICAP\_AUTOMATICCOLORNONCOLORPIXELTYPE.

**Application**

When the Application sets this capability to TRUE, it must be prepared to receive a mixture of color and non-color images.

**Source**

When this capability is TRUE the Source automatically determines the pixel type.

**Values**

**Type:** TW\_BOOL

**Value after MSG\_OPENDS:** (may be remembered from a previous session) **After MSG\_RESET/MSG\_RESETALL:** FALSE

|  |  |
| --- | --- |
| **Allowed Values:**  **Containers** | TRUE, FALSE |
| **MSG\_GET** | TW\_ONEVALUE  TW\_ENUMERATION |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |
| **MSG\_SET** | TW\_ONEVALUE |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE  TW\_ENUMERATION |
| **MSG\_RESET** | TW\_ONEVALUE |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |

**Required By**

None

**TWAIN Version Introduced** Version 2.1

**See Also**

Best Practices

ICAP\_PIXELTYPE

ICAP\_AUTOMATICCOLORNONCOLORPIXELTYPE

##### ICAP\_AUTOMATICCOLORNONCOLORPIXELTYPE

**Description**

Specifies the non-color pixel type to use when automatic color is enabled.

**Application**

ICAP\_AUTOMATICCOLORENABLED must be TRUE. When it is, the Application sets this capability to specify the pixel type the Source uses when transferring non-color images.

**Source**

When ICAP\_AUTOMATICCOLORENABLED is TRUE, this capability determines the pixel type of the non-color images.

**Values**

**Type:** TW\_UINT16

**Value after MSG\_OPENDS:** (may be remembered from a previous session) **After MSG\_RESET/MSG\_RESETALL:** TWPT\_BW

|  |  |
| --- | --- |
| **Allowed Values:**  **Containers** | TWPT\_BW  TWPT\_GRAY |
| **MSG\_GET** | TW\_ONEVALUE  TW\_ENUMERATION |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |
| **MSG\_SET** | TW\_ONEVALUE |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE  TW\_ENUMERATION |
| **MSG\_RESET** | TW\_ONEVALUE |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |

**Required By**

None

**TWAIN Version Introduced** Version 2.1

**See Also**

Best Practices

ICAP\_PIXELTYPE

ICAP\_AUTOMATICCOLORENABLED

##### ICAP\_AUTOMATICCROPUSESFRAME

**Description**

Set TRUE if DAT\_IMAGELAYOUT, ICAP\_SUPPORTEDSIZES or ICAP\_FRAMES reduces the amount of data captured from the device, potentially improving the performance of the driver, even if any automatic detection capability like ICAP\_AUTOMATICBORDERDECTION is set TRUE.

This is a read only capability.

**Application**

If this capability reports TRUE then the Application may assume a performance benefit from specifying a cropping frame using DAT\_IMAGELAYOUT, ICAP\_SUPPORTEDSIZES or ICAP\_FRAMES.

The Application sets the frame after turning on any automated capabilities. For instance, if the Application wants automatic border detection, but knows that the largest paper size it will receive

is US Letter, then it sets ICAP\_AUTOMATICBORDERDETECTION to TRUE and then sets ICAP\_SUPPORTEDSIZES to TWSS\_USLETTER.

**Source**

The Source reports TRUE if it uses the cropping frame specified by DAT\_IMAGELAYOUT, ICAP\_SUPPORTEDSIZES or ICAP\_FRAMES to reduce the amount of data physically transferred from the device to the Source.

The Source is not obligated to exactly match the frame requested by the Application, but it should use it as a hint to improve the performance of the capture. **Values**

|  |  |
| --- | --- |
| **Type:** | TW\_BOOL |
| **Allowed Values:**  **Containers** | TRUE or FALSE |
| **MSG\_GET** | TW\_ONEVALUE  TW\_ENUMERATION |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |
| **MSG\_SET** | Not Allowed |
| **MSG\_SETCONSTRAINT** | Not Allowed |
| **MSG\_RESET** | Not Allowed |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |

**Required By**

None

**Source Operations**

MSG\_GET / MSG\_GETCURRENT / MSG\_GETDEFAULT

MSG\_QUERYSUPPORT

**TWAIN Version Introduced**

Version 2.1

**See Also**

Best Practices

ICAP\_AUTOMATICBORDERDETECTION

ICAP\_FRAMES

ICAP\_SUPPORTEDSIZES

DG\_IMAGE / DAT\_IMAGELAYOUT / MSG\_GET

DG\_IMAGE / DAT\_IMAGELAYOUT / MSG\_GETDEFAULT

##### ICAP\_AUTOMATICDESKEW

**Description**

Turns automatic deskew correction on and off.

**Application**

Negotiate this capability to enable or disable Automatic deskew.

**Source**

If supported, enable or disable the Automatic deskew feature according to the value specified for future transfers. Default to FALSE for backward compatibility. Some Sources may require ICAP\_UNDEFINEDIMAGESIZE to be enabled.

**Values**

**Type:** TW\_BOOL

**Value after MSG\_OPENDS:** (may be remembered from a previous session)

**After MSG\_RESET/MSG\_RESETALL:** TRUE if DAT\_IMAGEINFO values in State 6 are identical

to the DAT\_IMAGEINFO values after TWRC\_XFERDONE, otherwise FALSE

|  |  |  |
| --- | --- | --- |
| **Allowed Values:**  **Containers** | TRUE or FALSE | |
| **MSG\_GET** | TW\_ONEVALUE |  |
|  | TW\_ENUMERATION | **// 2.0 and higher** |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |  |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |  |
| **MSG\_SET** | TW\_ONEVALUE |  |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE  TW\_ENUMERATION |  |
| **MSG\_RESET** | TW\_ONEVALUE |  |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |  |

**Required By**

None

**TWAIN Version Introduced** Version 1.8

**See Also**

Best Practices

ICAP\_AUTOMATICBORDERDETECTION

ICAP\_AUTOMATICROTATE ICAP\_AUTOSIZE

ICAP\_UNDEFINEDIMAGESIZE

##### ICAP\_AUTOMATICLENGTHDETECTION

**Description**

Controls the automatic detection of the length of a document, this is intended for use with an Automatic Document Feeder.

**Application**

If this capability is present, but does not support TWQC\_SET when MSG\_QUERYSUPPORT is called, then it indicates the fixed behavior of the Source (always TRUE or always FALSE).

If this capability reports TWQC\_SET, then the Application can control the automatic detection of the length of a document.

If ICAP\_AUTOMATICBORDERDETECTION (which detects width and length) is set to TRUE, then this capability is ignored.

**Source**

If set to TRUE, the Source automatically crops the height of the image to the length of the document.

If set to FALSE (and assuming ICAP\_AUTOMATICBORDERDETECTION is FALSE), the Source returns the full height specified by ICAP\_FRAME or DAT\_IMAGELAYOUT, regardless of the actual height of the captured document (for instance, a check in an A4 size area).

**Values**

**Type:** TW\_BOOL

**Value after MSG\_OPENDS:** (may be remembered from a previous session)

**After MSG\_RESET/MSG\_RESETALL:** TRUE if DAT\_IMAGEINFO values in State 6 are identical

to the DAT\_IMAGEINFO values after TWRC\_XFERDONE, otherwise FALSE

|  |  |
| --- | --- |
| **Allowed Values:**  **Containers** | TRUE or FALSE |
| **MSG\_GET** | TW\_ONEVALUE  TW\_ENUMERATION |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |
| **MSG\_SET** | TW\_ONEVALUE |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE  TW\_ENUMERATION |
| **MSG\_RESET** | TW\_ONEVALUE |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |

**Required By**

None

**Source Operations**

MSG\_GET / MSG\_GETCURRENT / MSG\_GETDEFAULT

MSG\_SET / MSG\_RESET

MSG\_QUERYSUPPORT

**TWAIN Version Introduced** Version 2.1

**See Also**

Best Practices

ICAP\_AUTOMATICBORDERDETECTION

ICAP\_FRAMES

ICAP\_SUPPORTEDSIZES

DG\_IMAGE / DAT\_IMAGELAYOUT / MSG\_GET

DG\_IMAGE / DAT\_IMAGELAYOUT / MSG\_GETDEFAULT

DG\_IMAGE / DAT\_IMAGELAYOUT / MSG\_RESET

DG\_IMAGE / DAT\_IMAGELAYOUT / MSG\_SET

##### ICAP\_AUTOMATICROTATE

**Description**

When TRUE this capability depends on intelligent features within the Source to automatically rotate the image to the correct position.

**Application**

If this capability is set to TRUE, then it must be assumed that no other correction is required (deskew, rotation, etc…); the Source is guaranteeing that it will deliver images in the correct orientation.

**Source**

There are no criteria for how this automatic rotation is determined. A Source may use a field of text, or some distinguishing non-text field, such as a barcode or a logo, or it may rely on form recognition to help rotate the document.

**Values**

**Type:** TW\_BOOL

**Value after MSG\_OPENDS:** (may be remembered from a previous session) **After MSG\_RESET/MSG\_RESETALL:** FALSE

|  |  |  |
| --- | --- | --- |
| **Allowed Values:**  **Containers** | TRUE or FALSE | |
| **MSG\_GET** | TW\_ONEVALUE |  |
|  | TW\_ENUMERATION | **// 2.0 and higher** |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |  |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |  |
| **MSG\_SET** | TW\_ONEVALUE |  |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE  TW\_ENUMERATION |  |
| **MSG\_RESET** | TW\_ONEVALUE |  |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |  |

**Required By**

None

**TWAIN Version Introduced** Version 1.8

**See Also**

Best Practices

ICAP\_AUTOMATICDESKEW

ICAP\_ORIENTATION ICAP\_ROTATION

##### ICAP\_AUTOSIZE

**Description**

Force the output image dimensions to match either the current value of ICAP\_SUPPORTEDSIZES or any of its current allowed values.

**Source**

This capability takes precedence over CAP\_AUTOMATICBORDERDETECTION and ICAP\_AUTOMATICLENGTHDETECTION.

When this capability is on images will have their dimensions adjusted to exactly match either the current value of ICAP\_SUPPORTEDSIZES, if set to TWAS\_CURRENT. Or to any of the allowed values in ICAP\_SUPPORTEDSIZES, if set to TWAS\_AUTO.

If set to TWAS\_NONE, then no action is taken.

If not supported, return TWRC\_FAILURE / TWCC\_CAPUNSUPPORTED.

**Values**

**Type:** TW\_UINT16

**Value after MSG\_OPENDS:** (may be remembered from a previous session)

**After MSG\_RESET/MSG\_RESETALL:** TWAS\_NONE

|  |  |  |
| --- | --- | --- |
| **Allowed Values:**  **Containers** | TWAS\_NONE  TWAS\_AUTO  TWAS\_CURRENT | |
| **MSG\_GET** | TW\_ONEVALUE  TW\_ENUMERATION |  |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |  |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |  |
| **MSG\_SET** | TW\_ONEVALUE |  |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE  TW\_ENUMERATION |  |
| **MSG\_RESET** | TW\_ONEVALUE |  |
| **MSG\_QUERYSUPPORT**  **Required By**  None  **TWAIN Version Introduced** Version 2.0  **See Also**  Best Practices | TW\_ONEVALUE |  |
| ICAP\_AUTOMATICBORDERDETECTION  ICAP\_AUTOMATICDESKEW | | ICAP\_ROTATION  ICAP\_SUPPORTEDSIZES |

ICAP\_ORIENTATION

##### ICAP\_BARCODEDETECTIONENABLED

**Description**

Turns bar code detection on and off.

**Source**

Support this capability if the scanner supports any Bar code recognition. If the device allows this feature to be turned off, then default to off. If the device does not support disabling this feature, report TRUE and disallow attempts to set FALSE.

**Values**

**Type:** TW\_BOOL

**Value after MSG\_OPENDS:** (may be remembered from a previous session)

**After MSG\_RESET/MSG\_RESETALL:** FALSE

|  |  |  |
| --- | --- | --- |
| **Allowed Values:**  **Containers** | TRUE or FALSE | |
| **MSG\_GET** | TW\_ONEVALUE |  |
|  | TW\_ENUMERATION | **// 2.0 and higher** |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |  |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |  |
| **MSG\_SET** | TW\_ONEVALUE |  |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE  TW\_ENUMERATION |  |
| **MSG\_RESET** | TW\_ONEVALUE |  |
| **MSG\_QUERYSUPPORT**  **Required By**  None  **TWAIN Version Introduced** Version 1.8  **See Also**  Best Practices | TW\_ONEVALUE |  |
| ICAP\_SUPPORTEDBARCODETYPES  ICAP\_SUPPORTEDPATCHCODETYPES  ICAP\_BARCODEMAXSEARCHPRIORITIES | | ICAP\_BARCODESEARCHMODE  ICAP\_BARCODEMAXRETRIES  ICAP\_BARCODETIMEOUT |

ICAP\_BARCODESEARCHPRIORITIES

##### ICAP\_BARCODEMAXRETRIES

**Description**

Restricts the number of times a search will be retried if none are found on each page.

**Application**

Refine this capability to limit the number of times the bar code search algorithm is retried on a page that contains no bar codes.

**Source**

If supported, limit the number of retries the value specified.

**Values**

**Type:** TW\_UINT32

**Value after MSG\_OPENDS:** (may be remembered from a previous session)

**After MSG\_RESET/MSG\_RESETALL:** (selected by the data source writer)

|  |  |  |
| --- | --- | --- |
| **Allowed Values:**  **Containers** | 1 to 232 –1 | |
| **MSG\_GET** | TW\_ONEVALUE  TW\_RANGE  TW\_ENUMERATION |  |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |  |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |  |
| **MSG\_SET** | TW\_ONEVALUE |  |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE  TW\_RANGE  TW\_ENUMERATION |  |
| **MSG\_RESET** | TW\_ONEVALUE |  |
| **MSG\_QUERYSUPPORT**  **Required By**  None  **TWAIN Version Introduced** Version 1.8  **See Also**  Best Practices | TW\_ONEVALUE |  |
| ICAP\_BARCODEDETECTIONENABLED ICAP\_SUPPORTEDBARCODETYPES  ICAP\_SUPPORTEDPATCHCODETYPES | | ICAP\_BARCODESEARCHPRIORITIES  ICAP\_BARCODESEARCHMODE  ICAP\_BARCODETIMEOUT |

ICAP\_BARCODEMAXSEARCHPRIORITIES

##### ICAP\_BARCODEMAXSEARCHPRIORITIES

**Description**

The maximum number of supported search priorities.

**Application**

Query this value to determine how many bar code detection priorities can be set.

Set this value to limit the number of priorities to speed the detection process.

**Source**

If bar code searches can be prioritized, report the maximum number of priorities allowed for a search.

**Values**

**Type:** TW\_UINT32

**Value after MSG\_OPENDS:** (may be remembered from a previous session)

**After MSG\_RESET/MSG\_RESETALL:** (selected by the data source writer)

|  |  |  |
| --- | --- | --- |
| **Allowed Values:**  **Containers** | 1 to 232 –1 | |
| **MSG\_GET** | TW\_ONEVALUE  TW\_RANGE  TW\_ENUMERATION |  |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |  |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |  |
| **MSG\_SET** | TW\_ONEVALUE |  |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE  TW\_RANGE  TW\_ENUMERATION |  |
| **MSG\_RESET** | TW\_ONEVALUE |  |
| **MSG\_QUERYSUPPORT**  **Required By**  None  **TWAIN Version Introduced** Version 1.8  **See Also**  Best Practices | TW\_ONEVALUE |  |
| ICAP\_BARCODEDETECTIONENABLED ICAP\_SUPPORTEDBARCODETYPES  ICAP\_SUPPORTEDPATCHCODETYPES | | ICAP\_BARCODESEARCHMODE  ICAP\_BARCODEMAXRETRIES  ICAP\_BARCODETIMEOUT |

ICAP\_BARCODESEARCHPRIORITIES

##### ICAP\_BARCODESEARCHMODE

**Description**

Restricts bar code searching to certain orientations, or prioritizes one orientation over the other.

**Application**

Negotiate this capability if the orientation of bar codes is already known to the application. Refinement of this capability can speed the bar code search.

**Source**

If set then apply the specified refinements to future bar code searches.

**Values**

**Type:** TW\_UINT16

**Value after MSG\_OPENDS:** (may be remembered from a previous session)

**After MSG\_RESET/MSG\_RESETALL:** (selected by the data source writer)

|  |  |  |
| --- | --- | --- |
| **Allowed Values:**  **Containers** | TWBD\_HORZ  TWBD\_VERT  TWBD\_HORZVERT  TWBD\_VERTHORZ | |
| **MSG\_GET** | TW\_ONEVALUE  TW\_ENUMERATION |  |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |  |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |  |
| **MSG\_SET** | TW\_ONEVALUE |  |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE  TW\_ENUMERATION |  |
| **MSG\_RESET** | TW\_ONEVALUE |  |
| **MSG\_QUERYSUPPORT**  **Required By**  None  **TWAIN Version Introduced** Version 1.8  **See Also**  Best Practices | TW\_ONEVALUE |  |
| ICAP\_BARCODEDETECTIONENABLED ICAP\_SUPPORTEDBARCODETYPES  ICAP\_SUPPORTEDPATCHCODETYPES | | ICAP\_BARCODESEARCHPRIORITIES  ICAP\_BARCODEMAXRETRIES ICAP\_BARCODETIMEOUT |

ICAP\_BARCODEMAXSEARCHPRIORITIES

##### ICAP\_BARCODESEARCHPRIORITIES

**Description**

A prioritized list of bar code types dictating the order in which bar codes will be sought.

**Application**

Set this capability to specify the order and priority for bar code searching. Refining the priorities to only the bar code types of interest to the application can speed the search process.

**Source**

If this type of search refinement is supported, then report the current values.

If set, then limit future searches to the specified bar codes in the specified priority order.

**Values**

**Type:** TW\_UINT16

**Value after MSG\_OPENDS:** (may be remembered from a previous session)

**After MSG\_RESET/MSG\_RESETALL:** (selected by the data source writer)

|  |  |
| --- | --- |
| **Allowed Values:**  **Containers** | TWBT\_2OF5DATALOGIC  TWBT\_2OF5IATA  TWBT\_2OF5INDUSTRIAL  TWBT\_2OF5INTERLEAVED  TWBT\_2OF5MATRIX  TWBT\_2OF5NONINTERLEAVED  TWBT\_3OF9  TWBT\_3OF9FULLASCII  TWBT\_CODABAR  TWBT\_CODABARWITHSTARTSTOP  TWBT\_CODE128  TWBT\_CODE93  TWBT\_EAN13  TWBT\_EAN8  TWBT\_MAXICODE  TWBT\_PDF417  TWBT\_POSTNET  TWBT\_QRCODE  TWBT\_UCC128  TWBT\_UPCA  TWBT\_UPCE |
| **MSG\_GET** | TW\_ARRAY |
| **MSG\_GETCURRENT** | TW\_ARRAY |
| **MSG\_GETDEFAULT** | TW\_ARRAY |
| **MSG\_SET** | TW\_ONEVALUE  TW\_ARRAY |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE  TW\_ARRAY |
| **MSG\_RESET** | TW\_ARRAY |

**MSG\_QUERYSUPPORT** TW\_ONEVALUE

**Required By**

None

**TWAIN Version Introduced** Version 1.8

**See Also**

Best Practices

|  |  |
| --- | --- |
| ICAP\_BARCODEDETECTIONENABLED ICAP\_SUPPORTEDBARCODETYPES  ICAP\_SUPPORTEDPATCHCODETYPES  ICAP\_BARCODEMAXSEARCHPRIORITIES | ICAP\_BARCODESEARCHMODE  ICAP\_BARCODEMAXRETRIES  ICAP\_BARCODETIMEOUT |

##### ICAP\_BARCODETIMEOUT

**Description**

Restricts the total time spent on searching for a bar code on each page.

**Application**

Refine this value to tune the length of time the search algorithm is allowed to execute before giving up.

**Source**

If supported, limit the duration of a bar code search to the value specified.

**Values**

**Type:** TW\_UINT32

**Value after MSG\_OPENDS:** (may be remembered from a previous session)

**After MSG\_RESET/MSG\_RESETALL:** (selected by the data source writer)

|  |  |  |
| --- | --- | --- |
| **Allowed Values:**  **Containers** | 1 to 232 –1 | |
| **MSG\_GET** | TW\_ONEVALUE  TW\_RANGE  TW\_ENUMERATION |  |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |  |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |  |
| **MSG\_SET** | TW\_ONEVALUE |  |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE  TW\_RANGE  TW\_ENUMERATION |  |
| **MSG\_RESET** | TW\_ONEVALUE |  |
| **MSG\_QUERYSUPPORT**  **Required By**  None  **TWAIN Version Introduced** Version 1.8  **See Also**  Best Practices | TW\_ONEVALUE |  |
| ICAP\_BARCODEDETECTIONENABLED ICAP\_SUPPORTEDBARCODETYPES  ICAP\_SUPPORTEDPATCHCODETYPES | | ICAP\_BARCODESEARCHPRIORITIES  ICAP\_BARCODESEARCHMODE  ICAP\_BARCODEMAXRETRIES |

ICAP\_BARCODEMAXSEARCHPRIORITIES

##### ICAP\_BITDEPTH

**Description**

Specifies the pixel bit depths for the Current value of ICAP\_PIXELTYPE.

For example;

* ICAP\_PIXELTYPE = TWPT\_GRAY, this capability specifies whether this is 4-bit gray or 8- bit gray
* ICAP\_PIXELTYPE = TWPT\_RGB, this capability specifies whether this is 24-bit color or 48-bit color

This depth applies to the total of all the data channels. TW\_IMAGEINFO BitsPerSample is used to identify the number of bits in each channel.

**Application**

The application should loop through all the ICAP\_PIXELTYPEs it is interested in and negotiate the ICAP\_BITDEPTH(s) for each.

For all allowed settings of ICAP\_PIXELTYPE

* Set ICAP\_PIXELTYPE
* Set ICAP\_BITDEPTH for the current ICAP\_PIXELTYPE

**Source**

If not supported, return TWRC\_FAILURE / TWCC\_CAPUNSUPPORTED.

If the bit depth in a MSG\_SET is not supported for the current ICAP\_PIXELTYPE setting, return TWRC\_FAILURE / TWCC\_BADVALUE.

**Values**

**Type:** TW\_UINT16

**Value after MSG\_OPENDS:** (may be remembered from a previous session)

**After MSG\_RESET/MSG\_RESETALL:** (dependent on ICAP\_PIXELTYPE)

|  |  |
| --- | --- |
| **Allowed Values:**  **Containers** | >=1 |
| **MSG\_GET** | TW\_ONEVALUE  TW\_ENUMERATION |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |
| **MSG\_SET** | TW\_ONEVALUE |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE  TW\_ENUMERATION |
| **MSG\_RESET** | TW\_ONEVALUE |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |

**Required By**

All Image Sources

**TWAIN Version Introduced** Version 1.0

**See Also** Best Practices

ICAP\_PIXELTYPE

##### ICAP\_BITDEPTHREDUCTION

**Description**

Specifies the Reduction Method the Source should use to reduce the bit depth of the data. Most commonly used with ICAP\_PIXELTYPE = TWPT\_BW to reduce gray data to black and white.

**Application**

Set the capability to the reduction method to be used in future acquisitions Also select the Halftone or Threshold to be used.

**Source**

If not supported, return TWRC\_FAILURE / TWCC\_CAPUNSUPPORTED.

**Values**

**Type:** TW\_UINT16

**Value after MSG\_OPENDS:** (may be remembered from a previous session)

**After MSG\_RESET/MSG\_RESETALL:** (selected by the data source writer)

|  |  |
| --- | --- |
| **Allowed Values:**  **Containers** | TWBR\_THRESHOLD  TWBR\_HALFTONE  TWBR\_CUSTHALFTONE  TWBR\_DIFFUSION  TWBR\_DYNAMICTHRESHOLD |
| **MSG\_GET** | TW\_ONEVALUE  TW\_ENUMERATION |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |
| **MSG\_SET** | TW\_ONEVALUE |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE  TW\_ENUMERATION |
| **MSG\_RESET** | TW\_ONEVALUE |
| **MSG\_QUERYSUPPORT**  **Required By** | TW\_ONEVALUE |

All Sources when ICAP\_PIXELTYPE is TWPT\_BW.

**TWAIN Version Introduced** Version 1.5

**See Also**

Best Practices

ICAP\_CUSTHALFTONE ICAP\_HALFTONES

ICAP\_PIXELTYPE

ICAP\_THRESHOLD

##### ICAP\_BITORDER

**Description**

Specifies how the bytes in an image are filled by the Source. TWBO\_MSBFIRST indicates that the leftmost bit in the byte (usually bit 7) is the byte’s Most Significant Bit.

**Source**

If not supported, return TWRC\_FAILURE / TWCC\_CAPUNSUPPORTED.

**Values**

**Type:** TW\_UINT16

**Value after MSG\_OPENDS:** TWBO\_MSBFIRST

**After MSG\_RESET/MSG\_RESETALL:** TWBO\_MSBFIRST

|  |  |
| --- | --- |
| **Allowed Values:**  **Containers** | TWBO\_LSBFIRST  TWBO\_MSBFIRST |
| **MSG\_GET** | TW\_ONEVALUE  TW\_ENUMERATION |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |
| **MSG\_SET** | TW\_ONEVALUE |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE  TW\_ENUMERATION |
| **MSG\_RESET** | TW\_ONEVALUE |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |

**Required By**

All Image Sources

**TWAIN Version Introduced** Version 1.0

**See Also**

Best Practices

ICAP\_BITORDERCODES

##### ICAP\_BITORDERCODES

**Description**

Used for CCITT data compression only. Indicates the bit order representation of the stored compressed codes.

**Source**

If not supported, return TWRC\_FAILURE / TWCC\_CAPUNSUPPORTED.

**Values**

**Type:** TW\_UINT16

**Value after MSG\_OPENDS:** TWBO\_LSBFIRST

**After MSG\_RESET/MSG\_RESETALL:** TWBO\_LSBFIRST

|  |  |
| --- | --- |
| **Allowed Values:**  **Containers** | TWBO\_LSBFIRST  TWBO\_MSBFIRST |
| **MSG\_GET** | TW\_ONEVALUE  TW\_ENUMERATION |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |
| **MSG\_SET** | TW\_ONEVALUE |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE  TW\_ENUMERATION |
| **MSG\_RESET** | TW\_ONEVALUE |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |

**Required By**

None

**TWAIN Version Introduced** Version 1.0

**See Also**

Best Practices

ICAP\_COMPRESSION

##### ICAP\_BRIGHTNESS

**Description**

The brightness values available within the Source.

**Application**

The application can use this capability to inquire, set, or restrict the values for BRIGHTNESS used in the Source.

**Source**

Source should normalize the values into the range. Make sure that a ‘0’ value is available as the Current Value when the Source starts up. If the Source’s ± range is asymmetric about the ‘0’ value, set range maxima to ±1000 and scale homogeneously from the ‘0’ value in each direction. This will yield a positive range whose step size differs from the negative range’s step size.

If not supported, return TWRC\_FAILURE / TWCC\_CAPUNSUPPORTED.

**Values**

**Type:** TW\_FIX32

**Value after MSG\_OPENDS:** (may be remembered from a previous session) **After MSG\_RESET/MSG\_RESETALL:** 0

|  |  |
| --- | --- |
| **Allowed Values:**  **Containers** | -1000 to +1000 |
| **MSG\_GET** | TW\_ONEVALUE  TW\_RANGE  TW\_ENUMERATION |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |
| **MSG\_SET** | TW\_ONEVALUE |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE  TW\_RANGE  TW\_ENUMERATION |
| **MSG\_RESET** | TW\_ONEVALUE |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |

**Required By**

None

**TWAIN Version Introduced** Version 1.0

**See Also**

Best Practices

ICAP\_AUTOBRIGHT

ICAP\_CONTRAST

##### ICAP\_CCITTKFACTOR

**Description**

Used for CCITT Group 3 2-dimensional compression. The ‘K’ factor indicates how often the new compression baseline should be re-established. A value of 2 or 4 is common in facsimile communication. A value of zero in this field will indicate an infinite K factor—the baseline is only calculated at the beginning of the transfer.

**Source**

If not supported, return TWRC\_FAILURE / TWCC\_CAPUNSUPPORTED.

**Values:**

**Type:** TW\_UINT16

**Value after MSG\_OPENDS:** (may be remembered from a previous session)

**After MSG\_RESET/MSG\_RESETALL:** 4

|  |  |  |
| --- | --- | --- |
| **Allowed Values:**  **Containers** | 0 to 216 |  |
| **MSG\_GET** | TW\_ONEVALUE |  |
|  | TW\_RANGE | **// 2.3 and higher** |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |  |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |  |
| **MSG\_SET** | TW\_ONEVALUE |  |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE |  |
| **MSG\_RESET** | TW\_ONEVALUE |  |
| **MSG\_QUERYSUPPORT**  **Required By** | TW\_ONEVALUE |  |

When the ICAP\_COMPRESSION value is TWCP\_GROUP32D.

**TWAIN Version Introduced** Version 1.0

**See Also**

Best Practices

ICAP\_COMPRESSION

##### ICAP\_COLORMANAGEMENTENABLED

**Description**

Disables the Source’s color and gamma tables for color and grayscale images, resulting in output that that could be termed “raw”.

**Application**

When the Application sets this capability to FALSE, it takes responsibility for profiling the color and grayscale output of the device, and applying the desired color and gamma corrections itself. The Application is completely responsible for the quality of the finished image.

**Source**

When this capability is FALSE the Source turns off as much of its color and gamma correction as it can. There is no universal standard for this behavior, so it makes its best effort.

It is recommended that the Source not expose this capability unless it can do a credible job of outputting “raw” image data.

**Values**

**Type:** TW\_BOOL

**Value after MSG\_OPENDS:** TRUE

**After MSG\_RESET/MSG\_RESETALL:** TRUE

|  |  |
| --- | --- |
| **Allowed Values:**  **Containers** | TRUE, FALSE |
| **MSG\_GET** | TW\_ONEVALUE  TW\_ENUMERATION |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |
| **MSG\_SET** | TW\_ONEVALUE |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE  TW\_ENUMERATION |
| **MSG\_RESET** | TW\_ONEVALUE |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |

**Required By**

None

**TWAIN Version Introduced** Version 2.1

**See Also**

Best Practices

ICAP\_PIXELTYPE

##### ICAP\_COMPRESSION

**Description**

Allows the application and Source to identify which compression schemes they have in common for Buffered Memory and File transfers.

Note for File transfers:

Since only certain file formats support compression, this capability must be negotiated after setting the desired file format with ICAP\_IMAGEFILEFORMAT.

|  |  |
| --- | --- |
| TWCP\_NONE | All Sources must support this. |
| TWCP\_PACKBITS  TWCP\_GROUP31D,  TWCP\_GROUP31DEOL,  TWCP\_GROUP32D, | Can be used with TIFF or PICT |
| TWCP\_GROUP4 | Are all from the CCITT specification (now ITU), intended for document images (can be used with TIFF). |
| TWCP\_JPEG | Intended for the compression of color photographs (can be used with TIFF, JFIF or SPIFF). |
| TWCP\_LZW | A compression licensed by UNISYS (can be used with TIFF). |
| TWCP\_JBIG | Intended for bitonal and grayscale document images (can be used with TIFF or SPIFF). |
| TWCP\_PNG  TWCP\_RLE4,  TWCP\_RLE8, | This compression can only be used if ICAP\_IMAGEFILEFORMAT is set to TWFF\_PNG. |
| TWCP\_BITFIELDS | These compressions can only be used if ICAP\_IMAGEFILEFORMAT is set to TWFF\_BMP. |
| TWCP\_ZIP | Per RFC 1951 (AKA 'Flate' and 'Deflate') |
| TWCP\_JPEG2000 | Per ISO/IEC 15444 |

**Application**

Applications must not assume that a Source can provide compressed Buffered Memory or File transfers, because many cannot. The application should use MSG\_SET on a TW\_ONEVALUE container to specify the compression type for future transfers.

**Source**

The current value of this setting specifies the compression method to be used in future transfers. If the image transfer mechanism is changed, then the allowed list must be modified to reflect the supported values. If the current value is not available on the new allowed list, then the Source must change it to its preferred value.

**Values**

**Type:** TW\_UINT16

**Value after MSG\_OPENDS:** (may be remembered from a previous session)

**After MSG\_RESET/MSG\_RESETALL:** TWCP\_NONE

|  |  |
| --- | --- |
| **Allowed Values:**  **Containers** | TWCP\_NONE  TWCP\_PACKBITS  TWCP\_GROUP31D  TWCP\_GROUP31DEOL  TWCP\_GROUP32D  TWCP\_GROUP4  TWCP\_JPEG TWCP\_LZW  TWCP\_JBIG TWCP\_PNG  TWCP\_RLE4  TWCP\_RLE8  TWCP\_BITFIELDS  TWCP\_ZIP  TWCP\_JPEG2000 |
| **MSG\_GET** | TW\_ONEVALUE  TW\_ENUMERATION |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |
| **MSG\_SET** | TW\_ONEVALUE |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE  TW\_ENUMERATION |
| **MSG\_RESET** | TW\_ONEVALUE |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |

**Required By**

All Image Sources

**TWAIN Version Introduced** Version 1.0

**See Also** Best Practices

CAP\_XFERCOUNT

ICAP\_IMAGEFILEFORMAT ICAP\_JPEGQUALITY

ICAP\_JPEGSUBSAMPLING

DG\_IMAGE / DAT\_IMAGEMEMFILEXFER / MSG\_GET

DG\_IMAGE / DAT\_IMAGEMEMXFER / MSG\_GET

DG\_IMAGE / DAT\_IMAGEFILEXFER / MSG\_GET

##### ICAP\_CONTRAST

**Description**

The contrast values available within the Source.

**Application**

The application can use this capability to inquire, set or restrict the values for CONTRAST used in the Source.

**Source**

Scale the values available internally into a homogeneous range between -1000 and 1000. Make sure that a ‘0’ value is available as the Current value when the Source starts up. If the Source’s ± range is asymmetric about the ‘0’ value, set range maxima to ±1000 and scale homogeneously from the ‘0’ value in each direction. This will yield a positive range whose step size differs from the negative range’s step size.

If not supported, return TWRC\_FAILURE / TWCC\_CAPUNSUPPORTED.

**Values**

**Type:** TW\_FIX32

**Value after MSG\_OPENDS:** (may be remembered from a previous session) **After MSG\_RESET/MSG\_RESETALL:** 0

|  |  |
| --- | --- |
| **Allowed Values:**  **Containers** | -1000 to +1000 |
| **MSG\_GET** | TW\_ONEVALUE  TW\_RANGE  TW\_ENUMERATION |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |
| **MSG\_SET** | TW\_ONEVALUE |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE  TW\_RANGE  TW\_ENUMERATION |
| **MSG\_RESET** | TW\_ONEVALUE |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |

**Required By**

None

**TWAIN Version Introduced** Version 1.0

**See Also**

Best Practices

ICAP\_BRIGHTNESS

##### ICAP\_CUSTHALFTONE

**Description**

Specifies the square-cell halftone (dithering) matrix the Source should use to halftone the image.

**Application**

The application should also set ICAP\_BITDEPTHREDUCTION to TWBR\_CUSTHALFTONE to use this capability.

**Source**

If not supported, return TWRC\_FAILURE / TWCC\_CAPUNSUPPORTED.

**Values**

**Type:** TW\_UINT8

**Value after MSG\_OPENDS:** (may be remembered from a previous session)

**After MSG\_RESET/MSG\_RESETALL:** (selected by the data source writer)

|  |  |
| --- | --- |
| **Allowed Values:**  **Containers** | Any rectangular array |
| **MSG\_GET** | TW\_ARRAY |
| **MSG\_GETCURRENT** | TW\_ARRAY |
| **MSG\_GETDEFAULT** | TW\_ARRAY |
| **MSG\_SET** | TW\_ONEVALUE  TW\_ARRAY |
| **MSG\_SETCONSTRAINT** | TW\_ARRAY |
| **MSG\_RESET** | TW\_ARRAY |
| **MSG\_QUERYSUPPORT**  **Required By** | TW\_ONEVALUE |

When the ICAP\_BITDEPTHREDUCTION value is TWBR\_CUSTHALFTONE.

**TWAIN Version Introduced** Version 1.0

**See Also**

Best Practices

ICAP\_BITDEPTHREDUCTION

##### ICAP\_EXPOSURETIME

**Description**

Specifies the exposure time used to capture the image, in seconds.

**Source**

If not supported, return TWRC\_FAILURE / TWCC\_CAPUNSUPPORTED.

**Values**

**Type:** TW\_FIX32

**Value after MSG\_OPENDS:** (may be remembered from a previous session)

**After MSG\_RESET/MSG\_RESETALL:** (selected by the data source writer)

|  |  |
| --- | --- |
| **Allowed Values:**  **Containers** | >0 |
| **MSG\_GET** | TW\_ONEVALUE  TW\_RANGE  TW\_ENUMERATION |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |
| **MSG\_SET** | TW\_ONEVALUE |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE  TW\_RANGE  TW\_ENUMERATION |
| **MSG\_RESET** | TW\_ONEVALUE |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |

**Required By**

None

**TWAIN Version Introduced** Version 1.0

**See Also**

Best Practices

ICAP\_FLASHUSED2

ICAP\_LAMPSTATE

ICAP\_LIGHTPATH

ICAP\_LIGHTSOURCE

##### ICAP\_EXTIMAGEINFO

**Description**

Allows the application to query the data source to see if it supports the operation triplet DG\_IMAGE / DAT\_EXTIMAGEINFO / MSG\_GET. Support is only available if the capability is supported and the value TRUE is allowed.

When set to TRUE, the source supports the DG\_IMAGE / DAT\_EXTIMAGEINFO / MSG\_GET message, and data will be returned by this call for any supported TWEI\_ items.

When set to FALSE, the application is indicating that it will make no calls to DG\_IMAGE / DAT\_EXTIMAGEINFO/ MSG\_GET. FALSE is the default.

**Note:** The TWAIN API allows for an application to query the results of many advanced device/ manufacturer operations. The responsibility of configuring and setting up each advanced operation lies with the device’s data source user interface. Since the configuration of advanced device/manufacturer-specific operations varies from manufacturer to manufacturer, placing the responsibility for setup and configuration of advanced operations allows the application to remain device independent.

**Application**

Set this capability to FALSE if there is no intent to use DG\_IMAGE /DAT\_EXTIMAGEINFO / MSG\_GET. This may improve performance, since the Source is not required to collect that

information from the device. Set this capability to TRUE if using DG\_IMAGE / DAT\_EXTIMAGEINFO / MSG\_GET to ensure all TWEI\_ are available.

**Source**

If not supported, return TWRC\_FAILURE/ TWCC\_CAPUNSUPPORTED.

**Values**

**Type:** TW\_BOOL

**Value after MSG\_OPENDS:** (may be remembered from a previous session) **After MSG\_RESET/MSG\_RESETALL:** TRUE

|  |  |  |
| --- | --- | --- |
| **Allowed Values:**  **Containers** | TRUE or FALSE | |
| **MSG\_GET** | TW\_ONEVALUE |  |
|  | TW\_ENUMERATION | **// 2.0 and higher** |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |  |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |  |
| **MSG\_SET** | TW\_ONEVALUE |  |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE  TW\_ENUMERATION |  |
| **MSG\_RESET** | TW\_ONEVALUE |  |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |  |

**Required By**

None

**TWAIN Version Introduced** Version 1.7

**See Also**

Best Practices

ICAP\_SUPPORTEDEXTIMAGEINFO

DG\_IMAGE / DAT\_EXTIMAGEINFO / MSG\_GET

##### ICAP\_FEEDERTYPE

**Description**

Allows the Application to set scan parameters depending upon the type of feeder.

If the Source has a general type of the feeder only, default scan parameters can depend upon the type of scan (general document or photo). In this case, negotiating this capability will allow the Source adjusting the settings accordingly. It is advised, therefore, that this capability be negotiated prior to the capabilities related to specific Source settings (like ICAP\_\*RESOLUTION, ICAP\_PIXELTYPE, etc.) but after the other feeder-related capabilities (CAP\_FEEDERENABLED, CAP\_FEEDERLOADED). **Application**

MSG\_GET provides a list of available feeder types. MSG\_SET specifies which type of feeder to use.

**Source**

Use this capability to report either the types of feeders available or (in the case where there is a general type feeder only) the scan types supported through the feeder.

If not supported, return TWRC\_FAILURE / TWCC\_CAPUNSUPPORTED.

**Values**

**Type:** TW\_UINT16

**Value after MSG\_OPENDS:** (may be remembered from a previous session)

**After MSG\_RESET/MSG\_RESETALL:** (selected by the data source writer)

|  |  |
| --- | --- |
| **Allowed Values:**  **Containers** | TWFE\_GENERAL  TWFE\_PHOTO |
| **MSG\_GET** | TW\_ONEVALUE  TW\_ENUMERATION |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |
| **MSG\_SET** | TW\_ONEVALUE |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE  TW\_ENUMERATION |
| **MSG\_RESET** | TW\_ONEVALUE |
| **MSG\_QUERYSUPPORT**  **Required By**  None  **TWAIN Version Introduced** Version 1.91  **See Also**  Best Practices | TW\_ONEVALUE |
| CAP\_FEEDERENABLED | CAP\_FEEDERLOADED |

##### ICAP\_FILMTYPE

**Description**

When ICAP\_LIGHTPATH is set to TWLP\_TRANSMISSIVE it allows an Application to set what kind of film is being scanned.

**Application**

Allows setting of current type of transmissive media you wish to scan.

**Source**

If supported, the Source should compensate for the type of media to return a positive image.

**Values**

**Type:** TW\_UINT16

**Value after MSG\_OPENDS:** (may be remembered from a previous session)

**After MSG\_RESET/MSG\_RESETALL:** (selected by the data source writer)

|  |  |
| --- | --- |
| **Allowed Values:**  **Containers** | TWFM\_POSITIVE  TWFM\_NEGATIVE |
| **MSG\_GET** | TW\_ENUMERATION |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |
| **MSG\_SET** | TW\_ONEVALUE |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE  TW\_ENUMERATION |
| **MSG\_RESET** | TW\_ONEVALUE |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |

**Required By**

None

**TWAIN Version Introduced** Version 2.2

**See Also**

Best Practices

ICAP\_LIGHTPATH

##### ICAP\_FILTER

**Description**

Describes the color characteristic of the subtractive filter applied to the image data. Multiple filters may be applied to a single acquisition.

If the Source supports DAT\_FILTER as well, then it will apply the filter set by the last SET operation invoked by the Application. Setting/Resetting ICAP\_FILTER will clear the filter associated with DAT\_FILTER. Setting/Resetting DAT\_FILTER will clear the filter associated with ICAP\_FILTER.

**Source**

If the Source only supports application of a single filter during an acquisition and multiple filters are specified by the application, set the current filter to the first one requested and return

TWRC\_CHECKSTATUS.

If not supported, return TWRC\_FAILURE / TWCC\_CAPUNSUPPORTED.

**Values**

**Type:** TW\_UINT16

**Value after MSG\_OPENDS:** (may be remembered from a previous session) **After MSG\_RESET/MSG\_RESETALL:** (empty array)

|  |  |
| --- | --- |
| **Allowed Values:**  **Containers** | TWFT\_RED  TWFT\_GREEN  TWFT\_BLUE  TWFT\_NONE  TWFT\_WHITE  TWFT\_CYAN  TWFT\_MAGENTA  TWFT\_YELLOW  TWFT\_BLACK |
| **MSG\_GET** | TW\_ONEVALUE  TW\_ARRAY |
| **MSG\_GETCURRENT** | TW\_ARRAY |
| **MSG\_GETDEFAULT** | TW\_ARRAY |
| **MSG\_SET** | TW\_ONEVALUE  TW\_ARRAY |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE  TW\_ARRAY |
| **MSG\_RESET** | TW\_ARRAY |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |

**Required By**

None

**TWAIN Version Introduced**

Version 1.0

**See Also**

Best Practices

DG\_IMAGE / DAT\_FILTER / MSG\_GET

DG\_IMAGE / DAT\_FILTER / MSG\_GETDEFAULT

DG\_IMAGE / DAT\_FILTER / MSG\_SET

DG\_IMAGE / DAT\_FILTER / MSG\_RESET

##### ICAP\_FLASHUSED2

**Description**

For devices that support flash. MSG\_SET selects the flash to be used (if any). MSG\_GET reports the current setting. This capability replaces ICAP\_FLASHUSED, which is only able to negotiate the flash being on or off.

**Application**

Note that an image with flash may have a different color composition than an image without flash.

**Values**

**Type:** TW\_UINT16

**Value after MSG\_OPENDS:** (may be remembered from a previous session)

**After MSG\_RESET/MSG\_RESETALL:** (selected by the data source writer)

|  |  |
| --- | --- |
| **Allowed Values:**  **Containers** | TWFL\_NONE  TWFL\_OFF  TWFL\_ON  TWFL\_AUTO  TWFL\_REDEYE |
| **MSG\_GET** | TW\_ONEVALUE  TW\_ENUMERATION |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |
| **MSG\_SET** | TW\_ONEVALUE |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE  TW\_ENUMERATION |
| **MSG\_RESET** | TW\_ONEVALUE |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |

**Required By**

None

**TWAIN Version Introduced** Version 1.8

**See Also**

Best Practices

ICAP\_FLASHUSED in the TWAIN 2.0 Specification

##### ICAP\_FLIPROTATION

**Description**

Flip rotation is used to properly orient images that flip orientation every other image.

TWFR\_BOOK The images to be scanned are viewed in book form, flipping each

page from left to right or right to left.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| |  |  | | --- | --- | | A | B | | |  |  | | --- | --- | | A | B | |

Direction of scan

TWFR\_FANFOLD The images to be scanned are viewed in fanfold paper style, flipping each page up or down.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| |  | | --- | | A | | B | | |  | | --- | | A | | B | |

Direction of scan

On duplex paper, the As are all located on the top, and the Bs are all located on the bottom. If

ICAP\_FLIPROTATION is set to TWFR\_BOOK, and fanfold paper is scanned, then every B image will be upside down. Setting the capability to TWFR\_FANFOLD instructs the Source to rotate the B images 180 degrees around the x-axis.

Because this capability is described to act upon every other image, it will work correctly in simplex mode, assuming that every other simplex image is flipped in the manner described above.

**Values**

**Type:** TW\_UINT16

**Value after MSG\_OPENDS:** (may be remembered from a previous session) **After MSG\_RESET/MSG\_RESETALL:** TWFR\_BOOK

|  |  |
| --- | --- |
| **Allowed Values:**  **Containers** | TWFR\_BOOK  TWFR\_FANFOLD |
| **MSG\_GET** | TW\_ONEVALUE  TW\_ENUMERATION |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |
| **MSG\_SET** | TW\_ONEVALUE |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE  TW\_ENUMERATION |
| **MSG\_RESET** | TW\_ONEVALUE |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |

**Required By**

None

**TWAIN Version Introduced** Version 1.8

**See Also**

Best Practices

##### ICAP\_FRAMES

**Description**

The list of frames the Source will acquire on each page.

**Application**

MSG\_GET returns the size and location of all the frames the Source will acquire image data from when acquiring from each page.

MSG\_GETCURRENT returns the size and location of the next frame to be acquired.

MSG\_SET allows the application to specify the frames and their locations to be used to acquire from future pages. If the application isn't interested in setting the origin of the image, set both Top and Left to zero.

Defines the Left, Top, Right, and Bottom coordinates (in ICAP\_UNITS) of the rectangle enclosing the original image on the original scanner. This ICAP is most useful if the Source supports simultaneous acquisition from multiple frames. Use ICAP\_MAXFRAMES to establish this ability.

**Source**

If not supported, return TWRC\_FAILURE / TWCC\_CAPUNSUPPORTED.

**Values**

**Type:** TW\_FRAME

**Value after MSG\_OPENDS:** (may be remembered from a previous session)

**After MSG\_RESET/MSG\_RESETALL:** (selected by the data source writer)

|  |  |  |
| --- | --- | --- |
| **Allowed Values:**  **Containers** | Device dependent | |
| **MSG\_GET** | TW\_ONEVALUE  TW\_ENUMERATION |  |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |  |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |  |
| **MSG\_SET** | TW\_ONEVALUE |  |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE  TW\_ENUMERATION |  |
| **MSG\_RESET** | TW\_ONEVALUE |  |
| **MSG\_QUERYSUPPORT**  **Required By**  None  **TWAIN Version Introduced**  Version 1.0  **See Also**  Best Practices | TW\_ONEVALUE |  |
| TW\_IMAGELAYOUT  CAP\_SEGMENTED |  | ICAP\_MAXFRAMES  ICAP\_SUPPORTEDSIZES |

CAP\_SUPPORTEDCAPSSEGMENTUNIQUE

##### ICAP\_GAMMA

**Description**

Gamma correction value for the image data.

**Application**

Do not use with TW\_CIECOLOR, TW\_GRAYRESPONSE, or TW\_RGBRESPONSE data.

**Source**

If the application supplies an invalid gamma value, the Source selects the closest value and returns TWRC\_FAILURE / TWCC\_CHECKSTATUS.

**Values**

**Type:** TW\_FIX32

**Value after MSG\_OPENDS:** (may be remembered from a previous session) **After MSG\_RESET/MSG\_RESETALL:** 2.2

|  |  |  |
| --- | --- | --- |
| **Allowed Values:**  **Containers** | Any value |  |
| **MSG\_GET** | TW\_ONEVALUE |  |
|  | TW\_RANGE | **// 2.3 and higher** |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |  |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |  |
| **MSG\_SET** | TW\_ONEVALUE |  |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE |  |
| **MSG\_RESET** | TW\_ONEVALUE |  |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |  |

**Required By**

None

**TWAIN Version Introduced** Version 1.0

**See Also**

Best Practices

##### ICAP\_HALFTONES

**Description**

A list of names of the halftone patterns available within the Source.

**Application**

The application may not rename any halftone pattern.

The application should also set ICAP\_BITDEPTHREDUCTION to use this capability.

For backwards compatibility, Applications need to be aware that a TWAIN 1.0 Data Sources might respond with a TW\_ARRAY container.

**Values**

**Type:** TW\_STR32

**Value after MSG\_OPENDS:** (may be remembered from a previous session)

**After MSG\_RESET/MSG\_RESETALL:** (selected by the data source writer)

|  |  |
| --- | --- |
| **Allowed Values:**  **Containers** | Any halftone name |
| **MSG\_GET** | TW\_ENUMERATION  TW\_ONEVALUE |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |
| **MSG\_SET** | TW\_ENUMERATION |
| **MSG\_SETCONSTRAINT** | TW\_ENUMERATION  TW\_ONEVALUE |
| **MSG\_RESET** | TW\_ONEVALUE |
| **MSG\_QUERYSUPPORT**  **Required By** | TW\_ONEVALUE |

When the ICAP\_BITDEPTHREDUCTION value is TWBR\_HALFTONE.

**TWAIN Version Introduced** Version 1.0

**See Also**

Best Practices

ICAP\_BITDEPTHREDUCTION

ICAP\_CUSTHALFTONE ICAP\_THRESHOLD

##### ICAP\_HIGHLIGHT

**Description**

Specifies which value in an image should be interpreted as the lightest “highlight.” All values “lighter” than this value will be clipped to this value. Whether lighter values are smaller or larger can be determined by examining the Current value of ICAP\_PIXELFLAVOR.

**Source**

If more or less than 8 bits are used to describe the image, the actual data values should be normalized to fit within the 0-255 range. The normalization need not result in a homogeneous distribution if the original distribution was not homogeneous.

If not supported, return TWRC\_FAILURE / TWCC\_CAPUNSUPPORTED.

**Values**

**Type:** TW\_FIX32

**Value after MSG\_OPENDS:** (may be remembered from a previous session) **After MSG\_RESET/MSG\_RESETALL:** 255

|  |  |
| --- | --- |
| **Allowed Values:**  **Containers** | 0 to 255 |
| **MSG\_GET** | TW\_ONEVALUE  TW\_RANGE  TW\_ENUMERATION |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |
| **MSG\_SET** | TW\_ONEVALUE |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE  TW\_RANGE  TW\_ENUMERATION |
| **MSG\_RESET** | TW\_ONEVALUE |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |

**Required By**

None

**TWAIN Version Introduced** Version 1.0

**See Also**

Best Practices

ICAP\_SHADOW

##### ICAP\_ICCPROFILE

**Description**

Informs the application if the source has an ICC profile and can embed or link it in the current ICAP\_IMAGEFILEFORMAT. Tells the source if the application would like an ICC profile embedded or linked into the image file the source will write.

**Application**

Use this ICAP to determine if the source supports embedding or linking of ICC profiles into files and to control whether or not the source does so.

**Source**

This should only be supported if ICAP\_IMAGEFILEFORMAT is set to a file format that supports the embedding or linking of profiles and the source has an ICC profile it can embed.

Since the given ICAP\_PIXELTYPE may not have been determined at the time this is called, the source should ignore the current ICAP\_PIXELTYPE. For example, if the source has an ICC profile for color data, but not grayscale or monochrome data, it should offer values as if all pixeltypes are supported.

In the case of TWPT\_SRGB, the source should embed the sRGB ICC profile to the file if told to embed a profile.

**Values**

**Type:** TW\_UNIT16

**Value after MSG\_OPENDS:** (may be remembered from a previous session)

**After MSG\_RESET/MSG\_RESETALL:** (selected by the data source writer)

|  |  |
| --- | --- |
| **Allowed Values:**  **Containers** | TWIC\_NONE  TWIC\_EMBED  TWIC\_LINK |
| **MSG\_GET** | TW\_ONEVALUE  TW\_ENUMERATION |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |
| **MSG\_SET** | TW\_ONEVALUE |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE  TW\_ENUMERATION |
| **MSG\_RESET** | TW\_ONEVALUE |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |

**Required By**

None

**TWAIN Version Introduced**

Version 1.91

**See Also**

Best Practices

DG\_IMAGE / DAT\_ICCPROFILE / MSG\_GET

##### ICAP\_IMAGEDATASET

**Description**

Gets or sets the image indices that will be delivered during the standard image transfer done in States 6 and 7. Indices are assumed to start at 1, so a TW\_ONEVALUE container sets an implied range from 1 to the number specified. TW\_RANGE returns are useful for those cases where the images are contiguous (5 .. 36). TW\_ARRAY returns should be used were index values are discontinuous (as could be the case where the user previously set such a data set). See the note in the Values section below.

**Application**

A MSG\_RESET operation should always be done before a MSG\_GET if the application wishes to get the complete list of available images. A MSG\_SET operation will define the number and order of images delivered during States 6 and 7.

**Source**

For MSG\_GET, if a contiguous range of images are available starting from the first index (e.g., 1 .. 36) it is recommended that the TW\_ONEVALUE container is used specifying just the total number of available images (e.g., 36).

If not supported, return TWRC\_FAILURE/ TWCC\_CAPUNSUPPORTED.

**Values**

**Type:** TW\_UINT32

**Value after MSG\_OPENDS:** (entire range or set of available images)

**After MSG\_RESET/MSG\_RESETALL:** (entire range or set of available images)

|  |  |
| --- | --- |
| **Allowed Values:**  **Containers** | 1. to 232 -1 (for MSG\_GET) 2. to 232 -1 (for MSG\_SET) |
| **MSG\_GET** | TW\_ARRAY (see note below)  TW\_RANGE (see note below)  TW\_ONEVALUE (see note below) |
| **MSG\_GETCURRENT** | TW\_ARRAY |
| **MSG\_GETDEFAULT** | TW\_ARRAY |
| **MSG\_SET** | TW\_ONEVALUE (see note below) TW\_ARRAY (see note below)  TW\_RANGE (see note below) |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE (see note below) TW\_ARRAY (see note below)  TW\_RANGE (see note below) |
| **MSG\_RESET** | TW\_ARRAY |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |

**Note:** Source must use the container type used during the last successful SET/RESET operation. These container types are supported for the returning discontinuous indices that have been previously set by the application. It is highly recommended that for an initialized or reset *Image Store* device, the TW\_ONEVALUE container be the only one returned by the

MSG\_GET operation. In other words, the data source should not expose the details of the internal memory management of the Image Store device by claiming that it has a hole in its storage locations due to user deletions. For example, a camera that currently has data for pictures 1 to 10 should report that it has 10 images available. If the user later deletes pictures 5, 7, and 9, it should now report that it has 7 images available (i.e., 1 to 7), and not claim that it has pictures 1, 2, 3, 4, 6, 8, and 10 available. To do so would expose the internal memory management constraints of the device and serves little use but to confuse the user.

**Required By**

All Image Store Data Sources.

**TWAIN Version Introduced** Version 1.7

**See Also**

Best Practices

##### ICAP\_IMAGEFILEFORMAT

**Description**

Informs the application which file formats the Source can generate (MSG\_GET). Tells the Source which file formats the application can handle (MSG\_SET).

|  |  |
| --- | --- |
| TWFF\_TIFF | Used for document imaging. Native Linux format. |
| TWFF\_PICT | Native Macintosh format |
| TWFF\_BMP | Native Microsoft format |
| TWFF\_XBM | Used for document imaging |
| TWFF\_JFIF | Wrapper for JPEG images |
| TWFF\_FPX | FlashPix, used with digital cameras |
| TWFF\_TIFFMULTI | Multi-page TIFF files |
| TWFF\_PNG | An image format standard intended for use on the web, replaces GIF |
| TWFF\_SPIFF | A standard from JPEG, intended to replace JFIF, also supports JBIG |
| TWFF\_EXIF | File format for use with digital cameras. |
| TWFF\_PDF | A file format from Adobe |
| TWFF\_JP2 | A file format from the Joint Photographic Experts Group ISO/IEC 15444-1 |
| TWFF\_JPX | A file format from the Joint Photographic Experts Group ISO/IEC 15444-2 |
| TWFF\_DEJAVU | A file format from LizardTech |
| TWFF\_PDFA | A file format from Adobe PDF/A, Version 1 |
| TWFF\_PDFA2 | A file format from Adobe PDF/A, Version 2 |

**Application**

Use this ICAP to determine which formats are available for file transfers, and set the context for other capability negotiations such as ICAP\_COMPRESSION.

Be sure to use the DG\_CONTROL / DAT\_SETUPFILEXFER / MSG\_SET operation to specify the format to be used for a particular acquisition.

**Source**

If not supported, return TWRC\_FAILURE / TWCC\_CAPUNSUPPORTED.

If Operation is not supported, return TWRC\_FAILURE, TWCC\_CAPBADOPERATION. (See

DG\_CONTROL / DAT\_CAPABILITY / MSG\_QUERYSUPPORT)

**Values**

**Type:** TW\_UINT16

**Value after MSG\_OPENDS:** (may be remembered from a previous session)

**After MSG\_RESET/MSG\_RESETALL:** (selected by the data source writer)

**Allowed Values:** TWFF\_TIFF

TWFF\_PICT

TWFF\_BMP

TWFF\_XBM

TWFF\_JFIF

TWFF\_FPX

TWFF\_TIFFMULT

TWFF\_PNG

TWFF\_SPIFF

TWFF\_EXIF

TWFF\_PDF

TWFF\_JP2

TWFF\_JPX

TWFF\_DEVAVU

TWFF\_PDFA

|  |  |
| --- | --- |
| **Containers** |  |
| **MSG\_GET** | TW\_ONEVALUE  TW\_ENUMERATION |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |
| **MSG\_SET** | TW\_ONEVALUE |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE  TW\_ENUMERATION |
| **MSG\_RESET** | TW\_ONEVALUE |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |

**Required By**

None

**TWAIN Version Introduced** Version 1.0

**See Also** Best Practices

ICAP\_COMPRESSION

DG\_CONTROL / DAT\_SETUPFILEXFER / MSG\_SET DG\_IMAGE / DAT\_IMAGEFILEXFER / MSG\_GET

##### ICAP\_IMAGEFILTER

**Description**

For devices that support image enhancement filtering. This capability selects the algorithm used to improve the quality of the image.

**Application**

* TWIF\_LOWPASS is good for halftone images.
* TWIF\_BANDPASS is good for improving text.
* TWIF\_HIGHPASS is good for improving fine lines.

**Values**

**Type:** TW\_UINT16

**Value after MSG\_OPENDS:** (may be remembered from a previous session)

**After MSG\_RESET/MSG\_RESETALL:** (selected by the data source writer)

|  |  |
| --- | --- |
| **Allowed Values:**  **Containers** | TWIF\_NONE  TWIF\_AUTO  TWIF\_LOWPASS  TWIF\_BANDPASS  TWIF\_HIGHPASS TWIF\_TEXT  TWIF\_FINELINE |
| **MSG\_GET** | TW\_ONEVALUE  TW\_ENUMERATION |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |
| **MSG\_SET** | TW\_ONEVALUE |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE  TW\_ENUMERATION |
| **MSG\_RESET** | TW\_ONEVALUE |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |

**Required By**

None

**TWAIN Version Introduced** Version 1.8

**See Also**

Best Practices

##### ICAP\_IMAGEMERGE

**Description**

Merges the front and rear image of a document in one of four orientations: front on the top, front on the bottom, front on the left or front on the right.

**Application**

The front and rear have the same settings. It is a customization for a source to allow different settings, for instance a front of TWPT\_RGB and a rear of TWPT\_BW.

The merged image can be found at an origin of (0, total-image-height / 2) or (total-image-width, 0), depending on the value of this capability.

Use the TWEI\_IMAGEMERGED value with DAT\_EXTIMAGEINFO to determine if an image is the result of a merge.

**Source**

This capability only has meaning when scanning duplex.

|  |
| --- |
| Front or Rear |
| Rear or Front |

For TWIM\_FRONTONTOP and TWIM\_FRONTONBOTTOM the final image is twice the pixel height of the larger of the two images. The top image has its origin at the upper left hand corner. The bottom image has its origin on the left but down (total-image-height / 2) pixels.

|  |  |
| --- | --- |
| Front or Rear | Rear or  Front |

For TWIM\_FRONTONLEFT and TWIM\_FRONTONRIGHT the final image

is twice the pixel width of the larger of the two images. The left image has its origin at the upper left hand corner. The right image has its origin on the top but left (total-image-width / 2) pixels.

The source chooses how many differences it wants to support between the front and the rear. The only one it is obligated to deal with is differences in the width and height. In both cases the larger value must be selected, and the extra space in the smaller image filled in with some color.

If the source cannot negotiate this capability because of a difference in the front and rear settings, it returns TWCC\_CAPSEQERROR.

**Values**

|  |  |
| --- | --- |
| **Type:** | TW\_UINT16 |
| **Value after MSG\_OPENDS:** | (may be remembered from a previous session) |
| **After MSG\_RESET/MSG\_RESETALL:** | TWIM\_NONE |
| **Allowed Values:** | TWIM\_NONE |

TWIM\_FRONTONTOP

TWIM\_FRONTONBOTTOM

TWIM\_FRONTONLEFT

TWIM\_FRONTONRIGHT

**Containers**

|  |  |
| --- | --- |
| **MSG\_GET** | TW\_ONEVALUE  TW\_ENUMERATION |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |
| **MSG\_SET** | TW\_ONEVALUE |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE  TW\_ENUMERATION |
| **MSG\_RESET** | TW\_ONEVALUE |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |

**Required By**

None

**Source Operations**

MSG\_GET / MSG\_GETCURRENT / MSG\_GETDEFAULT

MSG\_SET / MSG\_RESET

MSG\_QUERYSUPPORT

**TWAIN Version Introduced** Version 2.1

**See Also** Best Practices

CAP\_DUPLEXENABLED

ICAP\_IMAGEMERGEHEIGHTTHRESHOLD

TWEI\_IMAGEMERGED

##### ICAP\_IMAGEMERGEHEIGHTTHRESHOLD

**Description**

Specifies a Y-Offset in ICAP\_UNITS units. Front and rear images less than or equal to this value are merged according to the settings of ICAP\_IMAGEMERGE. If either the front or the rear image is greater than this value, they are not merged.

**Application**

The Application specifies this value to help with mixed batches of different paper sizes. For instance, a value of 4.0 inches would be enough to merge check-size documents, while leaving larger paper sizes unmerged.

If ICAP\_AUTOMATICDESKEW is FALSE, then this value must allow for image skew in the height. If ICAP\_AUTOMATICDESKEW is TRUE, then some small amount above the expected document height is still recommended.

**Source**

This capability only has meaning when CAP\_INDICATORS is set to a value other than TWIM\_NONE.

**Values**

**Type:** TW\_FIX32

**Value after MSG\_OPENDS:** (may be remembered from a previous session) **After MSG\_RESET/MSG\_RESETALL:** 0.0

|  |  |
| --- | --- |
| **Allowed Values:**  **Containers** | 0.0 to ICAP\_PHYSICALHEIGHT |
| **MSG\_GET** | TW\_ONEVALUE  TW\_RANGE |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |
| **MSG\_SET** | TW\_ONEVALUE |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE  TW\_RANGE |
| **MSG\_RESET** | TW\_ONEVALUE |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |

**Required By**

None

**Source Operations**

MSG\_GET / MSG\_GETCURRENT / MSG\_GETDEFAULT

MSG\_SET / MSG\_RESET

MSG\_QUERYSUPPORT

**TWAIN Version Introduced**

Version 2.1

**See Also** Best Practices

CAP\_INDICATORS

##### ICAP\_JPEGPIXELTYPE

**Description**

Allows the application and Source to agree upon a common set of color descriptors that are made available by the Source. This ICAP is only useful for JPEG-compressed buffered memory image transfers.

**Source**

If not supported, return TWRC\_FAILURE / TWCC\_CAPUNSUPPORTED.

**Values**

**Type:** TW\_UINT16

**Value after MSG\_OPENDS:** (may be remembered from a previous session)

**After MSG\_RESET/MSG\_RESETALL:** (selected by the data source writer)

|  |  |
| --- | --- |
| **Allowed Values:**  **Containers** | TWPT\_BW  TWPT\_GRAY  TWPT\_RGB  TWPT\_PALETTE  TWPT\_CMY  TWPT\_CMYK  TWPT\_YUV  TWPT\_YUVK  TWPT\_CIEXYZ |
| **MSG\_GET** | TW\_ONEVALUE  TW\_ENUMERATION |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |
| **MSG\_SET** | TW\_ONEVALUE |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE  TW\_ENUMERATION |
| **MSG\_RESET** | TW\_ONEVALUE |
| **MSG\_QUERYSUPPORT**  **Required By** | TW\_ONEVALUE |

When the ICAP\_COMPRESSION value is TWCP\_JPEG.

**TWAIN Version Introduced** Version 1.0

**See Also**

Best Practices

ICAP\_COMPRESSION

##### ICAP\_JPEGQUALITY

**Description**

Use this capability as a shortcut to select JPEG quantization tables that tradeoff quality versus compressed image size. Used in concert with DAT\_JPEGCOMPRSSION it is possible for an Application to obtain the tables that are appropriate for varying percentages of quality within a given Source.

TWJQ\_UNKNOWN is a read-only value (MSG\_GET or MSG\_GETCURRENT), the Application cannot set the Source to this value. This value is reported if the Application uses DAT\_JPEGCOMPRESSION to select the quantization tables, and the Source is unable to resolve those tables to a percentage value.

The next three TWJQ\_ values are intended as markers into the quality range, and are only applicable with MSG\_SET.

MSG\_GET, MSG\_GETCURRENT and MSG\_GETDEFAULT only return values in the range 0 – 100. If an Application wishes to map a TWJQ\_ value to a corresponding value in the range 0 – 100, then it must issue a MSG\_GET after a MSG\_SET with one of the three TWJQ\_ values.

No assumption is made about the meaning of the range 0 – 99, it may be derived from the JPEG standard or it may be optimized for the Source’s device. 100, though, implies a lossless form of compression. Applications are not encouraged to use this value since it results in poor compression, as well as a format that is not currently widely supported in the industry.

TWJQ\_UNKNOWN – read-only; must be the setting for this capability if the user sets the JPEG compression tables using DAT\_JPEGCOMPRESSION, and the Source is not able to map the selected tables to a specific percentage of quality.

TWJQ\_LOW – write-only; implies low quality; the images are at the maximum compression recommended by the Source.

TWJQ\_MEDIUM – write-only; implies medium quality; the images are at the balance point between good compression and good images. This is an arbitrary setting on the part of the Source writer that is expected to best represent their device. This is the value that Applications are most encouraged to use.

TWJQ\_HIGH – write-only; implies high quality; the images display the maximum quality that produces any kind of meaningful compression. Note that images at this setting are still considered to be lossy.

**Values**

**Type:** TW\_INT16

**Value after MSG\_OPENDS:** (may be remembered from a previous session)

**After MSG\_RESET/MSG\_RESETALL:** (selected by the data source writer)

|  |  |  |  |
| --- | --- | --- | --- |
| **Allowed Values:**  **Containers** | | TWJQ\_UNKNOWN  TWJQ\_LOW  TWJQ\_MEDIUM  TWJQ\_HIGH  0 - 100 | |
| **MSG\_GET** | | TW\_ONEVALUE  TW\_RANGE  TW\_ENUMERATION | |
| **MSG\_GETCURRENT** | | TW\_ONEVALUE | |
| **MSG\_GETDEFAULT** | | TW\_ONEVALUE | |
| **MSG\_SET** | | TW\_ONEVALUE | |
| **MSG\_SETCONSTRAINT** | | TW\_ONEVALUE  TW\_RANGE  TW\_ENUMERATION | |
| **MSG\_RESET** | | TW\_ONEVALUE | |
| **MSG\_QUERYSUPPORT**  **Required By** | | TW\_ONEVALUE | |

When the ICAP\_COMPRESSION value is TWCP\_JPEG.

**TWAIN Version Introduced** Version 1.9

**See Also** Best Practices

ICAP\_COMPRESSION

ICAP\_JPEGSUBSAMPLING

DG\_IMAGE / DAT\_JPEGCOMPRESSION / MSG\_GET

DG\_IMAGE / DAT\_JPEGCOMPRESSION / MSG\_GETDEFAULT

DG\_IMAGE / DAT\_JPEGCOMPRESSION / MSG\_RESET

DG\_IMAGE / DAT\_JPEGCOMPRESSION / MSG\_SET

##### ICAP\_JPEGSUBSAMPLING

**Description**

Use this capability and ICAP\_JPEGQUALITY as a shortcut to select JPEG quantization. Used in concert with DAT\_JPEGCOMPRSSION it is possible for an Application to obtain the tables that are appropriate for varying percentages of quality within a given Source. It has meaning for color images only.

**Source**

If requested image is bitonal or grayscale, return TWRC\_FAILURE / TWCC\_CAPSEQERROR. If not supported, return TWRC\_FAILURE / TWCC\_CAPUNSUPPORTED. **Values**

**Type:** TW\_UINT16

**Value after MSG\_OPENDS:** (may be remembered from a previous session)

**After MSG\_RESET/MSG\_RESETALL:** (selected by the data source writer)

|  |  |
| --- | --- |
| **Allowed Values:**  **Containers** | TWJS\_444YCBCR  TWJS\_444RGB  TWJS\_422  TWJS\_421  TWJS\_411  TWJS\_420  TWJS\_410  TWJS\_311 |
| **MSG\_GET** | TW\_ENUMERATION |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |
| **MSG\_SET** | TW\_ONEVALUE |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE  TW\_ENUMERATION |
| **MSG\_RESET** | TW\_ONEVALUE |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |

**Required By**

None

**TWAIN Version Introduced**

Version 2.2

**See Also**

Best Practices

ICAP\_COMPRESSION

ICAP\_JPEGQUALITY

DG\_IMAGE / DAT\_JPEGCOMPRESSION / MSG\_GET

DG\_IMAGE / DAT\_JPEGCOMPRESSION / MSG\_GETDEFAULT

DG\_IMAGE / DAT\_JPEGCOMPRESSION / MSG\_RESET

DG\_IMAGE / DAT\_JPEGCOMPRESSION / MSG\_SET

##### ICAP\_LAMPSTATE

**Description**

TRUE means the lamp is currently, or should be set to ON. Sources may not support MSG\_SET operations.

**Source**

If not supported, return TWRC\_FAILURE / TWCC\_CAPUNSUPPORTED.

**Values**

**Type:** TW\_BOOL

**Value after MSG\_OPENDS:** (may be remembered from a previous session)

**After MSG\_RESET/MSG\_RESETALL:** (selected by the data source writer)

|  |  |  |
| --- | --- | --- |
| **Allowed Values:**  **Containers** | TRUE or FALSE | |
| **MSG\_GET** | TW\_ONEVALUE |  |
|  | TW\_ENUMERATION | **// 2.0 and higher** |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |  |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |  |
| **MSG\_SET** | TW\_ONEVALUE |  |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE  TW\_ENUMERATION |  |
| **MSG\_RESET** | TW\_ONEVALUE |  |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |  |

**Required By**

None

**TWAIN Version Introduced** Version 1.0

**See Also**

Best Practices

ICAP\_EXPOSURETIME

ICAP\_FLASHUSED2

ICAP\_LIGHTPATH

ICAP\_LIGHTSOURCE

##### ICAP\_LIGHTPATH

**Description**

Describes whether the image was captured transmissively or reflectively.

**Source**

If not supported, return TWRC\_FAILURE / TWCC\_CAPUNSUPPORTED.

**Values**

**Type:** TW\_UINT16

**Value after MSG\_OPENDS:** (may be remembered from a previous session)

**After MSG\_RESET/MSG\_RESETALL:** (selected by the data source writer)

|  |  |
| --- | --- |
| **Allowed Values:**  **Containers** | TWLP\_REFLECTIVE  TWLP\_TRANSMISSIVE |
| **MSG\_GET** | TW\_ONEVALUE  TW\_ENUMERATION |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |
| **MSG\_SET** | TW\_ONEVALUE |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE  TW\_ENUMERATION |
| **MSG\_RESET** | TW\_ONEVALUE |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |

**Required By**

None

**TWAIN Version Introduced** Version 1.0

**See Also**

Best Practices

ICAP\_EXPOSURETIME

ICAP\_FILMTYPE

ICAP\_FLASHUSED2

ICAP\_LAMPSTATE

ICAP\_LIGHTSOURCE

##### ICAP\_LIGHTSOURCE

**Description**

Describes the general color characteristic of the light source used to acquire the image.

**Source**

If not supported, return TWRC\_FAILURE / TWCC\_CAPUNSUPPORTED.

**Values**

**Type:** TW\_UINT16

**Value after MSG\_OPENDS:** (may be remembered from a previous session)

**After MSG\_RESET/MSG\_RESETALL:** (selected by the data source writer)

|  |  |
| --- | --- |
| **Allowed Values:**  **Containers** | TWLS\_RED  TWLS\_GREEN  TWLS\_BLUE  TWLS\_NONE  TWLS\_WHITE  TWLS\_UV  TWLS\_IR |
| **MSG\_GET** | TW\_ONEVALUE  TW\_ENUMERATION |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |
| **MSG\_SET** | TW\_ONEVALUE |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE  TW\_ENUMERATION |
| **MSG\_RESET** | TW\_ONEVALUE |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |

**Required By**

None

**TWAIN Version Introduced** Version 1.0

**See Also**

Best Practices

ICAP\_EXPOSURETIME ICAP\_FLASHUSED2

ICAP\_LAMPSTATE

ICAP\_LIGHTPATH

##### ICAP\_MAXFRAMES

**Description**

The maximum number of frames the Source can provide or the application can accept per page.

This is a bounding capability only. It does not establish current or future behavior.

**Source**

If not supported, return TWRC\_FAILURE / TWCC\_CAPUNSUPPORTED.

**Values**

**Type:** TW\_UINT16

**Value after MSG\_OPENDS:** (may be remembered from a previous session)

**After MSG\_RESET/MSG\_RESETALL:** (selected by the data source writer)

|  |  |  |
| --- | --- | --- |
| **Allowed Values:**  **Containers** | 1 to 216 |  |
| **MSG\_GET** | TW\_ONEVALUE |  |
|  | TW\_RANGE | **// 2.3 and higher** |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |  |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |  |
| **MSG\_SET** | TW\_ONEVALUE |  |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE |  |
| **MSG\_RESET** | TW\_ONEVALUE |  |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |  |

**Required By**

None

**TWAIN Version Introduced** Version 1.0

**See Also**

Best Practices

ICAP\_FRAMES

TW\_IMAGELAYOUT

##### ICAP\_MINIMUMHEIGHT

**Description**

Allows the source to define the minimum height (Y-axis) that the source can acquire.

This is a read only capability.

**Source**

The minimum height that the device can scan. This may be different depending on the value of CAP\_FEEDERENABLED.

**Values**

|  |  |
| --- | --- |
| **Type:** | TW\_FIX32 |
| **Allowed Values:**  **Containers** | 0 to 32767 in ICAP\_UNITS |
| **MSG\_GET** | TW\_ONEVALUE |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |
| **MSG\_SET** | Not Allowed |
| **MSG\_SETCONSTRAINT** | Not Allowed |
| **MSG\_RESET** | Not Allowed |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |

**Required By**

None

**TWAIN Version Introduced** Version 1.7

**See Also**

Best Practices

CAP\_FEEDERENABLED

ICAP\_PHYSICALHEIGHT

ICAP\_UNITS

##### ICAP\_MINIMUMWIDTH

**Description**

Allows the source to define the minimum width (X-axis) that the source can acquire.

This is a read only capability.

**Source**

The minimum width that the device can scan. This may be different depending on the value of CAP\_FEEDERENABLED.

**Values**

|  |  |
| --- | --- |
| **Type:** | TW\_FIX32 |
| **Allowed Values:**  **Containers** | 0 to 32767 in ICAP\_UNITS |
| **MSG\_GET** | TW\_ONEVALUE |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |
| **MSG\_SET** | Not Allowed |
| **MSG\_SETCONSTRAINT** | Not Allowed |
| **MSG\_RESET** | Not Allowed |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |

**Required By**

None

**TWAIN Version Introduced** Version 1.7

**See Also**

Best Practices

CAP\_FEEDERENABLED

ICAP\_PHYSICALWIDTH

ICAP\_UNITS

##### ICAP\_MIRROR

**Description**

How the Source can/should mirror the scanned image data prior to transfer. Operation is performed in conjunction with ICAP\_ORIENTATION and ICAP\_ROTATION.

**Source**

If not supported, return TWRC\_FAILURE / TWCC\_CAPUNSUPPORTED.

Recommend order - Mirror then Rotation.

**Values**

**Type:** TW\_UINT16

**Value after MSG\_OPENDS:** (may be remembered from a previous session) **After MSG\_RESET/MSG\_RESETALL:** TWMR\_NONE

|  |  |
| --- | --- |
| **Allowed Values:**  **Containers** | TWMR\_NONE  TWMR\_VERTICAL  TWMR\_HORIZONTAL |
| **MSG\_GET** | TW\_ENUMERATION |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |
| **MSG\_SET** | TW\_ONEVALUE |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE  TW\_ENUMERATION |
| **MSG\_RESET** | TW\_ONEVALUE |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |

**Required By**

None

**TWAIN Version Introduced** Version 2.2

**See Also**

Best Practices

ICAP\_ORIENTATION

ICAP\_ROTATION

##### ICAP\_NOISEFILTER

**Description**

For devices that support noise filtering. This capability selects the algorithm used to remove noise.

**Values**

**Type:** TW\_UINT16

**Value after MSG\_OPENDS:** (may be remembered from a previous session)

**After MSG\_RESET/MSG\_RESETALL:** (selected by the data source writer)

|  |  |
| --- | --- |
| **Allowed Values:**  **Containers** | TWNF\_NONE  TWNF\_AUTO  TWNF\_LONEPIXEL  TWNF\_MAJORITYRULE |
| **MSG\_GET** | TW\_ONEVALUE  TW\_ENUMERATION |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |
| **MSG\_SET** | TW\_ONEVALUE |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE  TW\_ENUMERATION |
| **MSG\_RESET** | TW\_ONEVALUE |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |

**Required By**

None

**TWAIN Version Introduced** Version 1.8

**See Also**

Best Practices

##### ICAP\_ORIENTATION

**Description**

Defines which edge of the “paper” the image’s “top” is aligned with. This information is used to adjust the frames to match the scanning orientation of the paper. For instance, if an

ICAP\_SUPPORTEDSIZE of TWSS\_ISOA4 has been negotiated, and ICAP\_ORIENTATION is set to TWOR\_LANDSCAPE, then the Source must rotate the frame it downloads to the scanner to reflect the orientation of the paper.

* ICAP\_ORIENTATION affects the values reported by ICAP\_FRAMES when using ICAP\_SUPPORTEDSIZES.
* ICAP\_ORIENTATION is ignored when set using ICAP\_FRAMES or DAT\_IMAGELAYOUT.

The upper-left of the image is defined as the location where both the primary and secondary scans originate. (The X axis is the primary scan direction and the Y axis is the secondary scan direction.) For a flatbed scanner, the light bar moves in the secondary scan direction. For a handheld scanner, the scanner is drug in the secondary scan direction. For a digital camera, the secondary direction is the vertical axis when the viewed image is considered upright.

**Application**

If one pivots the image about its center, then orienting the image in TWOR\_LANDSCAPE has the effect of rotating the original image 90 degrees to the “left.” TWOR\_PORTRAIT mode does not rotate the image. The image may be oriented along any of the four axes located 90 degrees from the unrotated image. Note that:

TWOR\_ROT0 == TWOR\_PORTRAIT and TWOR\_ROT270 == TWOR\_LANDSCAPE.

**Source**

The Source is responsible for rotating the image if it allows this capability to be set.

If not supported, return TWRC\_FAILURE / TWCC\_CAPUNSUPPORTED.

**Values**

**Type:** TW\_UINT16

**Value after MSG\_OPENDS:** (may be remembered from a previous session)

**After MSG\_RESET/MSG\_RESETALL:** TWOR\_PORTRAIT

|  |  |  |
| --- | --- | --- |
| **Allowed Values:** | TWOR\_ROT0  TWOR\_ROT90  TWOR\_ROT180  TWOR\_ROT270 |  |
|  | TWOR\_PORTRAIT | (equals TWOR\_ROT0) |
| **Containers** | TWOR\_LANDSCAPE | (equals TWOR\_ROT270) |
| **MSG\_GET** | TW\_ONEVALUE  TW\_ENUMERATION |  |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |  |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |  |
| **MSG\_SET** | TW\_ONEVALUE |  |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE  TW\_ENUMERATION |  |

|  |  |
| --- | --- |
| **MSG\_RESET** | TW\_ONEVALUE |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |

**Required By**

None

**TWAIN Version Introduced** Version 1.0

**See Also** Best Practices

ICAP\_AUTOSIZE ICAP\_MIRROR

ICAP\_ROTATION

##### ICAP\_OVERSCAN

**Description**

Overscan is used to scan outside of the boundaries described by ICAP\_FRAMES, and is used to help acquire image data that may be lost because of skewing.

Consider the following:

Overscan

Frame

Paper

This is primarily of use for transport scanners which rely on edge detection to begin scanning. If overscan is supported, then the device is capable of scanning in the inter-document gap to get the skewed image information.

**Application**

Use this capability, if available, to help software processing images for deskew and border removal.

**Values**

**Type:** TW\_UINT16

**Value after MSG\_OPENDS:** (may be remembered from a previous session) **After MSG\_RESET/MSG\_RESETALL:** TWOV\_NONE

|  |  |
| --- | --- |
| **Allowed Values:**  **Containers** | TWOV\_NONE  TWOV\_AUTO  TWOV\_TOPBOTTOM  TWOV\_LEFTRIGHT  TWOV\_ALL |
| **MSG\_GET** | TW\_ONEVALUE  TW\_ENUMERATION |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |
| **MSG\_SET** | TW\_ONEVALUE |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE  TW\_ENUMERATION |
| **MSG\_RESET** | TW\_ONEVALUE |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |

**Required By**

None

**TWAIN Version Introduced**

Version 1.8

**See Also**

Best Practices

##### ICAP\_PATCHCODEDETECTIONENABLED

**Description**

Turns patch code detection on and off.

**Source**

Support this capability if the scanner supports any patch code recognition. If the device allows this feature to be turned off, then default to off. If the device does not support disabling this feature, report TRUE and disallow attempts to set FALSE.

**Values**

**Type:** TW\_BOOL

**Value after MSG\_OPENDS:** (may be remembered from a previous session)

**After MSG\_RESET/MSG\_RESETALL:** FALSE

|  |  |  |
| --- | --- | --- |
| **Allowed Values:**  **Containers** | TRUE or FALSE | |
| **MSG\_GET** | TW\_ONEVALUE |  |
|  | TW\_ENUMERATION | **// 2.0 and higher** |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |  |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |  |
| **MSG\_SET** | TW\_ONEVALUE |  |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE  TW\_ENUMERATION |  |
| **MSG\_RESET** | TW\_ONEVALUE |  |
| **MSG\_QUERYSUPPORT**  **Required By**  None  **TWAIN Version Introduced** Version 1.8  **See Also**  Best Practices | TW\_ONEVALUE |  |
| ICAP\_PATCHCODEMAXSEARCHPRIORITIES  ICAP\_PATCHCODESEARCHPRIORITIES  ICAP\_PATCHCODESEARCHMODE | | ICAP\_PATCHCODEMAXRETRIES  ICAP\_PATCHCODETIMEOUT  ICAP\_SUPPORTEDPATCHCODETYPES |

##### ICAP\_PATCHCODEMAXRETRIES

**Description**

Restricts the number of times a search will be retried if none are found on each page.

**Application**

Refine this capability to limit the number of times the patch code search algorithm is retried on a page that contains no patch codes.

**Source**

If supported, limit the number of retries the value specified.

**Values**

**Type:** TW\_UINT32

**Value after MSG\_OPENDS:** (may be remembered from a previous session)

**After MSG\_RESET/MSG\_RESETALL:** (selected by the data source writer)

|  |  |  |
| --- | --- | --- |
| **Allowed Values:**  **Containers** | 1 to 232 –1 | |
| **MSG\_GET** | TW\_ONEVALUE  TW\_RANGE  TW\_ENUMERATION |  |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |  |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |  |
| **MSG\_SET** | TW\_ONEVALUE |  |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE  TW\_RANGE  TW\_ENUMERATION |  |
| **MSG\_RESET** | TW\_ONEVALUE |  |
| **MSG\_QUERYSUPPORT**  **Required By**  None  **TWAIN Version Introduced** Version 1.8  **See Also**  Best Practices | TW\_ONEVALUE |  |
| ICAP\_PATCHCODEDETECTIONENABLED  ICAP\_SUPPORTEDPATCHCODETYPES  ICAP\_PATCHCODEMAXSEARCHPRIORITIES | | ICAP\_PATCHCODESEARCHPRIORITIES  ICAP\_PATCHCODESEARCHMODE ICAP\_PATCHCODETIMEOUT |

##### ICAP\_PATCHCODEMAXSEARCHPRIORITIES

**Description**

The maximum number of supported search priorities.

**Application**

Query this value to determine how many patch code detection priorities can be set. **Source**

Set this value to limit the number of priorities to speed the detection process.

If patch code searches can be prioritized, report the maximum number of priorities allowed for a search.

**Values**

**Type:** TW\_UINT32

**Value after MSG\_OPENDS:** (may be remembered from a previous session)

**After MSG\_RESET/MSG\_RESETALL:** (selected by the data source writer)

|  |  |  |
| --- | --- | --- |
| **Allowed Values:**  **Containers** | 1 to 232 –1 | |
| **MSG\_GET** | TW\_ONEVALUE  TW\_RANGE  TW\_ENUMERATION |  |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |  |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |  |
| **MSG\_SET** | TW\_ONEVALUE |  |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE  TW\_RANGE  TW\_ENUMERATION |  |
| **MSG\_RESET** | TW\_ONEVALUE |  |
| **MSG\_QUERYSUPPORT**  **Required By**  None  **TWAIN Version Introduced** Version 1.8  **See Also**  Best Practices | TW\_ONEVALUE |  |
| ICAP\_PATCHCODEDETECTIONENABLED ICAP\_SUPPORTEDPATCHCODETYPES  ICAP\_PATCHCODESEARCHPRIORITIES | | ICAP\_PATCHCODESEARCHMODE  ICAP\_PATCHCODEMAXRETRIES ICAP\_PATCHCODETIMEOUT |

##### ICAP\_PATCHCODESEARCHMODE

**Description**

Restricts patch code searching to certain orientations, or prioritizes one orientation over the other.

**Application**

Negotiate this capability if the orientation of patch codes is already known to the application. Refinement of this capability can speed the patch code search.

**Source**

If set then apply the specified refinements to future patch code searches.

**Values**

**Type:** TW\_UINT16

**Value after MSG\_OPENDS:** (may be remembered from a previous session)

**After MSG\_RESET/MSG\_RESETALL:** (selected by the data source writer)

|  |  |  |
| --- | --- | --- |
| **Allowed Values:**  **Containers** | TWBD\_HORZ  TWBD\_VERT  TWBD\_HORZVERT  TWBD\_VERTHORZ | |
| **MSG\_GET** | TW\_ONEVALUE  TW\_ENUMERATION |  |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |  |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |  |
| **MSG\_SET** | TW\_ONEVALUE |  |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE  TW\_ENUMERATION |  |
| **MSG\_RESET** | TW\_ONEVALUE |  |
| **MSG\_QUERYSUPPORT**  **Required By**  None  **TWAIN Version Introduced** Version 1.8  **See Also**  Best Practices | TW\_ONEVALUE |  |
| ICAP\_PATCHCODEDETECTIONENABLED ICAP\_SUPPORTEDPATCHCODETYPES  ICAP\_PATCHCODEMAXSEARCHPRIORITIES | | ICAP\_PATCHCODESEARCHPRIORITIES  ICAP\_PATCHCODEMAXRETRIES  ICAP\_PATCHCODETIMEOUT |

##### ICAP\_PATCHCODESEARCHPRIORITIES

**Description**

A prioritized list of patch code types dictating the order in which patch codes will be sought.

**Application**

Set this capability to specify the order and priority for patch code searching. Refining the priorities to only the patch code types of interest to the application can speed the search process.

**Source**

If this type of search refinement is supported, then report the current values.

If set, then limit future searches to the specified patch codes in the specified priority order.

**Values**

**Type:** TW\_UINT16

**Value after MSG\_OPENDS:** (may be remembered from a previous session)

**After MSG\_RESET/MSG\_RESETALL:** (selected by the data source writer)

|  |  |  |
| --- | --- | --- |
| **Allowed Values:**  **Containers** | TWPCH\_PATCH1  TWPCH\_PATCH2  TWPCH\_PATCH3  TWPCH\_PATCH4  TWPCH\_PATCH6  TWPCH\_PATCHT | |
| **MSG\_GET** | TW\_ARRAY |  |
| **MSG\_GETCURRENT** | TW\_ARRAY |  |
| **MSG\_GETDEFAULT** | TW\_ARRAY |  |
| **MSG\_SET** | TW\_ONEVALUE  TW\_ARRAY |  |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE  TW\_ARRAY |  |
| **MSG\_RESET** | TW\_ARRAY |  |
| **MSG\_SETCONSTRAINT** | TW\_ARRAY |  |
| **MSG\_QUERYSUPPORT**  **Required By**  None  **TWAIN Version Introduced**  Version 1.8  **See Also**  Best Practices | TW\_ONEVALUE |  |
| ICAP\_PATCHCODEDETECTIONENABLED ICAP\_SUPPORTEDPATCHCODETYPES  ICAP\_PATCHCODEMAXSEARCHPRIORITIES | | ICAP\_PATCHCODESEARCHMODE  ICAP\_PATCHCODEMAXRETRIES ICAP\_PATCHCODETIMEOUT |

##### ICAP\_PATCHCODETIMEOUT

**Description**

Restricts the total time spent on searching for a patch code on each page.

**Application**

Refine this value to tune the length of time the search algorithm is allowed to execute before giving up.

**Source**

If supported, limit the duration of a patch code search to the value specified.

**Values**

**Type:** TW\_UINT32

**Value after MSG\_OPENDS:** (may be remembered from a previous session)

**After MSG\_RESET/MSG\_RESETALL:** (selected by the data source writer)

|  |  |  |
| --- | --- | --- |
| **Allowed Values:**  **Containers** | 1 to 232 –1 | |
| **MSG\_GET** | TW\_ONEVALUE  TW\_RANGE  TW\_ENUMERATION |  |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |  |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |  |
| **MSG\_SET** | TW\_ONEVALUE |  |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE  TW\_RANGE  TW\_ENUMERATION |  |
| **MSG\_RESET** | TW\_ONEVALUE |  |
| **MSG\_QUERYSUPPORT**  **Required By**  None  **TWAIN Version Introduced** Version 1.8  **See Also**  Best Practices | TW\_ONEVALUE |  |
| ICAP\_PATCHCODEDETECTIONENABLED  ICAP\_SUPPORTEDPATCHCODETYPES  ICAP\_PATCHCODEMAXSEARCHPRIORITIES | | ICAP\_PATCHCODESEARCHPRIORITIES  ICAP\_PATCHCODESEARCHMODE  ICAP\_PATCHCODEMAXRETRIES |

##### ICAP\_PHYSICALHEIGHT

**Description**

The maximum physical height (Y-axis) the Source can acquire (measured in units of ICAP\_UNITS).

This is a read only capability.

**Source**

For a flatbed scanner, the height of the platen; for a handheld scanner or a sheet fed scanner, the maximum length of a scan.

For dimensionless devices, such as digital cameras, this ICAP is meaningless for all values of

ICAP\_UNITS other than TWUN\_PIXELS. If the device is dimensionless, the Source should return a value of zero if ICAP\_UNITS does not equal TWUN\_PIXELS. This tells the application to inquire with TWUN\_PIXELS.

**Note:** The physical acquired area may be different depending on the setting of

CAP\_FEEDERENABLED (if the Source has separate feeder and non-feeder acquire areas).

If not supported, return TWRC\_FAILURE / TWCC\_CAPUNSUPPORTED. **Values**

|  |  |
| --- | --- |
| **Type:** | TW\_FIX32 |
| **Allowed Values:**  **Containers** | 0 to 65535 in ICAP\_UNITS |
| **MSG\_GET** | TW\_ONEVALUE |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |
| **MSG\_SET** | Not Allowed |
| **MSG\_SETCONSTRAINT** | Not Allowed |
| **MSG\_RESET** | Not Allowed |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |

**Required By**

All Image Sources

**TWAIN Version Introduced** Version 1.0

**See Also**

Best Practices

CAP\_FEEDERENABLED

ICAP\_UNITS

##### ICAP\_PHYSICALWIDTH

**Description**

The maximum physical width (X-axis) the Source can acquire (measured in units of ICAP\_UNITS).

This is a read only capability.

**Source**

For a flatbed scanner, the width of the platen; for a handheld scanner or a sheet fed scanner, the maximum width of a scan.

For dimensionless devices, such as digital cameras, this ICAP is meaningless for all values of

ICAP\_UNITS other than TWUN\_PIXELS. If the device is dimensionless, the Source should return a value of zero if ICAP\_UNITS does not equal TWUN\_PIXELS. This tells the application to inquire with TWUN\_PIXELS. The Source should then reply with its X-axis pixel count.

**Note:**  The physical acquired area may be different depending on the setting of

CAP\_FEEDERENABLED (if the Source has separate feeder and non-feeder acquire areas).

If not supported, return TWRC\_FAILURE / TWCC\_CAPUNSUPPORTED. **Values**

|  |  |
| --- | --- |
| **Type:** | TW\_FIX32 |
| **Allowed Values:**  **Containers** | 0 to 65535 in ICAP\_UNITS |
| **MSG\_GET** | TW\_ONEVALUE |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |
| **MSG\_SET** | Not Allowed |
| **MSG\_SETCONSTRAINT** | Not Allowed |
| **MSG\_RESET** | Not Allowed |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |

**Required By**

All Image Sources

**TWAIN Version Introduced** Version 1.0

**See Also**

Best Practices

CAP\_FEEDERENABLED

ICAP\_UNITS

##### ICAP\_PIXELFLAVOR

**Description**

Sense of the pixel whose numeric value is zero (minimum data value). For example, consider a black and white image:

If ICAP\_PIXELTYPE is TWPT\_BW then If ICAP\_PIXELFLAVOR is TWPF\_CHOCOLATE then Black = 0

Else if ICAP\_PIXELFLAVOR is TWPF\_VANILLA then White = 0

**Application**

Sources may prefer a different value depending on ICAP\_PIXELTYPE. Set ICAP\_PIXELTYPE and do a MSG\_GETDEFAULT to determine the Source’s preferences.

**Source**

TWPF\_CHOCOLATE means this pixel represents the darkest data value that can be generated by the device (the darkest available optical value may measure greater than 0).

TWPF\_VANILLA means this pixel represents the lightest data value that can be generated by the device (the lightest available optical value may measure greater than 0).

**Values**

**Type:** TW\_UINT16

**Value after MSG\_OPENDS:** (may be remembered from a previous session)

**After MSG\_RESET/MSG\_RESETALL:** TWPF\_CHOCOLATE

|  |  |
| --- | --- |
| **Allowed Values:**  **Containers** | TWPF\_CHOCOLATE  TWPF\_VANILLA |
| **MSG\_GET** | TW\_ONEVALUE  TW\_ENUMERATION |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |
| **MSG\_SET** | TW\_ONEVALUE |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE  TW\_ENUMERATION |
| **MSG\_RESET** | TW\_ONEVALUE |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |

**Required By**

All Image Sources

**TWAIN Version Introduced**

Version 1.0

**See Also**

Best Practices

ICAP\_PIXELTYPE

##### ICAP\_PIXELFLAVORCODES

**Description**

Used only for CCITT data compression. Specifies whether the compressed codes’ pixel “sense” will be inverted from the Current value of ICAP\_PIXELFLAVOR prior to transfer.

**Source**

If not supported, return TWRC\_FAILURE / TWCC\_CAPUNSUPPORTED.

**Values**

**Type:** TW\_UINT16

**Value after MSG\_OPENDS:** (may be remembered from a previous session)

**After MSG\_RESET/MSG\_RESETALL:** TWPF\_CHOCOLATE

|  |  |
| --- | --- |
| **Allowed Values:**  **Containers** | TWPF\_CHOCOLATE  TWPF\_VANILLA |
| **MSG\_GET** | TW\_ONEVALUE  TW\_ENUMERATION |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |
| **MSG\_SET** | TW\_ONEVALUE |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE  TW\_ENUMERATION |
| **MSG\_RESET** | TW\_ONEVALUE |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |

**Required By**

None

**TWAIN Version Introduced** Version 1.0

**See Also**

Best Practices

ICAP\_COMPRESSION

##### ICAP\_PIXELTYPE

**Description**

The type of pixel data that a Source is capable of acquiring (for example, black and white, gray, RGB, etc.).

**Application**

* MSG\_GET returns a list of all pixel types available from the Source.
* MSG\_SET on a TW\_ENUMERATION structure requests that the Source restrict the available pixel types to the enumerated list.
* MSG\_SET on a TW\_ONEVALUE container specifies the only pixel type the application can accept.

If the application plans to transfer data through any mechanism other than Native and cannot handle all possible ICAP\_PIXELTYPEs, it *must* support negotiation of this ICAP.

**Source**

If not supported, return TWRC\_FAILURE / TWCC\_CAPUNSUPPORTED.

**Values**

**Type:** TW\_UINT16

**Value after MSG\_OPENDS:** (may be remembered from a previous session)

**After MSG\_RESET/MSG\_RESETALL:** (selected by the data source writer)

|  |  |
| --- | --- |
| **Allowed Values:**  **Containers** | TWPT\_BW  TWPT\_GRAY  TWPT\_RGB  TWPT\_PALETTE  TWPT\_CMY  TWPT\_CMYK TWPT\_YUV  TWPT\_YUVK  TWPT\_CIEXYZ  TWPT\_LAB  TWPT\_SRGB  TWPT\_SRGB64 TWPT\_BGR  TWPT\_CIELAB  TWPT\_CIELUV  TWPT\_YCBCR  TWPT\_INFRARED |
| **MSG\_GET** | TW\_ONEVALUE  TW\_ENUMERATION |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |
| **MSG\_SET** | TW\_ONEVALUE |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE  TW\_ENUMERATION |

|  |  |
| --- | --- |
| **MSG\_RESET** | TW\_ONEVALUE |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |

**Required By**

All Image Sources

**TWAIN Version Introduced** Version 1.0

**See Also** Best Practices

ICAP\_BITDEPTH

ICAP\_BITDEPTHREDUCTION

##### ICAP\_PLANARCHUNKY

**Description**

Allows the application and Source to identify which color data formats are available. There are two options, “planar” and “chunky.”

For example, planar RGB data is transferred with the entire red plane of data first, followed by the entire green plane, followed by the entire blue plane (typical for three-pass scanners). “Chunky” mode repetitively interlaces a pixel from each plane until all the data is transferred (R-G-B-R-GB…) (typical for one-pass scanners).

**Source**

If not supported, return TWRC\_FAILURE / TWCC\_CAPUNSUPPORTED.

**Values**

**Type:** TW\_UINT16

**Value after MSG\_OPENDS:** (may be remembered from a previous session)

**After MSG\_RESET/MSG\_RESETALL:** (selected by the data source writer)

|  |  |
| --- | --- |
| **Allowed Values:**  **Containers** | TWPC\_CHUNKY  TWPC\_PLANAR |
| **MSG\_GET** | TW\_ONEVALUE  TW\_ENUMERATION |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |
| **MSG\_SET** | TW\_ONEVALUE |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE  TW\_ENUMERATION |
| **MSG\_RESET** | TW\_ONEVALUE |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |

**Required By**

All Image Sources

**TWAIN Version Introduced** Version 1.0

**See Also**

Best Practices

TW\_IMAGEINFO.Planar

##### ICAP\_ROTATION

**Description**

How the Source can/should rotate the scanned image data prior to transfer. This doesn’t use ICAP\_UNITS. It is always measured in degrees. Any applied value is additive with any rotation specified in ICAP\_ORIENTATION.

**Source**

If not supported, return TWRC\_FAILURE / TWCC\_CAPUNSUPPORTED.

**Values**

**Type:** TW\_FIX32

**Value after MSG\_OPENDS:** (may be remembered from a previous session) **After MSG\_RESET/MSG\_RESETALL:** 0

|  |  |
| --- | --- |
| **Allowed Values:**  **Containers** | +/- 360 degrees |
| **MSG\_GET** | TW\_ONEVALUE  TW\_RANGE  TW\_ENUMERATION |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |
| **MSG\_SET** | TW\_ONEVALUE |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE  TW\_RANGE  TW\_ENUMERATION |
| **MSG\_RESET** | TW\_ONEVALUE |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |

**Required By**

None

**TWAIN Version Introduced** Version 1.0

**See Also**

Best Practices

ICAP\_ORIENTATION

ICAP\_AUTOSIZE ICAP\_MIRROR

##### ICAP\_SHADOW

**Description**

Specifies which value in an image should be interpreted as the darkest “shadow.” All values “darker” than this value will be clipped to this value.

**Application**

Whether darker values are smaller or larger can be determined by examining the Current value of ICAP\_PIXELFLAVOR.

**Source**

If more or less than 8 bits are used to describe the image, the actual data values should be normalized to fit within the 0-255 range. The normalization need not result in a homogeneous distribution if the original distribution was not homogeneous.

If not supported, return TWRC\_FAILURE / TWCC\_CAPUNSUPPORTED.

**Values**

**Type:** TW\_FIX32

**Value after MSG\_OPENDS:** (may be remembered from a previous session) **After MSG\_RESET/MSG\_RESETALL:** 0

|  |  |
| --- | --- |
| **Allowed Values:**  **Containers** | 0 to 255 |
| **MSG\_GET** | TW\_ONEVALUE  TW\_RANGE  TW\_ENUMERATION |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |
| **MSG\_SET** | TW\_ONEVALUE |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE  TW\_RANGE  TW\_ENUMERATION |
| **MSG\_RESET** | TW\_ONEVALUE |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |

**Required By**

None

**TWAIN Version Introduced** Version 1.0

**See Also**

Best Practices

ICAP\_PIXELFLAVOR

##### ICAP\_SUPPORTEDBARCODETYPES

**Description**

Provides a list of bar code types that can be detected by the current Data Source.

This is a read only capability.

**Application**

Query this capability to determine if the Data Source can detect bar codes that are appropriate to the particular application.

**Source**

If bar code detection is supported, report all the bar code types that can be detected.

**Values**

|  |  |
| --- | --- |
| **Type:** | TW\_UINT16 |
| **Allowed Values:**  **Containers** | TWBT\_2OF5DATALOGIC  TWBT\_2OF5IATA  TWBT\_2OF5INDUSTRIAL  TWBT\_2OF5INTERLEAVED  TWBT\_2OF5MATRIX  TWBT\_2OF5NONINTERLEAVED  TWBT\_3OF9  TWBT\_3OF9FULLASCII  TWBT\_CODABAR  TWBT\_CODABARWITHSTARTSTOP  TWBT\_CODE128  TWBT\_CODE93  TWBT\_EAN13  TWBT\_EAN8  TWBT\_MAXICODE  TWBT\_PDF417  TWBT\_POSTNET  TWBT\_QRCODE  TWBT\_UCC128  TWBT\_UPCA  TWBT\_UPCE |
| **MSG\_GET** | TW\_ARRAY |
| **MSG\_GETCURRENT** | TW\_ARRAY |
| **MSG\_GETDEFAULT** | TW\_ARRAY |
| **MSG\_SET** | Not Allowed |
| **MSG\_SETCONSTRAINT** | Not Allowed |
| **MSG\_RESET** | Not Allowed |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |

**Required By**

None

**TWAIN Version Introduced** Version 1.8

**See Also**

Best Practices

|  |  |
| --- | --- |
| ICAP\_BARCODEDETECTIONENABLED  ICAP\_SUPPORTEDPATCHCODETYPES  ICAP\_BARCODEMAXSEARCHPRIORITIES  ICAP\_BARCODESEARCHPRIORITIES | ICAP\_BARCODESEARCHMODE  ICAP\_BARCODEMAXRETRIES  ICAP\_BARCODETIMEOUT |

##### ICAP\_SUPPORTEDEXTIMAGEINFO

**Description**

Lists all of the information that the Source is capable of returning from a call to

DAT\_EXTIMAGEINFO.

This is a read only capability.

**Application**

This capability mirrors CAP\_SUPPORTEDCAPS. The array indicates all of the possible TWEI\_ values the Source is capable of returning. It does not guarantee that all of these values will be returned for every call to DAT\_EXTIMAGEINFO, because that depends on the negotiated capabilities and on what the device finds.

For instance, if the Source supports ICAP\_BARCODEDETECTIONENABLED, then it may report TWEI\_BARCODETEXT as part of this capability. However, if the image that was just captured has no barcode data, or if ICAP\_BARCODEDETECTIONENABLED was disabled, then the Source can return TWRC\_DATANOTAVAILABLE or TWRC\_INFONOTSUPPORTED for that TW\_INFO field, when the Application calls DAT\_EXTIMAGEINFO.

**Source**

The Source lists all of the TWEI\_ values it is capable of returning in a call to DAT\_EXTIMAGEINFO.

**Values**

|  |  |
| --- | --- |
| **Type:** | TW\_UINT16 |
| **Allowed Values:**  **Containers** | An array of TWEI\_\* values |
| **MSG\_GET** | TW\_ARRAY |
| **MSG\_GETCURRENT** | TW\_ARRAY |
| **MSG\_GETDEFAULT** | TW\_ARRAY |
| **MSG\_SET** | Not Allowed |
| **MSG\_SETCONSTRAINT** | Not Allowed |
| **MSG\_RESET** | Not Allowed |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |

**Required By**

None

**TWAIN Version Introduced** Version 2.1

**See Also**

Best Practices

ICAP\_EXTIMAGEINFO

DG\_IMAGE / DAT\_EXTIMAGEINFO / MSG\_GET

##### ICAP\_SUPPORTEDPATCHCODETYPES

**Description**

A list of patch code types that may be detected by the current Data Source.

This is a read only capability.

**Application**

Query this capability to determine if the Data Source can detect patch codes that are appropriate to the Application.

**Source**

If patch code detection is supported, report all the possible patch code types that might be detected.

**Values**

|  |  |  |
| --- | --- | --- |
| **Type:** | TW\_UINT16 |  |
| **Allowed Values:**  **Containers** | TWPCH\_PATCH1  TWPCH\_PATCH2  TWPCH\_PATCH3  TWPCH\_PATCH4  TWPCH\_PATCH6  TWPCH\_PATCHT |  |
| **MSG\_GET** | TW\_ARRAY |  |
| **MSG\_GETCURRENT** | TW\_ARRAY |  |
| **MSG\_GETDEFAULT** | TW\_ARRAY |  |
| **MSG\_SET** | Not Allowed |  |
| **MSG\_SETCONSTRAINT** | Not Allowed |  |
| **MSG\_RESET** | Not Allowed |  |
| **MSG\_QUERYSUPPORT**  **Required By**  None  **TWAIN Version Introduced**  Version 1.8  **See Also**  Best Practices | TW\_ONEVALUE |  |
| ICAP\_PATCHCODEDETECTIONENABLED  ICAP\_PATCHCODEMAXSEARCHPRIORITIES ICAP\_PATCHCODESEARCHPRIORITIES | | ICAP\_PATCHCODESEARCHMODE  ICAP\_PATCHCODEMAXRETRIES ICAP\_PATCHCODETIMEOUT |

##### ICAP\_SUPPORTEDSIZES

**Description**

For devices that support fixed frame sizes. Defined sizes match typical page sizes. This specifies the size(s) the Source can/should use to acquire image data.

**Note:** TWSS\_B has been removed from the specification.

**Source**

The frame size selected by using this capability should be reflected in the TW\_IMAGELAYOUT structure information.

If the Source cannot acquire the exact frame size specified by the application, it should provide the closest possible size (preferably acquiring an image that is larger than the requested frame in both axes).

For devices that support physical dimensions TWSS\_NONE indicates that the maximum image size supported by the device is to be used. Devices that do not support physical dimensions should not support this capability.

**Note:** TWSS\_MAXSIZE has been added to simplify negotiating for the entire acquisition area of a device, since TWSS\_NONE was overloaded to mean both “a custom frame” and “the maximum image size.”

**Values**

|  |  |
| --- | --- |
| **Type:** | TW\_UINT16 |
| **Value after MSG\_OPENDS:** | (may be remembered from a previous session) |
| **After MSG\_RESET/MSG\_RESETALL:** | (selected by the data source writer) |
| **Allowed Values:** | TWSS\_NONE TWSS\_USLEDGER  \*TWSS\_A4LETTER TWSS\_USEXECUTIVE  \*TWSS\_B5LETTER TWSS\_A3  TWSS\_USLETTER \*TWSS\_B3  TWSS\_USLEGAL TWSS\_A6  TWSS\_A5 TWSS\_C4  \*TWSS\_B4 TWSS\_C5  \*TWSS\_B6 TWSS\_C6 |

(\*) Constant should not be used in Sources or

Applications using TWAIN 1.8 or higher. For instance, use TWSS\_A4 instead of TWSS\_A4LETTER (note that the values are the same, the reason for the new constants is to improve naming clarification and consistency).

**// 1.8 Additions**

TWSS\_4A0 TWSS\_JISB1

TWSS\_2A0 TWSS\_JISB2

TWSS\_A0 TWSS\_JISB3

TWSS\_A1 TWSS\_JISB4

TWSS\_A2 WSS\_JISB5(TWSS\_B5LETTER)

|  |  |  |
| --- | --- | --- |
|  | TWSS\_A4(TWSS\_A4LETTER) TWSS\_JISB6 | |
| TWSS\_A7 | TWSS\_JISB7 |
|  | TWSS\_A8 | TWSS\_JISB8 |
|  | TWSS\_A9 | TWSS\_JISB9 |
|  | TWSS\_A10 | TWSS\_JISB10 |
|  | TWSS\_ISOB0 | TWSS\_C0 |
|  | TWSS\_ISOB1 | TWSS\_C1 |
|  | TWSS\_ISOB2 | TWSS\_C2 |
|  | TWSS\_ISOB3(TWSS\_B3) | TWSS\_C3 |
|  | TWSS\_ISOB4(TWSS\_B4) | TWSS\_C7 |
|  | TWSS\_ISOB5 | TWSS\_C8 |
|  | TWSS\_ISOB6(TWSS\_B6) | TWSS\_C9 |
|  | TWSS\_ISOB7 | TWSS\_C10 |
|  | TWSS\_ISOB8 | TWSS\_USSTATEMENT |
|  | TWSS\_ISOB9 | TWSS\_BUSINESSCARD |
| **Containers** | TWSS\_ISOB10  TWSS\_JISB0 | TWSS\_MAXSIZE |
| **MSG\_GET** | TW\_ONEVALUE  TW\_ENUMERATION |  |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |  |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |  |
| **MSG\_SET** | TW\_ONEVALUE |  |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE  TW\_ENUMERATION |  |
| **MSG\_RESET** | TW\_ONEVALUE |  |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |  |

**Required By**

All Image Sources that support fixed frame sizes.

**TWAIN Version Introduced** Version 1.0

**See Also**

Best Practices

ICAP\_FRAMES

ICAP\_AUTOSIZE

TW\_IMAGEINFO

TW\_IMAGELAYOUT

##### ICAP\_THRESHOLD

**Description**

Specifies the dividing line between black and white. This is the value the Source will use to threshold, if needed, when ICAP\_PIXELTYPE = TWPT\_BW.

The value is normalized so there are no units of measure associated with this ICAP.

**Application**

Application will typically set ICAP\_BITDEPTHREDUCTION to TWBR\_THRESHOLD to use this capability.

**Source**

Source should fit available values linearly into the defined range such that the lowest available value equals 0 and the highest equals 255.

If not supported, return TWRC\_FAILURE / TWCC\_CAPUNSUPPORTED.

**Values**

**Type:** TW\_FIX32

**Value after MSG\_OPENDS:** (may be remembered from a previous session)

**After MSG\_RESET/MSG\_RESETALL:** 128

|  |  |
| --- | --- |
| **Allowed Values:**  **Containers** | 0 to 255 |
| **MSG\_GET** | TW\_ONEVALUE  TW\_RANGE  TW\_ENUMERATION |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |
| **MSG\_SET** | TW\_ONEVALUE |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE  TW\_RANGE  TW\_ENUMERATION |
| **MSG\_RESET** | TW\_ONEVALUE |
| **MSG\_QUERYSUPPORT**  **Required By** | TW\_ONEVALUE |

When the ICAP\_BITDEPTHREDUCTION value is TWBR\_THRESHOLD.

**TWAIN Version Introduced** Version 1.0

**See Also**

Best Practices

ICAP\_BITDEPTHREDUCTION

##### ICAP\_TILES

**Description**

This is used with buffered memory transfers. If TRUE, Source can provide application with tiled image data.

**Application**

If set to TRUE, the application expects the Source to supply tiled data for the upcoming transfer(s). This persists until the application sets it to FALSE. If the application sets it to FALSE, Source will supply strip data.

**Source**

If Source can supply tiled data and application does not set this ICAP, Source may or may not supply tiled data at its discretion.

In State 6, ICAP\_TILES should reflect whether tiles or strips will be used in the upcoming transfer.

If not supported, return TWRC\_FAILURE / TWCC\_CAPUNSUPPORTED.

**Values**

**Type:** TW\_BOOL

**Value after MSG\_OPENDS:** FALSE

**After MSG\_RESET/MSG\_RESETALL:** FALSE

|  |  |  |
| --- | --- | --- |
| **Allowed Values:**  **Containers** | TRUE or FALSE | |
| **MSG\_GET** | TW\_ONEVALUE |  |
|  | TW\_ENUMERATION | **// 2.0 and higher** |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |  |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |  |
| **MSG\_SET** | TW\_ONEVALUE |  |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE  TW\_ENUMERATION |  |
| **MSG\_RESET** | TW\_ONEVALUE |  |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |  |

**Required By**

None

**TWAIN Version Introduced** Version 1.0

**See Also**

Best Practices

TW\_IMAGEMEMXFER

##### ICAP\_TIMEFILL

**Description**

Used only with CCITT data compression. Specifies the minimum number of words of compressed codes (compressed data) to be transmitted per line.

**Source**

If not supported, return TWRC\_FAILURE / TWCC\_CAPUNSUPPORTED.

**Values**

**Type:** TW\_UINT16

**Value after MSG\_OPENDS:** (may be remembered from a previous session) **After MSG\_RESET/MSG\_RESETALL:** 1

|  |  |
| --- | --- |
| **Allowed Values:**  **Containers** | 1 to 216 |
| **MSG\_GET** | TW\_ONEVALUE  TW\_RANGE |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |
| **MSG\_SET** | TW\_ONEVALUE |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE  TW\_RANGE |
| **MSG\_RESET** | TW\_ONEVALUE |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |

**Required By**

None

**TWAIN Version Introduced** Version 1.0

**See Also**

Best Practices

ICAP\_COMPRESSION

##### ICAP\_UNDEFINEDIMAGESIZE

**Description**

If TRUE the Source will issue a MSG\_XFERREADY before starting the scan.

**Note:** The Source may need to scan the image before initiating the transfer. This is the case if the scanned image is rotated or merged with another scanned image.

**Application**

Used by the application to notify the Source that the application accepts -1 as the image width or length in the TW\_IMAGEINFO structure.

**Source**

If not supported, return TWRC\_FAILURE / TWCC\_CAPUNSUPPORTED.

**Values**

**Type:** TW\_BOOL

**Value after MSG\_OPENDS:** FALSE

**After MSG\_RESET/MSG\_RESETALL:** FALSE

|  |  |  |
| --- | --- | --- |
| **Allowed Values:**  **Containers** | TRUE or FALSE | |
| **MSG\_GET** | TW\_ONEVALUE |  |
|  | TW\_ENUMERATION | **// 2.0 and higher** |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |  |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |  |
| **MSG\_SET** | TW\_ONEVALUE |  |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE  TW\_ENUMERATION |  |
| **MSG\_RESET** | TW\_ONEVALUE |  |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |  |

**Required By**

When the Source supports any one or more of the following:

* ICAP\_AUTOSIZE
* ICAP\_AUTOMATICBORDERDETECTION
* ICAP\_AUTOMATICLENGTHDETECTION
* ICAP\_AUTOMATICROTATE
* ICAP\_FLIPROTATION

**TWAIN Version Introduced** Version 1.6

**See Also**

Best Practices

TW\_IMAGEINFO

##### ICAP\_UNITS

**Description**

Unless a quantity is dimensionless or uses a specified unit of measure, ICAP\_UNITS determines the unit of measure for all quantities.

**Application**

Applications should be able to handle TWUN\_PIXELS if they want to support data transfers from “dimensionless” devices such as digital cameras.

**Source**

If not supported, return TWRC\_FAILURE / TWCC\_CAPUNSUPPORTED.

**Values**

**Type:** TW\_UINT16

**Value after MSG\_OPENDS:** TWUN\_INCHES

**After MSG\_RESET/MSG\_RESETALL:** TWUN\_INCHES

|  |  |  |
| --- | --- | --- |
| **Allowed Values:**  **Containers** | TWUN\_INCHES TWUN\_TWIPS  TWUN\_CENTIMETERS TWUN\_PIXELS | |
| TWUN\_PICAS  TWUN\_POINTS | TWUN\_MILLIMETERS |
| **MSG\_GET** | TW\_ONEVALUE  TW\_ENUMERATION |  |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |  |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |  |
| **MSG\_SET** | TW\_ONEVALUE |  |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE  TW\_ENUMERATION |  |
| **MSG\_RESET** | TW\_ONEVALUE |  |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |  |

**Required By**

All Image Sources

**TWAIN Version Introduced** Version 1.0

**See Also**

Best Practices

ICAP\_FRAMES

DG\_IMAGE / DAT\_IMAGELAYOUT / MSG\_GET

DG\_IMAGE / DAT\_IMAGELAYOUT / MSG\_GETDEFAULT

DG\_IMAGE / DAT\_IMAGELAYOUT / MSG\_RESET

DG\_IMAGE / DAT\_IMAGELAYOUT / MSG\_SET

##### ICAP\_XFERMECH

**Description**

Allows the application and Source to identify which transfer mechanisms the source supports.

**Application**

The current value of ICAP\_XFERMECH must match the data argument type when starting the transfer using the triplet: DG\_IMAGE / DAT\_IMAGExxxxXFER / MSG\_GET.

**Values**

**Type:** TW\_UINT16

**Value after MSG\_OPENDS:** TWSX\_NATIVE

**After MSG\_RESET/MSG\_RESETALL:** TWSX\_NATIVE

|  |  |
| --- | --- |
| **Allowed Values:**  **Containers** | TWSX\_NATIVE TWSX\_FILE  TWSX\_MEMORY  TWSX\_MEMFILE |
| **MSG\_GET** | TW\_ONEVALUE (permitted TWAIN 2.1 and earlier) TW\_ENUMERATION (required TWAIN 2.2 and later) |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |
| **MSG\_SET** | TW\_ONEVALUE |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE  TW\_ENUMERATION |
| **MSG\_RESET** | TW\_ONEVALUE |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |

**Required By**

All Image Sources

**TWAIN Version Introduced** Version 1.0

**See Also**

Best Practices

DG\_IMAGE / DAT\_IMAGEFILEXFER / MSG\_GET

DG\_IMAGE / DAT\_IMAGEMEMFILEXFER / MSG\_GET

DG\_IMAGE / DAT\_IMAGEMEMXFER / MSG\_GET

DG\_IMAGE / DAT\_IMAGENATIVEXFER / MSG\_GET

##### ICAP\_XNATIVERESOLUTION

**Description**

The native optical resolution along the X-axis of the device being controlled by the Source. Most devices will respond with a single value (TW\_ONEVALUE).

This is NOT a list of all resolutions that can be generated by the device. Rather, this is the resolution of the device’s optics. Measured in units of pixels per unit as defined by ICAP\_UNITS (pixels per TWUN\_PIXELS yields dimensionless data).

This is a read only capability.

**Source**

If not supported, return TWRC\_FAILURE / TWCC\_CAPUNSUPPORTED. **Values**

|  |  |
| --- | --- |
| **Type:** | TW\_FIX32 |
| **Allowed Values:**  **Containers** | >0 |
| **MSG\_GET** | TW\_ONEVALUE  TW\_ENUMERATION |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |
| **MSG\_SET** | Not Allowed |
| **MSG\_SETCONSTRAINT** | Not Allowed |
| **MSG\_RESET** | Not Allowed |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |

**Required By**

All 2.2 Scanner Sources

**TWAIN Version Introduced** Version 1.0

**See Also**

Best Practices

ICAP\_UNITS

ICAP\_XRESOLUTION

ICAP\_YNATIVERESOLUTION

##### ICAP\_XRESOLUTION

**Description**

All the X-axis resolutions the Source can provide.

Measured in units of pixels per unit as defined by ICAP\_UNITS (pixels per TWUN\_PIXELS yields dimensionless data). That is, when the units are TWUN\_PIXELS, both ICAP\_XRESOLUTION and ICAP\_YRESOLUTION shall report 1 pixel/pixel. Some data sources like to report the actual number of pixels that the device reports, but that response is more appropriate in ICAP\_PHYSICALHEIGHT and ICAP\_PHYSICALWIDTH.

**Application**

Setting this value will restrict the various resolutions that will be available to the user during acquisition.

Applications will want to ensure that the values set for this ICAP match those set for

ICAP\_YRESOLUTION.

**Source**

If not supported, return TWRC\_FAILURE / TWCC\_CAPUNSUPPORTED. **Values**

**Type:** TW\_FIX32

**Value after MSG\_OPENDS:** (may be remembered from a previous session)

**After MSG\_RESET/MSG\_RESETALL:** (selected by the data source writer)

|  |  |
| --- | --- |
| **Allowed Values:**  **Containers** | >0 |
| **MSG\_GET** | TW\_ONEVALUE  TW\_RANGE  TW\_ENUMERATION |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |
| **MSG\_SET** | TW\_ONEVALUE |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE  TW\_RANGE  TW\_ENUMERATION |
| **MSG\_RESET** | TW\_ONEVALUE |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |

**Required By**

All Image Sources

**TWAIN Version Introduced**

Version 1.0

**See Also**

Best Practices

ICAP\_UNITS ICAP\_XNATIVERESOLUTION ICAP\_YRESOLUTION

##### ICAP\_XSCALING

**Description**

All the X-axis scaling values available. A value of ‘1.0’ is equivalent to 100% scaling. Do not use values less than or equal to zero.

**Application**

Applications will want to ensure that the values set for this ICAP match those set for ICAP\_YSCALING. There are no units inherent with this data as it is normalized to 1.0 being “unscaled.”

**Source**

If not supported, return TWRC\_FAILURE / TWCC\_CAPUNSUPPORTED.

**Values**

**Type:** TW\_FIX32

**Value after MSG\_OPENDS:** (may be remembered from a previous session) **After MSG\_RESET/MSG\_RESETALL:** 1.0

|  |  |
| --- | --- |
| **Allowed Values:**  **Containers** | > 0 |
| **MSG\_GET** | TW\_ONEVALUE  TW\_RANGE  TW\_ENUMERATION |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |
| **MSG\_SET** | TW\_ONEVALUE |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE  TW\_RANGE  TW\_ENUMERATION |
| **MSG\_RESET** | TW\_ONEVALUE |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |

**Required By**

None

**TWAIN Version Introduced** Version 1.0

**See Also**

Best Practices

ICAP\_YSCALING

##### ICAP\_YNATIVERESOLUTION

**Description**

The native optical resolution along the Y-axis of the device being controlled by the Source.

Measured in units of pixels per unit as defined by ICAP\_UNITS (pixels per TWUN\_PIXELS yields dimensionless data).

This is a read only capability.

**Application**

Most devices will respond with a single value (TW\_ONEVALUE). This is NOT a list of all resolutions that can be generated by the device. Rather, this is the resolution of the device’s optics

**Source**

If not supported, return TWRC\_FAILURE / TWCC\_CAPUNSUPPORTED. **Values**

|  |  |
| --- | --- |
| **Type:** | TW\_FIX32 |
| **Allowed Values:**  **Containers** | > 0 |
| **MSG\_GET** | TW\_ONEVALUE  TW\_ENUMERATION |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |
| **MSG\_SET** | Not Allowed |
| **MSG\_SETCONSTRAINT** | Not Allowed |
| **MSG\_RESET** | Not Allowed |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |

**Required By**

All 2.2 Scanner Sources

**TWAIN Version Introduced** Version 1.0

**See Also**

Best Practices

ICAP\_UNITS

ICAP\_XNATIVERESOLUTION

ICAP\_YRESOLUTION

##### ICAP\_YRESOLUTION

**Description**

All the Y-axis resolutions the Source can provide.

Measured in units of pixels per unit as defined by ICAP\_UNITS (pixels per TWUN\_PIXELS yields dimensionless data). That is, when the units are TWUN\_PIXELS, both ICAP\_XRESOLUTION and ICAP\_YRESOLUTION shall report 1 pixel/pixel. Some data sources like to report the actual number of pixels that the device reports, but that response is more appropriate in ICAP\_PHYSICALHEIGHT and ICAP\_PHYSICALWIDTH.

**Application**

Setting this value will restrict the various resolutions that will be available to the user during acquisition.

Applications will want to ensure that the values set for this ICAP match those set for

ICAP\_XRESOLUTION.

**Source**

If not supported, return TWRC\_FAILURE / TWCC\_CAPUNSUPPORTED.

**Values**

**Type:** TW\_FIX32

**Value after MSG\_OPENDS:** (may be remembered from a previous session)

**After MSG\_RESET/MSG\_RESETALL:** (selected by the data source writer)

|  |  |
| --- | --- |
| **Allowed Values:**  **Containers** | > 0 |
| **MSG\_GET** | TW\_ONEVALUE  TW\_RANGE  TW\_ENUMERATION |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |
| **MSG\_SET** | TW\_ONEVALUE |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE TW\_RANGE  TW\_ENUMERATION |
| **MSG\_RESET** | TW\_ONEVALUE |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |

**Required By**

All Image Sources

**TWAIN Version Introduced**

Version 1.0

**See Also**

Best Practices

ICAP\_UNITS ICAP\_XRESOLUTION ICAP\_YNATIVERESOLUTION

##### ICAP\_YSCALING

**Description**

All the Y-axis scaling values available. A value of ‘1.0’ is equivalent to 100% scaling. Do not use values less than or equal to zero.

There are no units inherent with this data as it is normalized to 1.0 being “unscaled.”

**Application**

Applications will want to ensure that the values set for this ICAP match those set for

ICAP\_XSCALING.

**Source**

If not supported, return TWRC\_FAILURE / TWCC\_CAPUNSUPPORTED.

**Values**

**Type:** TW\_FIX32

**Value after MSG\_OPENDS:** (may be remembered from a previous session) **After MSG\_RESET/MSG\_RESETALL:** 1.0

|  |  |
| --- | --- |
| **Allowed Values:**  **Containers** | > 0 |
| **MSG\_GET** | TW\_ONEVALUE  TW\_RANGE  TW\_ENUMERATION |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |
| **MSG\_SET** | TW\_ONEVALUE |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE  TW\_RANGE  TW\_ENUMERATION |
| **MSG\_RESET** | TW\_ONEVALUE |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |

**Required By**

None

**TWAIN Version Introduced** Version 1.0

**See Also**

Best Practices

ICAP\_XSCALING

##### ICAP\_ZOOMFACTOR

**Description**

When used with MSG\_GET, return all camera supported lens zooming range.

**Application**

Use this capability with MSG\_SET to select one of the lens zooming value that the Source supports.

**Values**

**Type:** TW\_INT16

**Value after MSG\_OPENDS:** (may be remembered from a previous session) **After MSG\_RESET/MSG\_RESETALL:** 0

|  |  |
| --- | --- |
| **Allowed Values:**  **Containers** | Source dependent. |
| **MSG\_GET** | TW\_ONEVALUE  TW\_RANGE  TW\_ENUMERATION |
| **MSG\_GETCURRENT** | TW\_ONEVALUE |
| **MSG\_GETDEFAULT** | TW\_ONEVALUE |
| **MSG\_SET** | TW\_ONEVALUE |
| **MSG\_SETCONSTRAINT** | TW\_ONEVALUE  TW\_RANGE  TW\_ENUMERATION |
| **MSG\_RESET** | TW\_ONEVALUE |
| **MSG\_QUERYSUPPORT** | TW\_ONEVALUE |

**Required By**

None. Highly recommended for digital cameras that are equipped with zoom lenses.

**TWAIN Version Introduced** Version 1.8

**See Also**

Best Practices

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**Return Codes and Condition Codes**

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#### An Overview of Return Codes and Condition Codes

The TWAIN protocol defines no dynamic messaging system through which the application might determine, in real-time, what is happening in either the Source Manager or a Source. Neither does the protocol implement the native messaging systems built into the operating environments that TWAIN is defined to operate under (Microsoft Windows and Macintosh). This decision was made due to issues regarding platform specificity and higher-than-desired implementation costs.

Instead, for each call the application makes to DSM\_Entry( ), whether aimed at the Source

Manager or a Source, the Source Manager returns an appropriate Return Code (TWRC\_xxxx). The Return Code may have originated from the Source if that is where the original operation was destined.

To get more specific status information, the application can use the DG\_CONTROL / DAT\_STATUS / MSG\_GET operation to inquire the complimentary Condition Code (TWCC\_xxxx) from the Source Manager or Source (whichever one originated the Return Code).

The application should always check the Return Code. If the Return Code is TWRC\_FAILURE, it should also check the Condition Code. This is especially important during capability negotiation.

There are very few, if any, catastrophic error conditions for the application to worry about. Usually, the application will only have to “recover” from low memory errors caused from allocations in the Source. Most error conditions are handled by the Source Manager or, most typically, by the Source (often involving interaction with the user). If the Source fails in a way that is unrecoverable, it will ask to have its user interface disabled by sending the MSG\_CLOSEDSREQ to the application’s event loop.

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The following operations can only return TWRC\_SUCCESS or TWRC\_FAILURE / TWCC\_SEQERROR, if called in the wrong state. This is to avoid a situation where an Application is unable to shutdown a Source because of an error state, like the device being offline. The Source must comply with the request to change states.

DG\_CONTROL / DAT\_PENDINGXFERS / MSG\_ENDXFER

DG\_CONTROL / DAT\_PENDINGXFERS / MSG\_RESET

DG\_CONTROL / DAT\_USERINTERFACE / MSG\_DISABLEDS

DG\_CONTROL / DAT\_IDENTITY / MSG\_CLOSEDS

DG\_CONTROL / DAT\_IDENTITY / MSG\_CLOSEDSM

When an Application receives this condition code, it alerts the user (so they can exit, if they wish). While waiting for the user response the Application polls the value of CAP\_DEVICEONLINE. The device continues to be offline as long as this call returns TWCC\_SUCCESS, with a value of FALSE.

The state 3 operation DG\_CONTROL / DAT\_IDENTITY / MSG\_OPENDS is the only one capable of returning TWCC\_CHECKDEVICEONLINE. The Application cannot check CAP\_DEVICEONLINE (since that is a state 4 operation), however, it can retry the MSG\_OPENDS call, if it chooses.

#### Currently Defined Return Codes

|  |  |
| --- | --- |
| **Code** | **Description** |
| TWRC\_BUSY | Scanner busy, please retry your command again later. |
| TWRC\_CANCEL | Abort transfer or the Cancel button was pressed. |
| TWRC\_CHECKSTATUS | Partially successful operation; request further information. |
| TWRC\_DSEVENT | Event (or Windows message) belongs to this Source. |
| TWRC\_ENDOFLIST | No more Sources found after MSG\_GETNEXT. |
| TWRC\_FAILURE | Operation failed - get the Condition Code for more information. |
| TWRC\_NOTDSEVENT | Event (or Windows message) does not belong to this Source. |
| TWRC\_SCANNERLOCKED | Scanner is in use by another application, please retry your command again later. |
| TWRC\_SUCCESS | Operation was successful. |
| TWRC\_XFERDONE | All data has been transferred. |

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#### Currently Defined Condition Codes

The following are the currently defined condition codes:

|  |  |
| --- | --- |
| **Code** | **Description** |
| TWCC\_BADCAP\* | Capability not supported by Source or operation (get, set) is not supported on capability, or capability had dependencies on other capabilities and cannot be operated upon at this time  (Obsolete, see TWCC\_CAPUNSUPPORTED,  TWCC\_CAPBADOPERATION, and TWCC\_CAPSEQERROR). |
| TWCC\_BADDEST | Unknown destination in DSM\_Entry. |
| TWCC\_BADPROTOCOL | Unrecognized operation triplet. |
| TWCC\_BADVALUE | Data parameter out of supported range. |
| TWCC\_BUMMER | General failure. Unload Source immediately. |
| TWCC\_CAPBADOPERATION\* | Operation (i.e., Get or Set) not supported on capability. |
| TWCC\_CAPSEQERROR\* | Capability has dependencies on other capabilities and cannot be operated upon at this time. |
| TWCC\_CAPUNSUPPORTED\* | Capability not supported by Source. |
| TWCC\_CHECKDEVICEONLINE | Check the device status using CAP\_DEVICEONLINE, this condition code can be returned by any TWAIN operation in state 4 or higher, or from the state 3 DG\_CONTROL / DAT\_IDENTITY / MSG\_OPENDS. The state remains  unchanged. If in state 4 the Application can poll with CAP\_DEVICELINE until the value returns TRUE. |
| TWCC\_DAMAGEDCORNER | Operation failed because the document has a damaged corner. |
| TWCC\_DENIED | File System operation is denied (file is protected). |
| TWCC\_DOCTOODARK | Operation failed because the document is too dark. |
| TWCC\_DOCTOOLIGHT | Operation failed because the document is too light. |
| TWCC\_FILEEXISTS | Operation failed because file already exists. |
| TWCC\_FILENOTFOUND | File not found. |
| TWCC\_FOCUSERROR | Operation failed because of a focusing error during document capture. |
| TWCC\_INTERLOCK | Operation failed because the cover or door is open. |
| TWCC\_LOWMEMORY | Not enough memory to complete operation. |
| TWCC\_MAXCONNECTIONS | Source is connected to maximum supported number of applications. |
| TWCC\_NODS | Source Manager unable to find the specified Source. |

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|  |  |
| --- | --- |
| **Code** | **Description** |
| TWCC\_NOMEDIA | Source has nothing to capture for a transfer. Can be  returned by DG\_CONTROL / DAT\_USERINTERFACE / MSG\_ENABLEDS, by any of the DAT\_IMAGE\*XFER operations, by DAT\_IMAGEINFO or DAT\_EXTIMAGEINFO. |
| TWCC\_NOTEMPTY | Operation failed because directory is not empty. |
| TWCC\_OPERATIONERROR | Source or Source Manager reported an error to the user and handled the error; no application action required. |
| TWCC\_PAPERDOUBLEFEED | Transfer failed because of a feeder error, this can be returned by any of the DAT\_IMAGE\*XFER operations. When received the current TWAIN state remains unchanged. |
| TWCC\_PAPERJAM | Transfer failed because of a feeder error, this can be returned by any of the DAT\_IMAGE\*XFER operations. When received the current TWAIN state remains unchanged. |
| TWCC\_SEQERROR | Illegal operation for current Source Manager or Source state. |
| TWCC\_SUCCESS | Operation worked. |

\* TWCC\_BADCAP has been replaced with three new condition codes that more clearly specify the reason for a capability operation failure. For backwards compatibility applications should also accept TWCC\_BADCAP and treat it as a general capability operation failure. No 1.6 Image Data Sources should return this condition code, but use the new ones instead.

#### Custom Return and Condition Codes

Although probably not necessary or desirable, it is possible to create custom Return Codes and

Condition Codes. Refer to the TWAIN.H file for the value of TWRC\_CUSTOMBASE for custom Return Codes and TWCC\_CUSTOMBASE for custom Condition Codes. All custom values must be numerically greater than these base values. Remember that the consumer of these custom values will look in your TW\_IDENTITY.ProductName field to clarify what the identifier’s value means. There is no other protection against overlapping custom definitions.

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**12**

**Operating System Dependencies**

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This section describes the differences and requirements of developing TWAIN Applications and Sources on various operating systems. This section covers 32-bit and 64-bit Windows, Apple OS X version 10.2 and later, and Linux. Older operating systems are not described in this version of the specification. For older operating systems (16-bit Windows and Apple OS before version 10.2) please refer to version 1.9 of the Specification.

#### Developing for Windows

**Installation of the Data Source Manager**

All TWAIN 2.x Applications must use TWAINDSM.DLL. All TWAIN 2.x Sources must be prepared to work with either TWAINDSM.DLL or TWAIN\_32.DLL, which may still be used by older Applications.

Applications that wish to use access the Data Source Manager, must install it themselves. Please refer to the TWAIN website http://www.twain.org to obtain this file and for installation instructions. This DSM is fully backwards compatible with all versions of TWAIN. The Application Installer may include a Data Source Manager merge module: http://sourceforge.net/projects/twain-dsm/files/

The TWAIN DSM is a shared library named TWAINDSM.DLL. There is a 32-bit and a 64-bit version of this file. TWAINDSM.DLL is installed in the Windows System directory (normally C:\Windows\System32). If installing the 32-bit file on a 64-bit system, it needs to end up in the WOW64 System directory (normally C:\Windows\SysWow64). By including the TWAIN DSM merge module in the application installer, the DSM is installed in the correct location.

**Load the TWAIN Source Manager and get the DSM\_Entry**

This process takes a TWAIN application from State 1 to 2.

Load TWAINDSM.DLL using the LoadLibrary( ) routine.

Get the DSM\_Entry by using the GetProcAddress( ) call.

Applications must perform a dynamic run-time link to DSM\_Entry( ) by calling

LoadLibrary( ). If the Application has a dynamic link, however, it will be able to give users a meaningful error message, and perhaps continue with image acquisition facilities disabled.

After loading the DSM, the application must check LoadLibrary return code. If it is NULL, it means that the Source Manager has not been installed on the user’s machine and the application cannot provide any TWAIN services to the user. If DSM\_Entry returned by GetProcAddress( ) is NULL, the application must not attempt to call \*pDSM\_Entry as this would result in an Unrecoverable Application Error (UAE).

On Windows the official TWAINDSM.dll is signed. This digital signature can be verified to check if an official version is being used. See [http://twain-samples.svn.sourceforge.net.](http://twain-samples.svn.sourceforge.net/viewvc/twain-samples/trunk/TWAIN-Samples/Twain_App_sample01/src/VerifySignature.cpp?revision=16&view=markup)

**OpenDSM**

To Move from State 2 to State 3

The Application must provide a pointer to hWnd in pParent. It is strongly recommended that all TWAIN calls be made from a single thread.

**OpenDS**

To Move from State 3 to State 4

The Source Manager does a LoadLibrary( ) of the Source and passes the OpenDS triplet to the Source. When the Source Manager receives a success from a Source, it increases its internal counter for this application having the specified Source open.

**CloseDS**

To Move from State 4 to State 3

The Source Manager forwards this triplet to the Source. The Source *immediately* prepares to terminate execution. When the Source Manager receives a success from a Source, it decrements its internal counter to see whether this application still has the specified Source open. If not, the Source Manager removes it from memory (It does a FreeLibrary( ) of the Source).

**Unload DSM**

To Move from State 2 to State 1

Once the Source Manager has been closed, the application must unload the DLL from memory before continuing.

Use FreeLibrary(hDSMLib); where hDSMLib is the handle to the Source Manager DLL returned from the call to LoadLibrary( ) seen earlier (in the State 1 to 2 section).

**Function Declaration**

The keyword FAR is included in the entry point syntax for legacy reasons. It has no value for any supported operating system, and is defined as an empty value. See Twain.h for details.

**Memory Management in TWAIN**

When TWAIN 2.x Applications and Sources connect to TWAINDSM.DLL, they must use the memory functions supplied by the DSM.

When a TWAIN Source is connected to a legacy TWAIN 1.x DSM it must use these legacy WIN32 Global Memory functions:

GlobalAlloc, GlobalFree, GlobalLock, GlobalUnlock

**Using DAT\_CALLBACK and DAT\_NULL for Messages from the Source to the Application**

##### Sources

TWAIN sources use the DG\_CONTROL/DAT\_NULL to return events like MSG\_XFERREADY. If the callback pointer is supplied by the DSM, then the DS must use it. If not, it must use the Data Source Manager entry point DSM\_ENTRY. MSG\_INVOKECALLBACK was immediately deprecated for Windows and Linux Sources after implementing and should not be used.

**Alter the Application’s Message Loop**

Messages include activities such as key clicks, mouse events, periodic events, accelerators, etc. Every TWAIN-compliant application on Windows needs a message loop. These actions are called messages; however, this may be confusing as TWAIN uses the term “messages” to describe the third parameter of an operation triplet. Therefore, we will refer to these key clicks, etc. as events in this section generically. During a TWAIN session, the application opens one or more Sources. However, even if several Sources are open, the application should only have one Source enabled at any given time. That is the Source from which the user is attempting to acquire data.

Altering the message loop is required so that the source can respond to Windows messages.

##### Message Loop Modification - Passing messages

While a Source is enabled, all messages are sent to the application’s message loop. Some of the messages may belong to the application but others belong to the enabled Source. To ensure that the Source receives and processes its messages, the following changes are required: The application must send all Windows messages that it receives in its message loop to the Source, as long as the Source is enabled. The application uses:

DG\_CONTROL / DAT\_EVENT / MSG\_PROCESSEVENT

The TW\_EVENT data structure looks like this:

typedef struct {

TW\_MEMREF pEvent; /\* Windows pMSG \*/

TW\_UINT16 TWMessage; /\* TW message from Source to \*/

/\* the application \*/

} TW\_EVENT, FAR \*pTW\_EVENT;

The pEvent field points to the message structure.

The Source receives the message from the Source Manager and determines if the message belongs to it.

* If it does, the Source processes the message. It then sets the Return Code to TWRC\_DSEVENT to indicate it was a Source message. In addition, it should set the TWMessage field of the TW\_EVENT structure to MSG\_NULL.
* If it does not, the Source sets the Return Code to TWRC\_NOTDSEVENT, meaning it is not a Source message. In addition, it should set the TWMessage field of the TW\_EVENT structure to MSG\_NULL. The application receives this information from DSM\_Entry and should process the message in its message loop as normal.

**DAT\_EVENT Handling Errors**

One of the most common problems between a data source and application is the management of DG\_CONTROL / DAT\_EVENT / MSG\_PROCESSEVENT. The symptoms are not immediately obvious, so it is worth mentioning them to assist new developers in quickly identifying and solving the problem.

**Cannot use TAB or Keyboard Shortcuts to Navigate TWAIN Dialog**

The cause of this can be one of two things. Either the application is not forwarding all messages to

TWAIN through the DAT\_EVENT mechanism, or the data source is not properly processing the

DAT\_EVENT messages. (Windows: calling IsDialogMessage for each forwarded message with TWAIN Dialog handle.)

**TWAIN Dialog Box Combo Boxes cannot be opened / Edit boxes produce multiple chars per keystroke**

This case is caused by processing TWAIN Dialog Messages twice. Either the data source has not returned the proper return code in response to DAT\_EVENT calls (Windows: TWRC\_DSEVENT when IsDialogMessage returns TRUE), or the application is ignoring the return code.

**Problem seems erratic, keyboard shortcuts and Tab key work for Message Boxes, but not TWAIN Dialog**

This observation often further confuses the issue. In Windows, a standard Message box is Modal, and operates from a local message pump until the user closes it. All messages are properly dispatched to the message box since it does not rely on the application message pump. The TWAIN Dialog is slightly different since it is implemented Modeless. There is no easy way to duplicate Modal behavior for the TWAIN Dialog.

Refer to the function EnableDS( ), in the TWAIN application sample file **main.cpp** at [http://twain-samples.svn.sourceforge.net,](http://twain-samples.svn.sourceforge.net/viewvc/twain-samples/trunk/TWAIN-Samples/Twain_App_sample01/src/main.cpp?view=markup) to see an example of how to modify the message loop for Windows.

**The Structure of a Source**

The following sections describe the structure of a source

##### Implementation

The Source is implemented as a Dynamic Link Library (DLL). The DLL runs within the calling application’s heap, although DLLs may be able to allocate their own heap and stack space. There is only one copy of the DLL’s code and data loaded at run-time per application. For more information regarding DLLs please refer to Microsoft documents.

##### Naming and Location

The DLL’s file name must end with a .DS extension. The Source Manager recursively searches for your Source in the TWAIN sub-directory of the Windows directory. The name of the TWAIN directory is "twain\_32" for 32-bit Sources and "twain\_64" for 64-bit Sources (on 64-bit systems only). To reduce the chance for naming collisions, each Source should create a sub-directory beneath TWAIN giving it a name relevant to their product. The Source DLLs are placed there. Supporting files may be placed there as well, but since this is a system directory that may only be modifiable by a System Administrator, Sources must not write any information into this directory after installation.

##### Entry Points and Segment Attributes

Every Source is required to have an entry point called DS\_Entry (see Chapter 6, "Entry Points and Triplet Components") which must have the stdcall calling style.

##### General Notes

• **DllMain entry point** - This function is called by the loader when it loads or unloads a DLL.

See [http://www.microsoft.com](http://www.microsoft.com/whdc/driver/kernel/DLL_bestprac.mspx) for more details.

**Sources UI and Handling Windows Messages**

When a Source is enabled (i.e. States 5, 6, and 7), the application must pass all messages to the Source. Since the Source runs subservient to the application, this ensures that the Source will receive all messages for its window. The message will be passed in the TW\_EVENT data structure that is referenced by a DG\_CONTROL / DAT\_EVENT / MSG\_PROCESSEVENT command.

Routing all messages, to all connected Sources while they are enabled, places a burden on the application and creates a potential performance bottleneck. Therefore, the Source must process the incoming messages as quickly as possible. The Source should examine each incoming operation before doing anything else. Only one operation’s message field says MSG\_PROCESSEVENT so always look at the message field first. If it indicates MSG\_PROCESSEVENT then immediately determine if the message belongs to the Source:

**If it does**

Set the Return Code for the operation to TWRC\_DSEVENT

Set the TWMessage field to MSG\_NULL

Process the message

Return to the application

**Else**

Set the Return Code to TWRC\_NOTDSEVENT

Set the TWMessage field to MSG\_NULL Return to the application immediately

If the Source developer fails to process messages with this high priority, the user may see degraded performance whenever the Source is frontmost, which reflects poorly on the Source.

On Windows, the code fragment looks like the following:

TW\_UINT16 FAR PASCAL DS\_Entry(pTW\_IDENTITY pSrc,

TW\_UINT32 DG,

TW\_UINT16 DAT,

TW\_UINT16 MSG,

TW\_MEMREF pData)

{

TWMSG twMsg;

TW\_UINT16 twRc;

//Valid states 5 – 7 (or 4 – 7 if CAP\_DEVICEEVENTS has been

// negotiated to anything other than its default value of an

// empty TW\_ARRAY). As soon as the application has enabled the

// Source it must being sending the Source events. This allows

// the Source to receive events to update its user interface and

// to return messages to the application. The app sends down ALL

// message, the Source decides which ones apply to it. if (MSG == MSG\_PROCESSEVENT)

{ if (hImageDlg && IsDialogMessage(hImageDlg,

(LPMSG)(((pTW\_EVENT)pData)->pEvent)))

{ twRc = TWRC\_DSEVENT;

// The source should, for proper form, return a MSG\_NULL // for all Windows messages processed by the Data Source

((pTW\_EVENT)pData)->TWMessage = MSG\_NULL;

} else

{

// notify the application that the source did not

// consume this message

twRc = TWRC\_NOTDSEVENT;

((pTW\_EVENT)pData)->TWMessage = MSG\_NULL;

} } else

{

// This is a Twain message, process accordingly.

// The remainder of the Source’s code follows...

}

return twRc;

}

The Windows IsDialogMessage( ) call is used in this example. Sources can also use other Windows calls such as TranslateAccelerator( ) and TranslateMDISYSAccel( ).

If the Source has more than one window it has to check all of them and process the target one.

**Native Transfer Mode**

Every Source must support Native transfer mode. It is the default mode and is the easiest for an application to implement, however it is restrictive and the format is limited to the Device Independent Bitmap (DIB) when implementing on Windows.

Set pHandle pointing to a handle to a DIB in memory. The Source will allocate the image buffer and return the handle to the address specified.

Format the data block as a DIB. Use l DSM\_MemAllocate (or GlobalAlloc for 1.x or less DSM) The following assignment will work in Windows:

\*(TW\_HANDLE \*) pHandle = hDIB;

See the Windows SDK documentation under Structures: BIMAPINFO, BITMAPINFOHEADER, RGBQUAD.

See also “DIBs and their use” by Ron Gery, in the Microsoft Development Library (MSDN CD).

**Note:**

* Follow the BITMAPINFOHEADER with the color table if required
* Color table entries are RGBQUADs, which are stored in memory as BGR not RGB.
* For 24-bit color DIBs, the “pixels” are also stored in BGR order, not RGB.
* DIBs are stored ‘upside-down’ - the first pixel in the DIB is the lower-left corner of the image, and the last pixel is the upper-right corner.
* Pixels in 1, 4, and 8 bit DIBs are “always” color table indices, you must index through the color table to determine the color value of a pixel.
* Every scanline is DWORD-aligned. The scanline is buffered to alignment; the buffering is not necessarily 0.

Native Audio format is WAV handle

**File Transfer**

The TW\_SETUPFILEXFER pSetupFile->FileName = name of file must include the complete path and name pSetupFile->VRefNum = is not used

#### Developing for Mac

Mac OS X includes two high-level native development environments that you can use for your application’s graphical user interface: Carbon and Cocoa. These are full-featured development environments in their own right. You can write TWAIN applications and TWAIN Data Sources in either of these environments. Note that Carbon libraries are 32-bit only, use Cocoa for 64-bit Sources. (See [http://developer.apple.com)](http://developer.apple.com/mac/library/documentation/Carbon/Conceptual/Carbon64BitGuide/Introduction/Introduction.html). Only the Intel platform is supported, starting from OS X 10.6.

Because both Carbon and Cocoa change the event handling mechanism (no WaitNextEvent loops), these paragraphs update and extend the section of the previous specification that describes how to modify the application event loop to support TWAIN. Carbon and Cocoa-based Mac OS X TWAIN applications are required to supply an event handler callback function that the TWAIN DSM will call. Carbon applications using the Classic Event Manager (WaitNextEvent) should continue to route all events through the Data Source. However, Data Sources on Mac OS X can no longer use the Classic Event Manager.

**Installation of the Data Source Manager**

Apple provides /System/Library/Frameworks/TWAIN.framework for access to the 1.x Data Source Manager.

For Mac OS X version 10.2 and later, the Source Manager is installed automatically with the OS and developers should not install or modify TWAIN.framework.

The directory “TWAIN Data Sources” should be created in "/Library/Image Capture" if it does not exist. If you are a scanner vendor, install your scanner data sources into a subdirectory of "/ Library/Image Capture/TWAIN Data Sources" directory.

**Load the TWAIN Source Manager and get the DSM\_Entry** This process takes a TWAIN application from State 1 to 2.

Link against TWAIN.framework.

The Source Manager is a mach-o framework (TWAIN.framework).

When building your application, you should link against TWAIN.framework. There should be no

need to check for an existing Source Manager - beginning with Mac OS X 10.2, the TWAIN.framework is part of Mac OS X.

**OpenDSM**

To Move from State 2 to State 3

Application must set pParent to NULL

**OpenDS**

The Source Manager does a dsOpen( ) of the Source and sends an OpenDS triplet to the Source.

**CloseDS**

Closes the Source and removes it from memory by calling dsClose, following receipt of TWRC\_SUCCESS from the Source.

**Unload DSM**

To Move from State 2 to State 1 No action is necessary.

**Function Declaration**

The keyword FAR is included in the entry point syntax for legacy reasons. It has no value for any supported operating system, and is defined as an empty value. See Twain.h for details.

**Using DAT\_CALLBACK and DAT\_NULL for Messages from the Source to the Application**

##### Sources

TWAIN sources that do not detect DF\_DSM2 in TW\_IDENTITY.SupportedGroups must use DG\_CONTROL/DAT\_CALLBACK/MSG\_INVOKE\_CALLBACK to return events like MSG\_XFERREADY.READY.

**Memory Management in TWAIN**

When TWAIN Applications and Sources must use these memory functions:

Memory allocation - NewHandle

Memory free - DisposeHandle

Memory lock - dereference the handle

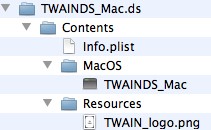
Memory unlock - is a no op

**The Structure of a Source**

The following sections describe the structure of a source

##### Implementation

A Source on a Macintosh is implemented as a bundle. The Source will not run standalone. A separate copy of the Source’s code in memory will be made for each application that opens the Source. The bundle must contain a Contents directory and, inside it, an Info.plist file. It is recommended that bundle contains universal 32/64 binary. Bundle structure is shown below:



See the sample DS - [http://twain-samples.svn.sourceforge.net](http://twain-samples.svn.sourceforge.net/viewvc/twain-samples/trunk/TWAIN-Samples/Twain_App_sample01/src/main.cpp?view=markup).

##### Naming and Location

The extension for a Source is ds. The Source Manager will search for bundles with this extension in the /Library/Image Capture/TWAIN Data Sources/ directory. It is recommended that each Source bundle contains any other files it may require.

##### Compatibility with Older Data Sources

Pre Mac OS X Data Sources are not compatible with the TWAIN implementation on Mac OS X.

**Sources and Handling Events**

Do not receive TW\_EVENTS from the DSM.

On Mac OS X, the Data source either uses Carbon or Cocoa.

* A Carbon based Data Source has to install Carbon Event Handler for all UI elements.
* A Cocoa Data Source gets the UI event handling for free.

**Implementing Modal and Modeless User Interfaces**

You cannot use the modal dialog creation call DialogBox( ) to create the Source’s user interface main window. To allow event processing by both the application and the Source, this call cannot be used. Modal user interfaces in Source are not inherently bad, however. If a modal user interface makes sense for your Source, use either the CreateDialog( ) or CreateWindow( ) call.

When sending MSG\_ENABLEDS set hParent to NULL.

##### Modal (App Modal)

It is recommended that the Source’s main user interface window be created with a modeless mechanism. Source writers can still decide to make their user interface behave modally if they choose. It is even appropriate for a very simple “click and go” interface to be implemented this way.

This is done by first specifying setting the ModalUI field to TRUE and second by enabling/ disabling the parent window during the MSG\_ENABLEDS / MSG\_DISABLEDS operations. Use EnableWindow(NULL, FALSE) to disable the window and EnableWindow(NULL, FALSE) to reenable it.

##### Modeless

If implementing a modeless user interface, set the ModalUI field to FALSE. Also, it is suggested that you call BringWindowToTop( ) whenever a second request is made by the same application or another application requesting access to a Source that supports multiple application connections.

**Implementing Modal and Modeless User Interfaces**

It is recommended that the Source’s main user interface window be created with a modeless mechanism. Source writers can still decide to make their user interface behave modally if they choose. It is even appropriate for a very simple “click and go” interface to be implemented this way.

**Native Transfer Mode**

Every Source must support Native transfer mode. It is the default mode and is the easiest for an application to implement, however it is restrictive and the format is limited to PICT when implementing on Macintosh.

The version of PICT to be transferred is the latest version available on the machine on which the application is running (usually PICT II for machines running 32-bit/color QuickDraw and PICT I for machines running black and white QuickDraw).

Set pHandle pointing to a handle to a Picture in memory. The Source will allocate the image buffer at the memory location referenced by the handle.

Format the data block as a PICT, preferably using standard system calls.

Native Audio format is audio handle

ICAP\_XNATIVERESOLUTION and ICAP\_YNATIVERESOLUTION are required for Mac

ImageCaputre to use TWAIN Data Source. These capabilities are not required by TWAIN.

**File Transfer**

The TW\_SETUPFILEXFER

pSetupFile->FileName = name of file must only pSetupFile->VRefNum = The volume reference and folder reference number.

#### Developing for Linux

**Installation of the Data Source Manager**

Please check the TWAIN website http://www.twain.org to see if a binary supplied for your distro is represented, and if not, please consider making a submission of one to the TWAIN Working Group.

The TWAIN DSM is a shared library named libtwaindsm.so. There is a 32-bit and a 64-bit version of this file. libtwaindsm.so location is: /usr/local/lib. For 32-bit DS running on 64-bit system it is: /usr/local/lib32

**Load the TWAIN Source Manager and get the DSM\_Entry**

This process takes a TWAIN application from State 1 to 2.

Load TWAINDSM.so using the dlopen( ) routine.

Get the DSM\_Entry by using the dlsym( ) call.

The Source Manager is a shared library.

**OpenDSM**

To Move from State 2 to State 3

Application must set pParent to NULL

**OpenDS**

The Source Manager does a dlopen( ) of the Source and sends an OpenDS triplet to the Source.

**CloseDS**

Checks its internal counter to see whether any other applications are accessing the specified Source. If so, the Source Manager takes no other action. If the closing application is the last to be accessing this Source, the Source Manager closes the Source (forwards this triplet to it) and removes it from memory, following receipt of TWRC\_SUCCESS from the Source.

Upon receiving the request from the Source Manager, the Source immediately prepares to terminate execution.

**Unload DSM**

To Move from State 2 to State 1

Once the Source Manager has been closed, the application must unload the SO from memory before continuing.

Use dlclose(hDSMLib); where hDSMLib is the pointer to the Source Manager SO returned from the call to dlopen( ) seen earlier (in the State 1 to 2 section).

**Memory Management in TWAIN**

All TWAIN Applications and Sources must use the memory functions supplied by the DSM.

**The Structure of a Source**

The following sections describe the structure of a source.

##### Implementation

A Source is implemented as a shared library. The Source will not run standalone. A separate copy of the Source’s code will be made for each application that opens the Source.

##### Naming and Location

The extension for a Source is ds. The Source Manager will search for a shared library with this extension in the /usr/local/lib/twain directory. For 32-bit DS running on 64-bit system it is: / usr/local/lib32/twain

It is recommended that each Source is placed in its own directory and any other files it may require placed with it.

**Implementing Modal and Modeless User Interfaces**

It is recommended that the Source’s main user interface window be created with a modeless mechanism. Source writers can still decide to make their user interface behave modally if they choose. It is even appropriate for a very simple “click and go” interface to be implemented this way.

**Native Transfer Mode**

Every Source must support Native transfer mode. It is the default mode and is the easiest for an application to implement, however it is restrictive and the format is limited to TIFF when implementing on Linux.

For Linux, the native format is a TIFF.

Set pHandle pointing to a TIFF file located in memory. The Source will allocate the image buffer and return the handle to the address specified.

Native Audio format is WAV

**File Transfer**

The TW\_SETUPFILEXFER pSetupFile->FileName = name of file must include the complete path and name pSetupFile->VRefNum = is not used

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**TWAIN Self-Certification Process for**

**Data Sources**

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The TWAIN self-certification system helps developers test their data source’s support of the basic interface described by the TWAIN Specification. Passing the test helps to confirm that the data source’s interface works as expected with applications, leading to a better user experience.

This document provides the Test Plan for TWAIN self-certification for data sources. It also describes how to submit a form affirming successful completion of the test to receive authorization to display the “TWAIN Certified” logo.

#### Overview

The TWAIN interface operates between an application and a data source. The nature of this interface is described by the TWAIN Specification.

Basic TWAIN self-certification exercises specific portions of the TWAIN interface and behavior of the TWAIN interface that all data sources are required to support. Passing these tests confirms that a data source correctly follows the TWAIN Specification, when responding to commands sent by an application, and that it does not crash or hang.

This is not a comprehensive test of the entire TWAIN interface. It focuses on enforcing basic “good behavior”. More stringent tests may be described in future.

The basic self-certification test is limited to the kinds of checks described in this document. Modifications may be made in association with new versions of the TWAIN Specification (for instance, the addition of a new mandatory feature). For this reason self-certification is always done in the context of a particular version of the TWAIN Specification (ex: 2.2).

TWAIN data sources with a protocol version of 1.9 or higher may be self-certified. The version of this document is a measure of the kinds of tests performed on the data source. Running the tests in this document does not certify a TWAIN 1.9 data source as TWAIN 2.2 compliant, rather the data source is self-certified as TWAIN 1.9 compliant using criteria described inside of the TWAIN 2.2 Specification.

TWAIN data sources that have been self-certified will work correctly with any compliant TWAIN Application reporting a TWAIN protocol version of 1.5 or higher.

TWAIN self-certification promotes the creation of 64-bit applications and data sources by requiring simultaneous submissions of native 32-bit and 64-bit data sources for Windows Vista or later, Macintosh OS X or Linux. A native 64-bit data source is one that interfaces with a native 64bit application. 64-bit applications cannot be run on 32-bit Systems. A 32-bit data source running in any kind of virtual or thunking environment on a 64-bit Operating System does not qualify as a native 64-bit data source.

TWAIN self-certification requires the presence of a TWAIN data source manager corresponding to the version of the TWAIN data source or higher. If one is not pre-installed on the operating system, then the TWAIN data source must install it.

Questions or comments regarding TWAIN self-certification should be referred to the TWAIN Forum www.twainforum.org.

#### Non-Goals of Basic TWAIN Self-Certification

This is a test of the operation of the interface; it does not test the internals of the data source.

This test is not designed to catch data errors (ex: bad pointers, data corruption, array out of bounds, etc) except in those instances where the error happens to cause the failure of some other test.

Negotiated settings are not confirmed in the meta-data or images they produce (ex: did changing ICAP\_BRIGHTNESS really result in a brighter or darker image, was the proper print string written on the document).

Constraints for TW\_ENUMERATION and TW\_RANGE are not tested (ex: limiting the

ICAP\_PIXELTYPE enumeration to just TWPT\_RGB, or limiting ICAP\_BRIGHTNESS to a range of 100 to 100).

Mandatory features for accessories are not tested (ex: there is no check to make sure that all of the barcode features are properly supported if any one barcode capability is detected).

#### Affirmation of Successful Completion of TWAIN SelfCertification

After TWAIN self-certification has been successfully completed the tester may submit an “Acknowledgement of Successful Completion of TWAIN Self-Certification” form to the TWAIN Working Group.

[This can be accomplished in more than one way. The preferred method is to access the TWAIN Working Group website (](http://www.twain.org/)www.twain.org), and access the section titled “Scanner Driver Developers.” Under there is the “Certify TWAIN Driver” link.

Alternatively, one can submit a notarized or a digitally signed form of the document

**This form includes the following information**

**Company**: The name of the company manufacturing the data source being self-certified, a division within that company may be optionally provided. The submitter may also opt to provide a URL to their company’s website which will link off of this name.

**Hardware**: The model name, model number and revision of the hardware used during selfcertification. This is marketing information identifying the device supported by this specific TWAIN data source. In most cases this information can be found printed somewhere on the device.

**TWAIN Data Source Identity**: Fields from the TWAIN data source’s TW\_IDENTITY structure, which indicate the manufacturer, family, product, and the version number, uniquely identify the data source to the application. The TW\_IDENTITY.ProductName should be unique by itself, since this is the only field displayed by the data source manager’s user select dialog on Windows.

**TWAIN Data Source Version**: The complete version of the TWAIN data source, matching the .DLL version on Windows, and the .so file name on Linux and Mac OS X, this version number matches the MajorNum and MinorNum fields from the data source’s TW\_IDENTITY.Version structure.

**Installation**: The name and the version of the installation media that includes this TWAIN data source provides information the user needs to install the self-certified TWAIN driver.

**Operating System**: The operating system’s name and revision (version number or service pack) that was used during self-certification.

**Processor**: The computer processor of the host machine used during self-certification, examples include: x86, x64, IA64. This should match the native processor supported by the TWAIN data source. For example, if the self-certification is performed for a 32-bit TWAIN data source on Windows XP or Linux without a 64-bit data source, then the x86 processor should be used.

**32-Bit / 64-Bit**: When performing the self-certification test on Windows Vista or later, or any version of Macintosh OS X, or Linux, the submitted form must indicate successful completion using both a native 32-bit and a native 64-bit data source.

**Email**: The name and email address of a contact. This is initially used to deliver the Logo, but it will also be used to help manage entries posted by the TWAIN Working Group.

**URL**: The URL to the Installer for the TWAIN data source is a convenience for users browsing the posted list of self-certified content. It is optional, but recommended.

**Self-Certification Method**: The submitter may specify the software used to perform selfcertification, when indicated this information is made available to users browsing the posted list of self-certified content.

It is expected that multiple versions of the same driver will be submitted over the life of the hardware product. Please be aware of the following:

**Email address**: The email address specifies the contact who receives the Logo for a successful submission. This same email address must be used when submitting a new instance of a previously submitted TWAIN data source, or when replacing an existing submission. Requests using other email addresses may not be recognized by the TWAIN Working Group.

**Signature**: There is no requirement for the same signature (notarized or digital) to be used from one submission to the next, but pairing the same signature with the same email address for all submissions for a given driver is appreciated.

**Hardware**: The model name and model number uniquely identifies the hardware supported by the TWAIN data source. Submissions of new TWAIN data sources for the same hardware must take care to make sure that this information is identical from one version to the next. If there is no exact match with an existing hardware entry, then the entire entry is treated as new.

**TWAIN Data Source Identity**: The following fields uniquely identify the TWAIN data source:

TW\_IDENTITY.Manufacturer, TW\_IDENTITY.ProductFamily and

TW\_IDENTITY.ProductName. When updating a previously existing self-certified TWAIN data source it is important to make sure this data is identical from one version to the next. If there is no exact match with an existing TWAIN data source, then the entire entry is treated as new.

**TWAIN Data Source Version**: Many vendors use a four field versioning system (ex: 1.2.0.1).

The first two fields must correspond to the TW\_IDENTITY.Info.Version.Major and TW\_IDENTITY.Info.Version.Minor fields. The last two fields vary among vendors, and are not described here. The value zero must be used for any unused field. If a submission has exactly the same email, hardware, data source and version information as a previous submission, it will replace its posting on the TWAIN Working Group website. If there is no exact match with an existing TWAIN data source, then the entire entry is treated as new.

**Operating System**: The operating system’s name and revision (version number or service pack) that was used during self-certification. If there is no exact match with an existing TWAIN data source, then the entire entry is treated as new.

The TWAIN Working Group makes no attempt to enforce continuity of versions. If the submission is correct, the version numbers may change in any way specified by the submitter.

Submission of the form qualifies the data source and its associated hardware to display the TWAIN Certified Logo. Submission information from the form is displayed on the TWAIN Working Group website (www.twain.org).

Contact information is required to deliver the Logo; this includes the name of a contact and an email address. This information will not be shared or made public. The form asks if the email address may be used to occasionally send information relating to TWAIN or the TWAIN Working Group.

The form must be either digitally signed or notarized. This identification is meant to guarantee that the document has not been modified since it was signed. The form includes an address where it can be mailed as a paper copy or emailed. The complete form is on the next two pages.

**Form**

**Affirmation of Successful Completion of TWAIN Self-Certification**

Compliance with TWAIN Versions 1.9 through 2.2 Page 1 of 2

Completion and submission of a digitally signed or notarized original of this statement to the

TWAIN Working Group authorizes the authorized representative or their company to display the TWAIN Certified Logo on the hardware, software and marketing materials of the TWAIN data source described below. All fields must be filled in, except where otherwise indicated.

The certification mark is intended for use by authorized entities or persons and is intended to certify that this software conforms to standards designated by the TWAIN Working Group. This document indicates compliance with the TWAIN Specification for version TWAIN 2.2 or earlier.

The following information will not be published or shared. The Logo will be sent to the email address.

Name of Contact: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Email Address: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

May the TWAIN Working Group send TWAIN information not related to this submissionto this email address? (circle one) [Yes] [No]

The following fields will be posted on the TWAIN Working Group website.

Company:

Division: (optional)

Company/Division URL: (optional) Hardware Model Name:

Hardware Model Number:

Hardware Model Revision: (optional) TW\_IDENTITY.Manufacturer:

TW\_IDENTITY.ProductFamily:

TW\_IDENTITY.ProductName:

|  |  |
| --- | --- |
| TW\_IDENTITY.Protocol: | \_\_\_\_\_\_. \_\_\_\_\_\_ |
| TWAIN Data Source Version:  Installer Version: | \_\_\_\_\_\_. \_\_\_\_\_\_ . \_\_\_\_\_\_ . \_\_\_\_\_\_ |
| URL to Data Source: (optional) Processor: | x86 \_\_\_ x64 \_\_\_ other \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |

Operating System/Revision:

Self-Certification Software: (optional)

May the TWAIN Working Group post the software used to self-certify? (circle one) [Yes] [No]

**Affirmation of Successful Completion of TWAIN Self-Certification**

Compliance with TWAIN Versions 1.9 through 2.2 Page 2 of 2

Please confirm that all tests described within the “TWAIN Self-Certification Process for Data Sources” document have been completely and successfully run (check all that apply).

32-bit 64-bit Test

TWAIN Standard Capability Tests

Vendor Custom Capability Tests

Status Return Tests

Stress Tests

Non-UI Image Transfer Tests

UI Image Transfer Tests

CAP\_XFERCOUNT

Version Tests

|  |
| --- |
| I attest under penalty of perjury to the fact that the information on this form is true and accurate.  Signature of Authorized Representative Date  Printed Name  Subscribed and duly sworn in my presence this \_\_\_\_\_\_ day of \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ 20\_\_\_.  Country of \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ State of \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  SS Notary Public Signature  My commission expires: |

Mail the Notarized Document to:

The TWAIN Working Group

7960 Soquel Drive B113 Aptos, Ca. 95003

- or -

Email the Digitally Signed Document to:

admin@twain.org

**Sample Form**

**Affirmation of Successful Completion of TWAIN Self-Certification**

Compliance with TWAIN Versions 1.9 through 2.2 Page 1 of 2

Completion and submission of a digitally signed or notarized original of this statement to the

TWAIN Working Group authorizes the authorized representative or their company to display the TWAIN Certified Logo on the hardware, software and marketing materials of the TWAIN data source described below. All fields must be filled in, except where otherwise indicated.

The certification mark is intended for use by authorized entities or persons and is intended to certify that this software conforms to standards designated by the TWAIN Working Group. This document indicates compliance with the TWAIN Specification for version TWAIN 2.2 or earlier.

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The following information will not be published or shared. The Logo will be sent to the email address.

Name of Contact: \_\_John Smith\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Email Address: \_\_twainselfcert@notarealcompany.com\_\_\_\_\_\_\_\_\_

May the TWAIN Working Group send TWAIN information not related to this submissionto this email address? (circle one) [Yes] [No]

The following fields will be posted on the TWAIN Working Group website.

Company: Not A Real Company

Division: (optional) Scanner Group

Company/Division URL: (optional) www.notarealcompany.com/scanners

Hardware Model Name: Business Scanner

Hardware Model Number: 123

Hardware Model Revision: (optional) 6.0

TW\_IDENTITY.Manufacturer: Not A Real Company

TW\_IDENTITY.ProductFamily: Business Scanner

TW\_IDENTITY.ProductName: Not A Real Scanner: 123 TW\_IDENTITY.Protocol: \_\_2\_\_\_. \_\_1\_\_\_

|  |  |
| --- | --- |
| TWAIN Data Source Version: | \_\_\_5\_\_\_. \_\_\_3\_\_\_ . \_\_\_0\_\_\_ . \_\_\_0\_\_\_ |
| Installer Version: | Not A Real Scanner: 123, CD v3.4.0.0 |
| URL to Data Source: (optional) Processor:  Operating System/Revision:  Self-Certification Software: (optional) | www.notarealcompany.com/scanners/123 x86 \_x\_ x64 \_x\_ other \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  Windows Vista / SP2  Inspector TWAIN 3.1.14 |

May the TWAIN Working Group post the software used to self-certify? (circle one) [Yes] [No]

**Affirmation of Successful Completion of TWAIN Self-Certification**

Compliance with TWAIN Versions 1.9 through 2.2 Page 2 of 2

Please confirm that all tests described within the “TWAIN Self-Certification Process for Data Sources” document have been completely and successfully run (check all that apply).

32-bit 64-bit Test

|  |  |  |
| --- | --- | --- |
| X |  | X |

TWAIN Standard Capability Tests

S

A

M

P

L

E

Mail the Notarized Document to:

X

X

Vendor Custom Capability Tests

Status Return Tests

X

X

X

Stress Tests

X

X

X

Non-UI Image Transfer Tests

X

X

UI Image Transfer Tests

CAP\_XFERCOUNT

X

X

X

Version Tests

X

I attest under penalty of perjury to the fact that the information on this form is true and accurate.

Signature of Authorized Representative

Date

Printed Name

Subscribed and duly sworn in my presence this \_\_\_\_\_\_ day of \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ 20\_\_\_.

Country of \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

State of \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

SS

Notary Public Signature

My commission expires:

The TWAIN Working Group

7960 Soquel Drive B113 Aptos, Ca. 95003

- or -

Email the Digitally Signed Document to:

admin@twain.org

#### TWAIN “Congratulations” Webpage

Applications that automate the TWAIN self-certification process are asked to use the

“Congratulations” web page to complete the process. Hard coding the “Affirmation of Successful Completion of TWAIN Self-Certification” may require updates to the application if the TWAIN Working Group changes the document. Use of the web page avoids this problem.

The URL of the web page is: http://www.twain.org/self\_certification\_congratulations.shtm

#### TWAIN Self-Certification Tests

The tests are broken down into the following groups:

**TWAIN Standard Capability Tests** Exercise DAT\_CAPABILITY operations for all standard TWAIN capabilities reported by CAP\_SUPPORTEDCAPS. Confirm use of containers and supported operations.

|  |  |
| --- | --- |
| **Vendor Custom Capability Tests** | Exercise DAT\_CAPABILITY operations for any vendor specific custom capabilities reported by CAP\_SUPPORTEDCAPS. |
| **Status Return Tests** | Confirm that the expected status return is reported by certain operations. |
| **Stress Tests** | Stress aspects of data sources that have been reported as common problems. |
| **Non-UI Image Transfer Tests** | Confirm that multiple MSG\_ENABLEDS and  MSG\_DISABLEDS calls can be made in the context of one MSG\_OPENDS / MSG\_CLOSEDS. This test focuses on image capture with no UI. |
| **UI Image Transfer Tests** | Confirm that multiple MSG\_ENABLEDS and  MSG\_DISABLEDS calls can be made in the context of one MSG\_OPENDS / MSG\_CLOSEDS. This test focuses on image capture with the UI. |
| **ICAP\_XFERMECH** | Test the ability of the data source to transfer the correct number of images based on the value of ICAP\_XFERMECH. |
| **Version Test** | Confirm that the data sources responds correctly to different TWAIN versions of data source manager and application. |

#### TWAIN Standard Capability Tests

**Purpose**

Exercise all of the TWAIN Standard capabilities exposed by CAP\_SUPPORTEDCAPS using the standard operations supported by DG\_CONTROL / DAT\_CAPABILITY.

Operations on capabilities (MSG\_\* values specified below) are assumed to be DG\_CONTROL / DAT\_CAPABILITY, unless otherwise stated.

**Pre-Test Procedure**

Open the data source manager. It is required that when opened the data source is in the state it would be in after being installed (e.g., no saved settings from previous sessions), to make the test more reproducible.

When performing this test on Windows Vista or later, Macintosh OS X or Linux it must be successfully completed using both a native 32-bit and a native 64-bit data source.

**Confirm Basic Negotiation with CAP\_SUPPORTEDCAPS**

Make sure that CAP\_SUPPORTEDCAPS is working properly. Perform basic checks on how well it supports negotiation.

1. **Action**: MSG\_GET CAP\_SUPPORTEDCAPS (get the list of capabilities to be tested)
   1. **Test**: If result is not TWRC\_SUCCESS, then end with error
   2. **Test**: If TW\_CAPABILITY.Cap is not CAP\_SUPPORTEDCAPS, then end with error
   3. **Test**: If TW\_CAPABILITY.ConType is not TWON\_ARRAY, then end with error
   4. **Test**: If TW\_CAPABILITY.hContainer is not a valid TW\_HANDLE value, then end with error
   5. **Test**: If TW\_ARRAY.ItemType is not TWTY\_UINT16, then end with error
   6. **Test**: If TW\_ARRAY.NumItems is equal to zero, then end with error
   7. **Action**: Confirm the presence of the following capabilities in TW\_ARRAY.ItemList
      1. **Test**: If CAP\_SUPPORTEDCAPS not found, then end with error
      2. **Test**: If ICAP\_PIXELTYPE not found, then end with error
      3. **Test**: If ICAP\_XFERMECH not found, then end with error

**Confirm Basic Negotiation with ICAP\_PIXELTYPE**

Make sure that ICAP\_PIXELTYPE is working properly. Perform basic checks on how well it supports negotiation.

1. **Action**: MSG\_GET ICAP\_PIXELTYPE
   1. **Test**: If result is not TWRC\_SUCCESS, then end with error
   2. **Test**: If TW\_CAPABILITY.Cap is not ICAP\_PIXELTYPE, then end with error
   3. **Test**: If TW\_CAPABILITY.ConType is not TWON\_ENUMERATION, then end with error
   4. **Test**: If TW\_CAPABILITY.hContainer is not a valid TW\_HANDLE value, then end with error
   5. **Test**: If TW\_ENUMERATION.ItemType is not TWTY\_UINT16, then end with error
   6. **Test**: If TW\_ENUMERATION.NumItems is equal to zero, then end with error

**Confirm Basic Negotiation with ICAP\_BITDEPTH**

Make sure that ICAP\_BITDEPTH is working properly, and doesn’t include invalid values for commonly used pixel types.Make sure that ICAP\_BITDEPTH is working properly, and doesn’t include invalid values for commonly used pixel types.

1. **Action**: MSG\_SET ICAP\_PIXELTYPE to TWPT\_BW
   1. **Test**: If result is not TWRC\_SUCCESS, then proceed to the TWPT\_GRAY test immediately below
   2. **Action**: MSG\_GET ICAP\_BITDEPTH
      1. **Test**: If TW\_CAPABILITY.ConType is not TWON\_ENUMERATION, then proceed to the TWPT\_RGB test below
      2. **Test**: If TW\_CAPABILITY.hContainer is not a valid TW\_HANDLE value, then end with error
      3. **Test**: If TW\_ENUMERATION.ItemType is not TWTY\_UINT16, then end with error
      4. **Test**: If the TW\_ENUMERATION.ItemList includes a value of 24, then end with error
2. **Action**: MSG\_SET ICAP\_PIXELTYPE to TWPT\_GRAY
   1. **Test**: If result is not TWRC\_SUCCESS, then proceed to the TWPT\_RGB test below
   2. **Action**: MSG\_GET ICAP\_BITDEPTH
      1. **Test**: If TW\_CAPABILITY.ConType is not TWON\_ENUMERATION, then proceed to the TWPT\_RGB test below
      2. **Test**: If TW\_CAPABILITY.hContainer is not a valid TW\_HANDLE value, then end with error
      3. **Test**: If TW\_ENUMERATION.ItemType is not TWTY\_UINT16, then end with error
      4. **Test**: If the TW\_ENUMERATION.ItemList includes a value of 1, then end with error
      5. **Test**: If the TW\_ENUMERATION.ItemList includes a value of 24, then end with error
3. **Action**: MSG\_SET ICAP\_PIXELTYPE to TWPT\_RGB
   1. **Test**: If result is not TWRC\_SUCCESS, then proceed to the next test section
   2. **Action**: MSG\_GET ICAP\_BITDEPTH
      1. **Test**: If TW\_CAPABILITY.ConType is not TWON\_ENUMERATION, then proceed to the TWPT\_RGB test below
      2. **Test**: If TW\_CAPABILITY.hContainer is not a valid TW\_HANDLE value, then end with error
      3. **Test**: If TW\_ENUMERATION.ItemType is not TWTY\_UINT16, then end with error
      4. **Test**: If the TW\_ENUMERATION.ItemList includes a value of 1, then end with error

**Confirm Basic Negotiation with ICAP\_XFERMECH**

Make sure that ICAP\_XFERMECH is working properly. Perform basic checks on how well it supports negotiation.

1. **Action**: MSG\_GET ICAP\_XFERMECH
   1. **Test**: If result is not TWRC\_SUCCESS, then end with error
   2. **Test**: If TW\_CAPABILITY.Cap is not ICAP\_XFERMECH, then end with error
   3. **Test**: If TW\_CAPABILITY.ConType is not TWON\_ENUMERATION, then end with error
   4. **Test**: If TW\_CAPABILITY.hContainer is not a valid TW\_HANDLE value, then end with error
   5. **Test**: If TW\_ENUMERATION.ItemType is not TWTY\_UINT16, then end with error
   6. **Test**: If TW\_ENUMERATION.NumItems is less than two, then end with error

**Exercise DAT\_CAPABILITY**

Exercise DAT\_CAPABILITY operations for all TWAIN Standard capabilities (ID’s with a value less than 0x8000). Ignore Vendor Custom capabilities (ID’s with a value of 0x8000 or greater). Confirm correct ConType and ItemType values described in the TWAIN Specification in the chapter titled Chapter 10, "Capabilities".

1. **Action**: MSG\_RESETALL
   1. **Test**: If return code is not TWRC\_SUCCESS, end with an error
   2. **Action**: Repeat this section for each enumerated value found inside of

ICAP\_PIXELTYPE, (testing is done for each value of ICAP\_PIXELTYPE, to provide the best chance of exercising every available capability)

* 1. **Action**: Repeat this section for Standard TWAIN array values found inside of

CAP\_SUPPORTEDCAPS (each Standard TWAIN capability ID is referred to as #CAP# for the rest of this section)

* + 1. **Action**: MSG\_QUERYSUPPORT #CAP#
       1. **Test**: If result is not TWRC\_SUCCESS, then end with error
       2. **Test**: If TW\_CAPABILITY.Cap is not #CAP#, then end with error
       3. **Test**: If TW\_CAPABILITY.ConType is not TWON\_ONEVALUE, then end with error
       4. **Test**: If TW\_ONEVALUE.ItemType is not TWTY\_UINT32, then end with error
       5. **Test**: If TW\_CAPABILITY.hContainer is not a valid TW\_HANDLE value, then end with error
       6. **Test**: If the value of TW\_ONEVALUE.Item doesn’t match the TWQC values for this capability, then end with error
       7. **Test**: If TWQC\_GET, TWQC\_GETCURRENT or TWQC\_GETDEFAULT is detected, then all three must be present, if any are missing end with error
       8. **Test**: If TWQC\_RESET or TWQC\_SET is detected, then both must be present, plus TWQC\_GET, TWQC\_GETCURRENT and TWQC\_GETDEFAULT, if not true then end with error
    2. **Action**: If TWQC\_GET is reported, then call MSG\_GET #CAP#
       1. **Test**: If result is TWRC\_FAILURE / TWCC\_CAPSEQERROR, then skip to the next capability
       2. **Test**: If result is not TWRC\_SUCCESS, then end with error
       3. **Test**: If TW\_CAPABILITY.Cap is not #CAP#, then end with error
       4. **Test**: If TW\_CAPABILITY.hContainer is not a valid TW\_HANDLE value, then end with error
       5. **Test**: If the value of TW\_CAPABILITY.ConType doesn’t match the Specification’s MSG\_GET container for this capability, then end with error
       6. **Test**: If container’s ItemType doesn’t match the Specification’s ItemType for this capability, then end with error
    3. **Action**: If TWQC\_GETCURRENT is reported, then call MSG\_GETCURRENT #CAP#
       1. **Test**: If result is not TWRC\_SUCCESS, then end with error
       2. **Test**: If TW\_CAPABILITY.Cap is not #CAP#, then end with error
       3. **Test**: If TW\_CAPABILITY.hContainer is not a valid TW\_HANDLE value, then end with error
       4. **Action**: If TWQC\_GET was reported by MSG\_QUERYSUPPORT then do the following:
          1. **Test**: If the TW\_CAPABILITY.ConType for MSG\_GET was TWON\_ENUMERATION, TWON\_ONEVALUE or TWON\_RANGE, then the TW\_CAPABILITY.ConType for

MSG\_GETCURRENT must be TWTY\_ONEVALUE, if not then end with error

* + - * 1. **Test**: If the TW\_CAPABILITY.ConType for MSG\_GET was TWON\_ARRAY then the TW\_CAPABILITY.ConType for MSG\_GETCURRENT must be TWTY\_ARRAY, if not then end with error
        2. **Test**: If container’s ItemType for MSG\_GET doesn’t match

container’s ItemType for MSG\_GETCURRENT, then end with error

* + 1. **Action**: If TWQC\_GETDEFAULT is reported, then call MSG\_GETDEFAULT #CAP#
       1. **Test**: If result is not TWRC\_SUCCESS, then end with error
       2. **Test**: If TW\_CAPABILITY.Cap is not #CAP#, then end with error
       3. **Test**: If TW\_CAPABILITY.hContainer is not a valid TW\_HANDLE value, then end with error
       4. **Action**: If TWQC\_GET was reported by MSG\_QUERYSUPPORT then do the following:
          1. **Test**: If the TW\_CAPABILITY.ConType for MSG\_GET was TWON\_ENUMERATION, TWON\_ONEVALUE or TWON\_RANGE, then the TW\_CAPABILITY.ConType for

MSG\_GETDEFAULT must be TWTY\_ONEVALUE, if not then end with error

* + - * 1. **Test**: If the TW\_CAPABILITY.ConType for MSG\_GET was TWON\_ARRAY then the TW\_CAPABILITY.ConType for MSG\_GETDEFAULT must be TWTY\_ARRAY, if not then end with error
        2. **Test**: If container’s ItemType for MSG\_GET doesn’t match

container’s ItemType for MSG\_GETDEFAULT, then end with error

* + 1. **Action**: If TWQC\_RESET is reported, then call MSG\_RESET #CAP#
       1. **Test**: If result is not TWRC\_SUCCESS, then end with error
       2. **Test**: If TW\_CAPABILITY.Cap is not #CAP#, then end with error
       3. **Test**: If TW\_CAPABILITY.hContainer is not a valid TW\_HANDLE value, then end with error
    2. **Action**: If TWQC\_GET was reported by MSG\_QUERYSUPPORT then do the following:
       1. **Test**: If TW\_CAPABILITY.ConType for MSG\_GET doesn’t match TW\_CAPABILITY.ConType for MSG\_RESET, then end with error
       2. **Test**: If container’s ItemType for MSG\_GET doesn’t match container’s ItemType for MSG\_RESET, then end with error
    3. **Action**: If TWQC\_SET is reported then do the following:
       1. **Action**: If TWQC\_GET was reported by MSG\_QUERYSUPPORT then do the following:
          1. **Action**: MSG\_GET #CAP#

**Test**: If result is not TWRC\_SUCCESS, then end with error

* + - * 1. **Action**: MSG\_SET with TW\_CAPABILITY from MSG\_GET

**Test**: If result is TWRC\_FAILURE / TWCC\_CAPSEQERROR, then skip to next capability

**Test**: If result is not TWRC\_SUCCESS or

TWRC\_CHECKSTATUS, then end with error

* + - 1. **Action**: If TWQC\_GETCURRENT was reported by MSG\_QUERYSUPPORT then do the following:
         1. **Action**: MSG\_GETCURRENT #CAP#

**Test**: If result is not TWRC\_SUCCESS, then end with error

**Action**: MSG\_SET with TW\_CAPABILITY from MSG\_GETCURRENT

**Test**: If result is TWRC\_FAILURE / TWCC\_CAPSEQERROR, then skip to next capability

**Test**: If result is not TWRC\_SUCCESS or

TWRC\_CHECKSTATUS, then end with error

* + - 1. **Action**: If TWQC\_GETDEFAULT was reported by MSG\_QUERYSUPPORT then do the following:
         1. **Action**: MSG\_GETDEFAULT #CAP#

**Test**: If result is not TWRC\_SUCCESS, then end with error

* + - * 1. **Action**: MSG\_SET with TW\_CAPABILITY from

MSG\_GETDEFAULT

**Test**: If result is TWRC\_FAILURE / TWCC\_CAPSEQERROR, then skip to next capability

**Test**: If result is not TWRC\_SUCCESS or

TWRC\_CHECKSTATUS, then end with error

* + - 1. **Action**: If TWQC\_RESET was reported by MSG\_QUERYSUPPORT then do the following:
         1. **Action**: MSG\_RESET #CAP#

**Test**: If result is not TWRC\_SUCCESS, then end with error

* + - * 1. **Action**: MSG\_SET with TW\_CAPABILITY from

MSG\_RESET

**Test**: If result is TWRC\_FAILURE / TWCC\_CAPSEQERROR, then skip to next capability

**Test**: If result is not TWRC\_SUCCESS, then end with error

* + - 1. **Action**: If TWQC\_GET was reported by MSG\_QUERYSUPPORT then do the following:
         1. **Action**: MSG\_GET #CAP#

**Test**: If result is not TWRC\_SUCCESS, then end with error

**Test**: If the container’s ItemType is

TWTY\_BOOL and the test application has

DF\_APP2 in its

TW\_IDENTITY.SupportedGroups, and the data source has DF\_DS2 in its TW\_IDENTITY.SupportedGroups, then TW\_CAPABILITY.ConType must be set to TW\_ENUMERATION, if not then end with error

**Test**: If the container’s ItemType is TWTY\_BOOL and the test application does not have DF\_APP2 in its

TW\_IDENTITY.SupportedGroups, or the data source does not have DF\_DS2 in its TW\_IDENTITY.SupportedGroups, then

TW\_CAPABILITY.ConType must be set to TW\_ONEVALUE, if not then end with error

* + - * 1. **Action**: If TW\_CAPABILITY.ConType is TWON\_ARRAY then repeat following for each value in the array:

**Action**: MSG\_SET the value using a TW\_ARRAY container

**Test**: If result is not

TWRC\_SUCCESS or

TWRC\_CHECKSTATUS, then end with error

**Action**: If TW\_CAPABILITY.ConType is TWON\_ARRAY then do the following:

**Action**: MSG\_SET the value using a TW\_ARRAY container, setting the value to 22222 (which is expected to be an illegal value)

**Test**: If result is not TWRC\_BADVALUE or

TWRC\_CHECKSTATUS, then end with error

* + - * 1. **Action**: If TW\_CAPABILITY.ConType is TWON\_ENUMERATION then repeat following for each value in the enumeration:
        2. **Action**: MSG\_SET the value using a TW\_ENUMERATION container

**Test**: If result is not TWRC\_SUCCESS or

TWRC\_CHECKSTATUS, then end with error

* + - * 1. **Action**: If TW\_CAPABILITY.ConType is TWON\_ENUMERATION then do the following:

**Action**: MSG\_SET the current value using a TW\_ONEVALUE container, the value must be something that did not appear in the list of valid enumerations

**Test**: If result is not

TWRC\_BADVALUE, then end with error

* + - * 1. **Action**: If TW\_CAPABILITY.ConType is TWON\_RANGE then repeat the following for the TW\_RANGE.MinValue,

TW\_RANGE.CurrentValue and TW\_RANGE.MaxValue:

**Action**: MSG\_SET the current value using a

TW\_RANGE container

**Test**: If result is not

TWRC\_SUCCESS or

TWRC\_CHECKSTATUS, then end with error

**Post-Test Procedure**

When testing is completed, close the data source and the data source manager.

#### Vendor Custom Capability Tests

**Purpose**

Exercise all of the Vendor Custom capabilities exposed by CAP\_SUPPORTEDCAPS using the standard operations supported by DG\_CONTROL / DAT\_CAPABILITY.

Operations on capabilities (MSG\_\* values specified below) are assumed to be DG\_CONTROL / DAT\_CAPABILITY, unless otherwise stated.

**Pre-Test Procedure**

Open the data source manager and the data source that is to be tested. It is recommended that the data source is in the state it would be in after being installed (e.g., no saved settings from previous sessions), to make the test more reproducible.

When performing this test on Windows Vista or later, Macintosh OS X or Linux it must be successfully completed using both a native 32-bit and a native 64-bit data source.

**Confirm Basic Negotiation with CAP\_SUPPORTEDCAPS**

Make sure that CAP\_SUPPORTEDCAPS is working properly. Perform basic checks on how well it supports negotiation.

1. **Action**: MSG\_RESETALL
   1. **Test**: If return code is not TWRC\_SUCCESS, end with an error
   2. **Action**: MSG\_GET CAP\_SUPPORTEDCAPS (gets the list of capabilities to be tested)
      1. **Test**: If result is not TWRC\_SUCCESS, then end with error
      2. **Test**: If TW\_CAPABILITY.Cap is not CAP\_SUPPORTEDCAPS, then end with error
      3. **Test**: If TW\_CAPABILITY.ConType is not TWON\_ARRAY, then end with error
      4. **Test**: If TW\_CAPABILITY.hContainer is not a valid TW\_HANDLE value, then end with error
      5. **Test**: If TW\_ARRAY.ItemType is not TWTY\_UINT16, then end with error
      6. **Test**: If TW\_ARRAY.NumItems is equal to zero, then end with error
      7. **Action**: Confirm the presence of the following capabilities in

TW\_ARRAY.ItemList

* + - 1. **Test**: If CAP\_SUPPORTEDCAPS not found, then end with error
      2. **Test**: If ICAP\_PIXELTYPE not found, then end with error

**Confirm Basic Negotiation with ICAP\_PIXELTYPE**

Make sure that ICAP\_PIXELTYPE is working properly. Perform basic checks on how well it supports negotiation.

1. **Action**: MSG\_GET ICAP\_PIXELTYPE
   1. **Test**: If result is not TWRC\_SUCCESS, then end with error
   2. **Test**: If TW\_CAPABILITY.Cap is not ICAP\_PIXELTYPE, then end with error
   3. **Test**: If TW\_CAPABILITY.ConType is not TWON\_ENUMERATION, then end with error
   4. **Test**: If TW\_CAPABILITY.hContainer is not a valid TW\_HANDLE value, then end with error
   5. **Test**: If TW\_ENUMERATION.ItemType is not TWTY\_UINT16, then end with error
   6. **Test**: If TW\_ENUMERATION.NumItems is equal to zero, then end with error

**Exercise DAT\_CAPABILITY**

Exercise DAT\_CAPABILITY operations for all Vendor Custom capabilities (ID’s with a value of 0x8000 or greater). Ignore TWAIN Standard capabilities (ID’s with a value less than 0x8000).

1. **Action**: Repeat this section for each enumerated value found inside of ICAP\_PIXELTYPE, (testing is done for each value of ICAP\_PIXELTYPE, to provide the best chance of exercising every available capability)
   1. **Action**: Repeat this section for each Vendor Custom TWAIN array value found inside of CAP\_SUPPORTEDCAPS (each Vendor Custom capability ID is referred to as #CAP# for the rest of this section)
      1. **Action**: MSG\_QUERYSUPPORT #CAP#
         1. **Test**: If result is not TWRC\_SUCCESS, then end with error
         2. **Test**: If TW\_CAPABILITY.Cap is not #CAP#, then end with error
         3. **Test**: If TW\_CAPABILITY.ConType is not TWON\_ONEVALUE, then end with error
         4. **Test**: If TW\_ONEVALUE.ItemType is not TWTY\_UINT32, then end with error
         5. **Test**: If TW\_CAPABILITY.hContainer is not a valid TW\_HANDLE value, then end with error
      2. **Action**: If TWQC\_GET is reported, then call MSG\_GET #CAP#
         1. **Test**: If result is TWRC\_FAILURE / TWCC\_CAPSEQERROR, then skip to the next capability
         2. **Test**: If result is not TWRC\_SUCCESS, then end with error
         3. **Test**: If TW\_CAPABILITY.Cap is not #CAP#, then end with error
         4. **Test**: If TW\_CAPABILITY.hContainer is not a valid TW\_HANDLE value, then end with error
      3. **Action**: If TWQC\_GETCURRENT is reported, then call MSG\_GETCURRENT #CAP#
         1. **Test**: If result is not TWRC\_SUCCESS, then end with error
         2. **Test**: If TW\_CAPABILITY.Cap is not #CAP#, then end with error
         3. **Test**: If TW\_CAPABILITY.hContainer is not a valid TW\_HANDLE value, then end with error
         4. **Action**: If TWQC\_GET was reported by MSG\_QUERYSUPPORT then do the following:
            1. **Test**: If the TW\_CAPABILITY.ConType for MSG\_GET was TWON\_ENUMERATION, TWON\_ONEVALUE or TWON\_RANGE, then the TW\_CAPABILITY.ConType for

MSG\_GETCURRENT must be TWTY\_ONEVALUE, if not then end with error

* + - * 1. **Test**: If the TW\_CAPABILITY.ConType for MSG\_GET was TWON\_ARRAY then the TW\_CAPABILITY.ConType for MSG\_GETCURRENT must be TWTY\_ARRAY, if not then end with error
        2. **Test**: If container’s ItemType for MSG\_GET doesn’t match

container’s ItemType for MSG\_GETCURRENT, then end with error

* + 1. **Action**: If TWQC\_GETDEFAULT is reported, then call MSG\_GETDEFAULT #CAP#
       1. **Test**: If result is not TWRC\_SUCCESS, then end with error
       2. **Test**: If TW\_CAPABILITY.Cap is not #CAP#, then end with error
       3. **Test**: If TW\_CAPABILITY.hContainer is not a valid TW\_HANDLE value, then end with error
       4. **Action**: If TWQC\_GET was reported by MSG\_QUERYSUPPORT then do the following:
          1. **Test**: If the TW\_CAPABILITY.ConType for MSG\_GET was TWON\_ENUMERATION, TWON\_ONEVALUE or TWON\_RANGE, then the TW\_CAPABILITY.ConType for

MSG\_GETDEFAULT must be TWTY\_ONEVALUE, if not then end with error

* + - * 1. **Test**: If the TW\_CAPABILITY.ConType for MSG\_GET was TWON\_ARRAY then the TW\_CAPABILITY.ConType for MSG\_GETDEFAULT must be TWTY\_ARRAY, if not then end with error
        2. **Test**: If container’s ItemType for MSG\_GET doesn’t match

container’s ItemType for MSG\_GETDEFAULT, then end with error

* + 1. **Action**: If TWQC\_RESET is reported, then call MSG\_RESET #CAP#
       1. **Test**: If result is not TWRC\_SUCCESS, then end with error
       2. **Test**: If TW\_CAPABILITY.Cap is not #CAP#, then end with error
       3. **Test**: If TW\_CAPABILITY.hContainer is not a valid TW\_HANDLE value, then end with error
       4. **Action**: If TWQC\_GET was reported by MSG\_QUERYSUPPORT then do the following:
          1. **Test**: If TW\_CAPABILITY.ConType for MSG\_GET doesn’t match TW\_CAPABILITY.ConType for MSG\_RESET, then end with error
          2. **Test**: If container’s ItemType for MSG\_GET doesn’t match container’s ItemType for MSG\_RESET, then end with error
    2. **Action**: If TWQC\_SET is reported then do the following:
       1. **Action**: If TWQC\_GET was reported by MSG\_QUERYSUPPORT then do the following:
          1. **Action**: MSG\_GET #CAP#

**Test**: If result is not TWRC\_SUCCESS, then end with error

* + - * 1. **Action**: MSG\_SET with TW\_CAPABILITY from MSG\_GET

**Test**: If result is TWRC\_FAILURE / TWCC\_CAPSEQERROR, then skip to next capability

**Test**: If result is not TWRC\_SUCCESS or

TWRC\_CHECKSTATUS, then end with error

* + - 1. **Action**: If TWQC\_GETCURRENT was reported by MSG\_QUERYSUPPORT then do the following:
         1. **Action**: MSG\_GETCURRENT #CAP#

**Test**: If result is not TWRC\_SUCCESS, then end with error

* + - * 1. **Action**: MSG\_SET with TW\_CAPABILITY from

MSG\_GETCURRENT

**Test**: If result is TWRC\_FAILURE / TWCC\_CAPSEQERROR, then skip to next capability

**Test**: If result is not TWRC\_SUCCESS or

TWRC\_CHECKSTATUS, then end with error

* + - 1. **Action**: If TWQC\_GETDEFAULT was reported by MSG\_QUERYSUPPORT then do the following:
         1. **Action**: MSG\_GETDEFAULT #CAP#

**Test**: If result is not TWRC\_SUCCESS, then end with error

* + - * 1. **Action**: MSG\_SET with TW\_CAPABILITY from

MSG\_GETDEFAULT

**Test**: If result is TWRC\_FAILURE / TWCC\_CAPSEQERROR, then skip to next capability

**Test**: If result is not TWRC\_SUCCESS or

TWRC\_CHECKSTATUS, then end with error

* + - 1. **Action**: If TWQC\_RESET was reported by MSG\_QUERYSUPPORT then do the following:
         1. **Action**: MSG\_RESET #CAP#

**Test**: If result is not TWRC\_SUCCESS, then end with error

* + - * 1. **Action**: MSG\_SET with TW\_CAPABILITY from

MSG\_RESET

**Test**: If result is TWRC\_FAILURE / TWCC\_CAPSEQERROR, then skip to next capability

**Test**: If result is not TWRC\_SUCCESS, then end with error

* + - 1. **Action**: If TWQC\_GET was reported by MSG\_QUERYSUPPORT then do the following:
         1. **Action**: MSG\_GET #CAP#

**Test**: If result is not TWRC\_SUCCESS, then end with error

**Test**: If the container’s ItemType is

TWTY\_BOOL and the test application has

DF\_APP2 in its

TW\_IDENTITY.SupportedGroups, and

the data source has DF\_DS2 in its TW\_IDENTITY.SupportedGroups, then

TW\_CAPABILITY.ConType must be set to TW\_ENUMERATION, if not then end with error

**Test**: If the container’s ItemType is TWTY\_BOOL and the test application does not have DF\_APP2 in its

TW\_IDENTITY.SupportedGroups, or the data source does not have DF\_DS2 in its TW\_IDENTITY.SupportedGroups, then

TW\_CAPABILITY.ConType must be set to

TW\_ONEVALUE, if not then end with error

* + - * 1. **Action**: If TW\_CAPABILITY.ConType is TWON\_ARRAY then repeat following for each value in the array:

**Action**: MSG\_SET the value using a TW\_ARRAY container

**Test**: If result is not

TWRC\_SUCCESS or

TWRC\_CHECKSTATUS, then end with error

* + - * 1. **Action**: If TW\_CAPABILITY.ConType is TWON\_ARRAY then do the following:

**Action**: MSG\_SET the value using a

TW\_ARRAY container, setting the value to 22222 (which is expected to be an illegal value)

**Test**: If result is not

TWRC\_BADVALUE or TWRC\_CHECKSTATUS, then end with error

* + - * 1. **Action**: If TW\_CAPABILITY.ConType is TWON\_ENUMERATION then repeat following for each value in the enumeration:
        2. **Action**: MSG\_SET the value using a TW\_ENUMERATION container

**Test**: If result is not TWRC\_SUCCESS or

TWRC\_CHECKSTATUS, then end with error

* + - * 1. **Action**: If TW\_CAPABILITY.ConType is TWON\_ENUMERATION then do the following:

**Action**: MSG\_SET the current value using a TW\_ONEVALUE container, the value must be something that did not appear in the list of valid enumerations

**Test**: If result is not

TWRC\_BADVALUE, then end with error

* + - * 1. **Action**: If TW\_CAPABILITY.ConType is TWON\_RANGE

then repeat the following for the TW\_RANGE.MinValue,

TW\_RANGE.CurrentValue and TW\_RANGE.MaxValue:

**Action**: MSG\_SET the current value using a

TW\_RANGE container

**Test**: If result is not

TWRC\_SUCCESS or

TWRC\_CHECKSTATUS, then end with error

**Post-Test Procedure**

When testing is completed, close the data source and the data source manager.

#### Status Return Tests

**Purpose**

Confirm that the expected status return is reported by certain operations.

This is not an exhaustive test of all possible Status Returns.

**Pre-Test Procedure**

Open the data source manager and the data source that is to be tested. It is recommended that the data source is in the state it would be in after being installed (e.g., no saved settings from previous sessions), to make the test more reproducible.

When performing this test on Windows Vista or later, Macintosh OS X or Linux it must be successfully completed using both a native 32-bit and a native 64-bit data source.

**Check Status Returns for DAT\_IMAGENATIVEXFER and DAT\_IMAGEMEMXFER**

Confirm that DAT\_IMAGENATIVEXFER and DAT\_IMAGEMEMXFER both return the correct status returns in various error conditions.

1. **Action**: In State 4 (after MSG\_OPENDS, but before calling MSG\_ENABLEDS)…
   1. Confirm that the proper statuses are returned for bad protocols and attempts to perform image transfers in State 4.
   2. **Action**: Call DG\_IMAGE / DAT\_IMAGENATIVEXFER / MSG\_SET
      1. **Test**: If result is not TWRC\_FAILURE / TWCC\_BADPROTOCOL, then end with error
   3. **Action**: Call DG\_IMAGE / DAT\_IMAGENATIVEXFER / MSG\_GET
      1. **Test**: If result is not TWRC\_FAILURE / TWCC\_SEQERROR, then end with error
   4. **Action**: Call DG\_IMAGE / DAT\_IMAGEMEMXFER / MSG\_SET
      1. **Test**: If result is not TWRC\_FAILURE / TWCC\_BADPROTOCOL, then end with error
   5. **Action**: Call DG\_IMAGE / DAT\_IMAGEMEMXFER / MSG\_GET
      1. **Test**: If result is not TWRC\_FAILURE / TWCC\_SEQERROR, then end with error

**Check Status Returns for DAT\_IMAGELAYOUT**

Confirm that DAT\_IMAGELAYOUT returns the correct status returns in various error conditions.

1. **Action**: Call DG\_CONTROL / DAT\_USERINTERFACE / MSG\_ENABLEDS with ShowUI =

TRUE

* 1. **Test**: If result is not TWRC\_SUCCESS, then end with error
  2. **Action**: Call DG\_IMAGE / DAT\_IMAGELAYOUT / MSG\_GET
     1. **Test**: If result is not TWRC\_SUCCESS, then end with error
  3. **Action**: Call DG\_IMAGE / DAT\_IMAGELAYOUT / MSG\_SET using the

TW\_IMAGELAYOUT values from the previous MSG\_GET call

* + 1. **Test**: If result is not TWRC\_FAILURE / TWRC\_SEQERROR, then end with error
  1. **Action**: Call DG\_IMAGE / DAT\_IMAGELAYOUT / MSG\_RESET
     1. **Test**: If result is not TWRC\_FAILURE / TWCC\_SEQERROR, then end with error

**Check Status Returns for DAT\_CAPABILITY**

Confirm that DAT\_CAPABILITY returns the correct status returns in various error conditions.

1. **Action**: Call DG\_CONTROL / DAT\_USERINTERFACE / MSG\_ENABLEDS with ShowUI =

TRUE

* 1. **Test**: If result is not TWRC\_SUCCESS, then end with error
  2. **Action**: MSG\_GET CAP\_SUPPORTEDCAPS
     1. **Test**: If result is not TWRC\_SUCCESS, then end with error
  3. **Action**: MSG\_GET CAP\_EXTENDEDCAPS
     1. **Test**: If result is not TWRC\_SUCCESS or the TW\_ARRAY is empty, then skip any checks of CAP\_EXTENDEDCAPS referenced in the rest of this section
  4. **Action**: For each value found in CAP\_SUPPORTEDCAPS that is not in

CAP\_EXTENDEDCAPS do the following sections (each capability ID is referred to as #CAP# for the rest of this section):

* + 1. **Action**: MSG\_GET #CAP#
       1. **Test**: If result is not TWRC\_SUCCESS, then skip to next capability
    2. **Action**: MSG\_SET #CAP# with results of previous MSG\_GET
       1. **Test**: If result is TWRC\_SUCCESS or TWRC\_CHECKSTATUS, then end with error
    3. **Action**: MSG\_RESET #CAP#
       1. **Test**: If result is TWRC\_SUCCESS or TWRC\_CHECKSTATUS, then end with error

**Post-Test Procedure**

When testing is completed, close the data source and the data source manager.

#### Stress Tests

**Purpose**

Stress aspects of data sources that have been reported as common problems.

**Pre-Test Procedure**

Open the data source manager. It is required that when opened the data source is in the state it would be in after being installed (e.g., no saved settings from previous sessions), to make the test more reproducible.

When performing this test on Windows Vista or later, Macintosh OS X or Linux it must be successfully completed using both a native 32-bit and a native 64-bit data source.

**Open and Close the Data Source Multiple Times**

Confirm that the data source can open and close multiple times. This tests for crashes.

1. **Action**: Repeat this section twenty (20) times
   1. Confirm that the data source can successfully open and close repeated times from a single instance of an application.
   2. **Action**: Call DG\_CONTROL / DAT\_IDENTITY / MSG\_OPENDS
      1. **Test**: If result is not TWRC\_SUCCESS, then end with error
   3. **Action**: Call DG\_CONTROL / DAT\_IDENTITY / MSG\_CLOSEDS
      1. **Test**: If result is not TWRC\_SUCCESS, then end with error

**Post-Test Procedure**

When testing is completed, close the data source and the data source manager.

#### Non-UI Image Transfer Tests

**Purpose**

Confirm that multiple MSG\_ENABLEDS and MSG\_DISABLEDS calls can be made in the context of one MSG\_OPENDS / MSG\_CLOSEDS. This test focuses on image capture with no UI, verifying that the Application does not have to close the driver after capturing images.

**Pre-Test Procedure**

Open the data source manager and the data source that is to be tested. It is recommended that the data source is in the state it would be in after being installed (e.g., no saved settings from previous sessions), to make the test more reproducible.

When performing this test on Windows Vista or later, Macintosh OS X or Linux it must be successfully completed using both a native 32-bit and a native 64-bit data source.

**Exercise DAT\_IMAGENATIVEXFER**

This test issues multiple image transfer sessions using DAT\_IMAGENATIVEXFER. It is performed for all available image sources (unspecified, flatbed and/or ADF). Only one image is transferred per session.

1. **Action**: MSG\_RESETALL
   1. **Test**: If return code is not TWRC\_SUCCESS, end with an error
   2. **Action**: MSG\_GET CAP\_SUPPORTEDCAPS (get the list of capabilities to be tested)
   3. **Action**: MSG\_SET ICAP\_XFERMECH to TWSX\_NATIVE
   4. **Action**: MSG\_GETCURRENT ICAP\_XFERMECH
   5. **Test**: If return code is not TWRC\_SUCCESS, end with an error
   6. **Test**: If value is not TWSX\_NATIVE, end with an error.
   7. **Action**: If CAP\_FEEDERENABLED is TRUE, set CAP\_AUTOFEED to TRUE
   8. **Action**: MSG\_SET CAP\_DUPLEXENABLED to FALSE
   9. **Action**: MSG\_SET CAP\_XFERCOUNT to 1
   10. **Action**: Do the following for each supported ICAP\_PIXELTYPE
       1. **Action**: MSG\_SET ICAP\_PIXELTYPE
       2. **Action**: MSG\_GET ICAP\_BITDEPTH
       3. **Action**: Do the following for each supported ICAP\_BITDEPTH
          1. **Action**: MSG\_SET ICAP\_BITDEPTH
          2. **Action**: Do the following for the minimum, maximum and 300 (or nearest) resolution values.
             1. **Action**: MSG\_SET ICAP\_XRESOLUTION and ICAP\_YRESOLUTION
             2. **Action**: DG\_CONTROL / DAT\_USERINTERFACE / MSG\_ENABLEDS with ShowUI = FALSE and ModalUI = FALSE
             3. **Test**: If return code is not TWRC\_SUCCESS, end with an error
             4. **Action**: Wait for MSG\_XFERREADY
             5. **Action**: MSG\_GET ICAP\_XFERMECH
             6. **Test**: If return code is not TWRC\_SUCCESS, end with an error
             7. **Action**: DG\_IMAGE / DAT\_IMAGENATIVEXFER / MSG\_GET
             8. **Test**: If return code is not TWRC\_XFERDONE, end with an error
             9. **Test**: If the handle does not point to a valid image, end with an error
             10. **Test**: If the bit depth of the image is not what was requested, end with an error
             11. **Action**: Free handle returned by

DAT\_IMAGENATIVEXFER

* + - * 1. **Action**: DG\_CONTROL / DAT\_PENDINGXFERS / MSG\_ENDXFER
        2. **Action**: DG\_CONTROL / DAT\_USERINTERFACE / MSG\_DISABLEDS
        3. **Test**: If return code is not TWRC\_SUCCESS, end with an error

**Exercise DAT\_IMAGEMEMXFER**

This test issues multiple image transfer sessions using DAT\_IMAGEMEMXFER. It is performed for all available image sources (unspecified, flatbed and/or ADF). Only one image is transferred per session. The preferred size specified by the data source is used to transfer each strip.

1. **Action**: MSG\_RESETALL
   1. **Test**: If return code is not TWRC\_SUCCESS, end with an error
   2. **Action**: MSG\_SET ICAP\_XFERMECH to TWSX\_MEMORY
   3. **Action**: MSG\_GETCURRENT ICAP\_XFERMECH
   4. **Test**: If return code is not TWRC\_SUCCESS, end with an error
   5. **Test**: If value is not TWSX\_MEMORY, end with an error
   6. **Action**: If CAP\_FEEDERENABLED is TRUE, set CAP\_AUTOFEED to TRUE
   7. **Action**: MSG\_SET CAP\_DUPLEXENABLED to FALSE
   8. **Action**: MSG\_SET CAP\_XFERCOUNT to 1
   9. **Action**: Do the following for each supported ICAP\_PIXELTYPE
      1. **Action**: MSG\_SET ICAP\_PIXELTYPE
      2. **Action**: MSG\_GET ICAP\_BITDEPTH
      3. **Action**: Do the following for each supported ICAP\_BITDEPTH
         1. **Action**: MSG\_SET ICAP\_BITDEPTH
         2. **Action**: MSG\_GET ICAP\_COMPRESSION
         3. **Action**: Do the following for each supported ICAP\_COMPRESSION
            1. **Action**: MSG\_SET ICAP\_COMPRESSION
            2. **Action**: Do the following for the minimum, maximum and 300 (or nearest) resolution values.

**Action**: MSG\_SET ICAP\_XRESOLUTION and ICAP\_YRESOLUTION

**Action**: DG\_CONTROL /

DAT\_USERINTERFACE / MSG\_ENABLEDS with ShowUI = FALSE and ModalUI = FALSE

**Test**: If return code is not TWRC\_SUCCESS, end with an error

**Action**: Wait for MSG\_XFERREADY

**Action**: MSG\_GET ICAP\_XFERMECH

**Test**: If return code is not TWRC\_SUCCESS, end with an error

**Action**: DG\_CONTROL /

DAT\_SETUPMEMXFER / MSG\_GET

**Test**: If return code is not TWRC\_SUCCESS, end with an error

**Action**: DG\_IMAGE /

DAT\_IMAGEMEMXFER / MSG\_GET with the

preferred buffer size

**Test**: if the return code is TWRC\_SUCCESS, repeat previous step

**Test**: if the return code is not

TWRC\_XFERDONE, end with an error

**Action**: DG\_CONTROL /

DAT\_PENDINGXFERS / MSG\_ENDXFER

**Action**: DG\_CONTROL /

DAT\_USERINTERFACE / MSG\_DISABLEDS

**Test**: If return code is not TWRC\_SUCCESS, end with an error

**Exercise DAT\_IMAGEFILEXFER**

This test issues multiple image transfer sessions using DAT\_IMAGEFILEXFER. It is performed for all available image sources (unspecified, flatbed and/or ADF). Only one image is transferred per session. The preferred size specified by the data source is used to transfer each strip.

1. **Action**: MSG\_RESETALL
   1. **Test**: If return code is not TWRC\_SUCCESS, end with an error
   2. **Action**: MSG\_SET ICAP\_XFERMECH to TWSX\_MEMORY
   3. **Test**: If return code is TWRC\_SUCCESS / TWCC\_BADVALUE, skip to section 4
   4. **Test**: If return code is not TWRC\_SUCCESS, end with an error
   5. **Action**: MSG\_SET ICAP\_XFERMECH to TWSX\_FILE
   6. **Action**: If CAP\_FEEDERENABLED is TRUE, set CAP\_AUTOFEED to TRUE
   7. **Action**: MSG\_SET CAP\_DUPLEXENABLED to FALSE
   8. **Action**: MSG\_SET CAP\_XFERCOUNT to 1
   9. **Action**: MSG\_GET ICAP\_IMAGEFILEFORMAT
   10. **Action**: Do the following for each supported ICAP\_IMAGEFILEFORMAT
       1. **Action**: MSG\_SET ICAP\_IMAGEFILEFORMAT
       2. **Action**: MSG\_GET ICAP\_PIXELTYPE
       3. **Action**: Do the following for each supported ICAP\_PIXELTYPE
          1. **Action**: MSG\_SET ICAP\_PIXELTYPE
          2. **Action**: MSG\_GET ICAP\_BITDEPTH
          3. **Action**: Do the following for each supported ICAP\_BITDEPTH
             1. **Action**: MSG\_SET ICAP\_BITDEPTH
             2. **Action**: MSG\_GET ICAP\_COMPRESSION
             3. **Action**: Do the following for each supported

ICAP\_COMPRESSION

**Action**: MSG\_SET ICAP\_COMPRESSION

**Action**: Do the following for the minimum, maximum and 300 (or nearest) resolution values.

**Action**: MSG\_SET

ICAP\_XRESOLUTION and

ICAP\_YRESOLUTION

**Action**: DG\_CONTROL /

DAT\_USERINTERFACE / MSG\_ENABLEDS with ShowUI = FALSE and

ModalUI = FALSE

**Test**: If return code is not

TWRC\_SUCCESS, end with an error

**Action**: Wait for

MSG\_XFERREADY

**Action**: MSG\_GET ICAP\_XFERMECH

**Test**: If return code is not

TWRC\_SUCCESS, end with an error

**Action**: DG\_CONTROL /

DAT\_SETUPFILEXFER /

MSG\_SET

**Action**: DG\_IMAGE /

DAT\_IMAGEFILEXFER /

MSG\_GET

**Test**: If return code is not

TWRC\_XFERDONE, end with an error

**Action**: DG\_CONTROL /

DAT\_PENDINGXFERS /

MSG\_ENDXFER

**Action**: DG\_CONTROL /

DAT\_USERINTERFACE /

MSG\_DISABLEDS

**Test**: If return code is not

TWRC\_SUCCESS, end with an error

**Post-Test Procedure**

When testing is completed, close the data source and the data source manager.

#### UI Image Transfer Tests

**Purpose**

Confirm that multiple MSG\_ENABLEDS and MSG\_DISABLEDS calls can be made in the context of one MSG\_OPENDS / MSG\_CLOSEDS. This test focuses on image capture with the UI, verifying that the Application does not have to close the driver after capturing images.

**Procedure**

These tests are identical to the “Non-UI Image Transfer Tests”, except that the value of ShowUI is set to TRUE instead of FALSE.

When performing this test on Windows Vista or later, Macintosh OS X or Linux it must be successfully completed using both a native 32-bit and a native 64-bit data source.

#### CAP\_XFERCOUNT Tests

**Purpose**

Confirm that when the data source accepts various values for CAP\_XFERCOUNT, that it returns the specified number of images. Test both flatbed and document feeders.

**Pre-Test Procedure**

Open the data source manager and the data source that is to be tested. It is recommended that the data source is in the state it would be in after being installed (e.g., no saved settings from previous sessions), to make the test more reproducible.

When performing this test on Windows Vista or later, Macintosh OS X or Linux it must be successfully completed using both a native 32-bit and a native 64-bit data source.

**Test Flatbed Scanning**

This test sets CAP\_XFERCOUNT to 0, 1 and -1 for a flatbed scanner. It expects an error for the value 0, and only one image to be transferred per scanning session for the values 1 and -1.

1. **Action**: MSG\_RESETALL
   1. **Test**: If return code is not TWRC\_SUCCESS, end with an error
   2. **Action**: MSG\_SET CAP\_FEEDERENABLED to FALSE
   3. **Test**: If return is TWRC\_FAILURE / TWCC\_BADVALUE, then scanner does not have a flatbed, proceed to the Test Document Feeder Scanning section
   4. **Test**: If return is not TWRC\_SUCCESS and not TWRC\_FAILURE / TWCC\_CAPUNSUPPORTED, end with error
   5. **Action**: MSG\_SET ICAP\_XFERMECH to TWSX\_NATIVE
      1. **Test**: If return is not TWRC\_SUCCESS, end with error
   6. **Action**: MSG\_SET CAP\_XFERCOUNT to 0
      1. **Test**: If return code is not TWRC\_FAILURE / TWCC\_BADVALUE, end with an error
   7. **Action**: MSG\_SET CAP\_XFERCOUNT to 1
      1. **Test**: If return is not TWRC\_SUCCESS, end with error
   8. **Action**: DG\_CONTROL / DAT\_USERINTERFACE / MSG\_ENABLEDS with ShowUI =

FALSE and ModalUI = FALSE

* + 1. **Test**: If return code is not TWRC\_SUCCESS, end with an error
  1. **Action**: Wait for MSG\_XFERREADY
  2. **Action**: DG\_IMAGE / DAT\_IMAGENATIVEXFER / MSG\_GET
     1. **Test**: If return code is not TWRC\_XFERDONE, end with an error
  3. **Action**: DG\_CONTROL / DAT\_PENDINGXFERS / MSG\_ENDXFER
     1. **Test**: If return code is not TWRC\_SUCCESS, end with an error
     2. **Test**: If TW\_PENDINGXFERS.Count is not 0, end with error
  4. **Action**: DG\_CONTROL / DAT\_USERINTERFACE / MSG\_DISABLEDS
     1. **Test**: If return code is not TWRC\_SUCCESS, end with an error
  5. **Action**: MSG\_SET CAP\_XFERCOUNT to -1
     1. **Test**: If return is not TWRC\_SUCCESS, end with error
  6. **Action**: DG\_CONTROL / DAT\_USERINTERFACE / MSG\_ENABLEDS with ShowUI =

FALSE and ModalUI = FALSE

* + 1. **Test**: If return code is not TWRC\_SUCCESS, end with an error
  1. **Action**: Wait for MSG\_XFERREADY
  2. **Action**: DG\_IMAGE / DAT\_IMAGENATIVEXFER / MSG\_GET
     1. **Test**: If return code is not TWRC\_XFERDONE, end with an error
  3. **Action**: DG\_CONTROL / DAT\_PENDINGXFERS / MSG\_ENDXFER
     1. **Test**: If return code is not TWRC\_SUCCESS, end with an error
     2. **Test**: If TW\_PENDINGXFERS.Count is not 0, end with error
  4. **Action**: DG\_CONTROL / DAT\_USERINTERFACE / MSG\_DISABLEDS
     1. **Test**: If return code is not TWRC\_SUCCESS, end with an error

**Test Document Feeder Scanning**

This test issues multiple image transfer sessions using DAT\_IMAGENATIVEXFER. It is performed for all available image sources (unspecified, flatbed and/or ADF). Only one image is transferred per session.

1. **Action**: MSG\_RESETALL
   1. **Test**: If return code is not TWRC\_SUCCESS, end with an error
   2. **Action**: MSG\_SET CAP\_FEEDERENABLED to TRUE
   3. **Test**: If return is TWRC\_FAILURE / TWCC\_BADVALUE or TWRC\_FAILURE / TWCC\_CAPUNSUPPORTED, then scanner does not have a Document Feeder, skip the rest of this section
   4. **Test**: If return is not TWRC\_SUCCESS, end with error
   5. **Action**: MSG\_SET ICAP\_XFERMECH to TWSX\_NATIVE
      1. **Test**: If return is not TWRC\_SUCCESS, end with error
   6. **Action**: MSG\_SET CAP\_XFERCOUNT to 3
      1. **Test**: If return is not TWRC\_SUCCESS or TWRC\_CHECKSTATUS, end with error
   7. **Action**: MSG\_GET CAP\_XFERCOUNT
      1. **Test**: If return is not TWRC\_SUCCESS, end with error
      2. **Test**: If value is not equal to 3 do this section
         1. **Action**: MSG\_SET CAP\_XFERCOUNT to 0
            1. **Test**: If return code is not TWRC\_FAILURE / TWCC\_BADVALUE, end with an error
         2. **Action**: MSG\_SET CAP\_XFERCOUNT to 1
            1. **Test**: If return is not TWRC\_SUCCESS, end with error
         3. **Action**: Ask user to place one sheet of paper in the document feeder
         4. DG\_CONTROL / DAT\_USERINTERFACE / MSG\_ENABLEDS with

ShowUI = FALSE and ModalUI = FALSE

* + - * 1. **Test**: If return code is not TWRC\_SUCCESS, end with an error
      1. **Action**: Wait for MSG\_XFERREADY
      2. **Action**: DG\_IMAGE / DAT\_IMAGENATIVEXFER / MSG\_GET
         1. **Test**: If return code is not TWRC\_XFERDONE, end with an error
      3. **Action**: DG\_CONTROL / DAT\_PENDINGXFERS / MSG\_ENDXFER
         1. **Test**: If return code is not TWRC\_SUCCESS, end with an error
         2. **Test**: If TW\_PENDINGXFERS.Count is not 0, end with error
      4. **Action**: DG\_CONTROL / DAT\_USERINTERFACE /

MSG\_DISABLEDS

* + - * 1. **Test**: If return code is not TWRC\_SUCCESS, end with an error
      1. **Action**: MSG\_SET CAP\_XFERCOUNT to -1
         1. **Test**: If return is not TWRC\_SUCCESS, end with error
      2. **Action**: Ask user to place one sheet of paper in the document feeder
      3. **Action**: DG\_CONTROL / DAT\_USERINTERFACE / MSG\_ENABLEDS with ShowUI = FALSE and ModalUI = FALSE
         1. **Test**: If return code is not TWRC\_SUCCESS, end with an error
      4. **Action**: Wait for MSG\_XFERREADY
      5. **Action**: DG\_IMAGE / DAT\_IMAGENATIVEXFER / MSG\_GET
         1. **Test**: If return code is not TWRC\_XFERDONE, end with an error
      6. **Action**: DG\_CONTROL / DAT\_PENDINGXFERS / MSG\_ENDXFER
         1. **Test**: If return code is not TWRC\_SUCCESS, end with an error
         2. **Test**: If TW\_PENDINGXFERS.Count is not 0, end with error
      7. **Action**: DG\_CONTROL / DAT\_USERINTERFACE /

MSG\_DISABLEDS

* + - * 1. **Test**: If return code is not TWRC\_SUCCESS, end with an error
    1. **Test**: If value is equal to 3 do this section
       1. **Action**: Ask user to place three sheets of paper in the document feeder
       2. **Action**: MSG\_SET CAP\_DUPLEXENABLED to FALSE
          1. **Test**: If return code is not TWRC\_SUCCESS or

TWRC\_FAILURE / TWCC\_CAPUNSUPPORTED, end with

error

* + - 1. **Action**: MSG\_SET CAP\_XFERCOUNT to 0
         1. **Test**: If return code is not TWRC\_FAILURE / TWCC\_BADVALUE, end with an error
      2. **Action**: MSG\_SET CAP\_XFERCOUNT to 1
         1. **Test**: If return is not TWRC\_SUCCESS, end with error
      3. **Action**: DG\_CONTROL / DAT\_USERINTERFACE / MSG\_ENABLEDS with ShowUI = FALSE and ModalUI = FALSE
         1. **Test**: If return code is not TWRC\_SUCCESS, end with an error
      4. **Action**: Wait for MSG\_XFERREADY
      5. **Action**: DG\_IMAGE / DAT\_IMAGENATIVEXFER / MSG\_GET
         1. **Test**: If return code is not TWRC\_XFERDONE, end with an error
      6. **Action**: DG\_CONTROL / DAT\_PENDINGXFERS / MSG\_ENDXFER
         1. **Test**: If return code is not TWRC\_SUCCESS, end with an error
         2. **Test**: If TW\_PENDINGXFERS.Count is not 0, end with error
      7. **Action**: DG\_CONTROL / DAT\_USERINTERFACE /

MSG\_DISABLEDS

* + - * 1. **Test**: If return code is not TWRC\_SUCCESS, end with an error
      1. **Action**: MSG\_SET CAP\_XFERCOUNT to -1
         1. **Test**: If return is not TWRC\_SUCCESS, end with error
      2. **Action**: DG\_CONTROL / DAT\_USERINTERFACE / MSG\_ENABLEDS with ShowUI = FALSE and ModalUI = FALSE
         1. **Test**: If return code is not TWRC\_SUCCESS, end with an error
      3. **Action**: Wait for MSG\_XFERREADY
      4. **Action**: DG\_IMAGE / DAT\_IMAGENATIVEXFER / MSG\_GET
         1. **Test**: If return code is not TWRC\_XFERDONE, end with an error
      5. **Action**: DG\_CONTROL / DAT\_PENDINGXFERS / MSG\_ENDXFER
         1. **Test**: If return code is not TWRC\_SUCCESS, end with an error
         2. **Test**: If TW\_PENDINGXFERS.Count is not 1 or -1, end with error
      6. **Action**: DG\_IMAGE / DAT\_IMAGENATIVEXFER / MSG\_GET
         1. **Test**: If return code is not TWRC\_XFERDONE, end with an error
      7. **Action**: DG\_CONTROL / DAT\_PENDINGXFERS / MSG\_ENDXFER
         1. **Test**: If return code is not TWRC\_SUCCESS, end with an error
         2. **Test**: If TW\_PENDINGXFERS.Count is not 0, end with error
      8. **Action**: DG\_CONTROL / DAT\_USERINTERFACE /

MSG\_DISABLEDS

* + - * 1. **Test**: If return code is not TWRC\_SUCCESS, end with an error

**Post-Test Procedure**

When testing is completed, close the data source and the data source manager.

#### Version Tests

**Purpose**

Confirm that the data sources responds correctly to different TWAIN versions of data source manager and application.

**Pre-Test Procedure**

Close the data source manager.

**Attempt to scan Multiple Times**

Confirm that the data source can respond correctly to different TWAIN version of application and data source manager by attempting to scan using different setups. This tests for hangs and crashes. Use Memory transfer if available. Scan one image in simplex without UI. Testing with old DSM is only for 32-bit data sources only.

1. **Action**: MSG\_OPENDSM using old DSM as TWAIN version 1.9 application, with DF\_APP2 set,
   1. **Action**: Attempt to scan
   2. **Test**: Confirm that the scan succeeds without hanging.
   3. **Test**: If the application does not receive MSG\_XFERREADY, then end with error
   4. **Action**: MSG\_CLOSEDSM
2. **Action**: MSG\_OPENDSM using old DSM as TWAIN version 2.x application, with DF\_APP2 not

set,

* 1. **Action**: Attempt to scan
  2. **Test**: Confirm that the scan succeeds without hanging.
  3. **Test**: If the application does not receive MSG\_XFERREADY, then end with error
  4. **Action**: MSG\_CLOSEDSM

1. **Action**: MSG\_OPENDSM using old DSM as TWAIN version 2.x application, with DF\_APP2 set,
   1. **Action**: Attempt to scan
   2. **Test**: Confirm that the scan succeeds without hanging.
   3. **Test**: If the application does not receive MSG\_XFERREADY, then end with error
   4. **Action**: MSG\_CLOSEDSM
2. **Action**: MSG\_OPENDSM using TWAIN 2 DSM as TWAIN version 1.9 application, with

DF\_APP2 set,

* 1. **Action**: Attempt to scan
  2. **Test**: Confirm that the scan succeeds without hanging.
  3. **Test**: If the application does not receive MSG\_XFERREADY, then end with error
  4. **Action**: MSG\_CLOSEDSM

1. **Action**: MSG\_OPENDSM using TWAIN 2 DSM as TWAIN version 2.x application, with

DF\_APP2 not set,

* 1. **Action**: Attempt to scan
  2. **Test**: Confirm that the scan succeeds without hanging.
  3. **Test**: If the application does not receive MSG\_XFERREADY, then end with error
  4. **Action**: MSG\_CLOSEDSM

1. **Action**: MSG\_OPENDSM using TWAIN 2 DSM as TWAIN version 1.9 application, with

DF\_APP2 not set,

* 1. **Action**: Attempt to scan
  2. **Test**: Confirm that the scan succeeds without hanging.
  3. **Test**: If the application does not receive MSG\_XFERREADY, then end with error
  4. **Action**: MSG\_CLOSEDSM

**Post-Test Procedure**

Nothing to do.

#### Verify Values For MSG\_RESETALL and MSG\_RESET

**Purpose**

Confirm that the indicated capabilities have the values required by the Specification after a DG\_CONTROL / DAT\_CAPABILITY / MSG\_RESETALL is applied to the entire driver, or a DG\_CONTROL / DAT\_CAPABILITY / MSG\_RESET is applied to a single capability.

**Pre-Test Procedure**

Open the data source manager and the data source that is to be tested.

**Test MSG\_RESETALL and MSG\_RESET**

Make sure that MSG\_RESETALL results in the following values for the indicated capabilities.

1. **Action**: DG\_CONTROL / DAT\_CAPABILITY / MSG\_RESETALL
   1. **Test**: If result is not TWRC\_SUCCESS, then end with error
   2. **Action**: MSG\_GETCURRENT ACAP\_XFERMECH
      1. **Test**: If result is not TWRC\_SUCCESS, then skip down to the next capability
      2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not

TWTY\_UINT16, or the value is not TWSX\_NATIVE, then end with error

* + 1. **Action**: MSG\_RESET ACAP\_XFERMECH
       1. **Test**: If result is not TWRC\_SUCCESS, then end with error
       2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not TWTY\_UINT16, or the value is not TWSX\_NATIVE, then end with error
  1. **Action**: MSG\_GETCURRENT CAP\_AUTHOR
     1. **Test**: If result is not TWRC\_SUCCESS, then skip down to the next capability
     2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not

TWTY\_STRING128, or the value is not an empty string, then end with error

* + 1. **Action**: MSG\_RESET CAP\_AUTHOR
       1. **Test**: If result is not TWRC\_SUCCESS, then end with error
       2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not TWTY\_STRING128, or the value is not an empty string, then end with error
  1. **Action**: MSG\_GETCURRENT CAP\_AUTOFEED
     1. **Test**: If result is not TWRC\_SUCCESS, then skip down to the next capability
     2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not TWTY\_BOOL, or the value is not TRUE, then end with error
     3. **Action**: MSG\_RESET CAP\_AUTOFEED
        1. **Test**: If result is not TWRC\_SUCCESS, then end with error
        2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not TWTY\_BOOL, or the value is not TRUE, then end with error
  2. **Action**: MSG\_GETCURRENT CAP\_AUTOMATICCAPTURE
     1. **Test**: If result is not TWRC\_SUCCESS, then skip down to the next capability
     2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not TWTY\_INT32, or the value is not 0, then end with error
     3. **Action**: MSG\_RESET CAP\_AUTOMATICCAPTURE
        1. **Test**: If result is not TWRC\_SUCCESS, then end with error
        2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not TWTY\_INT32, or the value is not 0, then end with error
  3. **Action**: MSG\_GETCURRENT CAP\_CAMERSIDE
     1. **Test**: If result is not TWRC\_SUCCESS, then skip down to the next capability
     2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not TWTY\_UINT16, or the value is not TWCS\_BOTH, then end with error
     3. **Action**: MSG\_RESET CAP\_CAMERSIDE
        1. **Test**: If result is not TWRC\_SUCCESS, then end with error
        2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not TWTY\_UINT16, or the value is not TWCS\_BOTH, then end with error
  4. **Action**: MSG\_GETCURRENT CAP\_CAPTION
     1. **Test**: If result is not TWRC\_SUCCESS, then skip down to the next capability
     2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not TWTY\_STRING255, or the value is not an empty string, then end with error
     3. **Action**: MSG\_RESET CAP\_CAPTION
        1. **Test**: If result is not TWRC\_SUCCESS, then end with error
        2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not TWTY\_STRING255, or the value is not an empty string, then end with error
  5. **Action**: MSG\_GETCURRENT CAP\_CLEARBUFFERS
     1. **Test**: If result is not TWRC\_SUCCESS, then skip down to the next capability
     2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not TWTY\_UINT16, or the value is not TWCB\_AUTO, then end with error
     3. **Action**: MSG\_RESET CAP\_CLEARBUFFERS
        1. **Test**: If result is not TWRC\_SUCCESS, then end with error
        2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not TWTY\_UINT16, or the value is not TWCB\_AUTO, then end with error
  6. **Action**: MSG\_GETCURRENT CAP\_CLEARPAGE
     1. **Test**: If result is not TWRC\_SUCCESS, then skip down to the next capability
     2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not TWTY\_BOOL, or the value is not FALSE, then end with error
     3. **Action**: MSG\_RESET CAP\_CLEARPAGE
        1. **Test**: If result is not TWRC\_SUCCESS, then end with error
        2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not TWTY\_BOOL, or the value is not FALSE, then end with error
  7. **Action**: MSG\_GETCURRENT CAP\_DEVICEEVENT
     1. **Test**: If result is not TWRC\_SUCCESS, then skip down to the next capability
     2. **Test**: If the container is not TW\_ARRAY, or the value is not an empty array, then end with error
     3. **Action**: MSG\_RESET CAP\_DEVICEEVENT
        1. **Test**: If result is not TWRC\_SUCCESS, then end with error
        2. **Test**: If the container is not TW\_ARRAY, or the value is not an empty array, then end with error
  8. **Action**: MSG\_GETCURRENT CAP\_DOUBLEFEEDDETECTION
     1. **Test**: If result is not TWRC\_SUCCESS, then skip down to the next capability
     2. **Test**: If the container is not TW\_ARRAY, or the value is not an empty array, then end with error
     3. **Action**: MSG\_RESET CAP\_DOUBLEFEEDDETECTION
        1. **Test**: If result is not TWRC\_SUCCESS, then end with error
        2. **Test**: If the container is not TW\_ARRAY, or the value is not an empty array, then end with error
  9. **Action**: MSG\_GETCURRENT CAP\_ENDORSER
     1. **Test**: If result is not TWRC\_SUCCESS, then skip down to the next capability
     2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not

TWTY\_UINT32, or the value is not 1, then end with error

* + 1. **Action**: MSG\_RESET CAP\_ENDORSER
       1. **Test**: If result is not TWRC\_SUCCESS, then end with error
       2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not TWTY\_UINT32, or the value is not 1, then end with error
  1. **Action**: MSG\_GETCURRENT CAP\_FEEDERPREP
     1. **Test**: If result is not TWRC\_SUCCESS, then skip down to the next capability
     2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not TWTY\_BOOL, or the value is not FALSE, then end with error
     3. **Action**: MSG\_RESET CAP\_FEEDERPREP
        1. **Test**: If result is not TWRC\_SUCCESS, then end with error
        2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not TWTY\_BOOL, or the value is not FALSE, then end with error
  2. **Action**: MSG\_GETCURRENT CAP\_FEEDPAGE
     1. **Test**: If result is not TWRC\_SUCCESS, then skip down to the next capability
     2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not TWTY\_BOOL, or the value is not FALSE, then end with error
     3. **Action**: MSG\_RESET CAP\_FEEDPAGE
        1. **Test**: If result is not TWRC\_SUCCESS, then end with error
        2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not TWTY\_BOOL, or the value is not FALSE, then end with error
  3. **Action**: MSG\_GETCURRENT CAP\_INDICATORS
     1. **Test**: If the result is not TWRC\_SUCCESS, then end with error
     2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not TWTY\_BOOL, or the value is not TRUE, then end with error
     3. **Action**: MSG\_RESET CAP\_INDICATORS
        1. **Test**: If result is not TWRC\_SUCCESS, then end with error
        2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not TWTY\_BOOL, or the value is not TRUE, then end with error
  4. **Action**: MSG\_GETCURRENT CAP\_INDICATORS
     1. **Test**: If result is not TWRC\_SUCCESS, then skip down to the next capability
     2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not TWTY\_BOOL, or the value is not TRUE, then end with error
     3. **Action**: MSG\_RESET CAP\_INDICATORS
        1. **Test**: If result is not TWRC\_SUCCESS, then end with error
        2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not TWTY\_BOOL, or the value is not TRUE, then end with error
  5. **Action**: MSG\_GETCURRENT CAP\_JOBCONTROL
     1. **Test**: If result is not TWRC\_SUCCESS, then skip down to the next capability
     2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not

TWTY\_UINT16, or the value is not TWJC\_NONE, then end with error

* + 1. **Action**: MSG\_RESET CAP\_JOBCONTROL
       1. **Test**: If result is not TWRC\_SUCCESS, then end with error
       2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not TWTY\_UINT16, or the value is not TWJC\_NONE, then end with error
  1. **Action**: MSG\_GETCURRENT CAP\_MICRENABLED
     1. **Test**: If result is not TWRC\_SUCCESS, then skip down to the next capability
     2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not TWTY\_BOOL, or the value is not FALSE, then end with error
     3. **Action**: MSG\_RESET CAP\_MICRENABLED
        1. **Test**: If result is not TWRC\_SUCCESS, then end with error
        2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not TWTY\_BOOL, or the value is not FALSE, then end with error
  2. **Action**: MSG\_GETCURRENT CAP\_PAPERHANDLING
     1. **Test**: If result is not TWRC\_SUCCESS, then skip down to the next capability
     2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not

TWTY\_UINT16, or the value is not TWPH\_NORMAL, then end with error

* + 1. **Action**: MSG\_RESET CAP\_PAPERHANDLING
       1. **Test**: If result is not TWRC\_SUCCESS, then end with error
       2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not TWTY\_UINT16, or the value is not TWPH\_NORMAL, then end with error
  1. **Action**: MSG\_GETCURRENT CAP\_PRINTERENABLED
     1. **Test**: If result is not TWRC\_SUCCESS, then skip down to the next capability
     2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not TWTY\_BOOL, or the value is not FALSE, then end with error
     3. **Action**: MSG\_RESET CAP\_PRINTERENABLED
        1. **Test**: If result is not TWRC\_SUCCESS, then end with error
        2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not TWTY\_BOOL, or the value is not FALSE, then end with error
  2. **Action**: MSG\_GETCURRENT CAP\_PRINTERINDEX
     1. **Test**: If result is not TWRC\_SUCCESS, then skip down to the next capability
     2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not TWTY\_UINT32, or the value is not 1, then end with error
     3. **Action**: MSG\_RESET CAP\_PRINTERINDEX
        1. **Test**: If result is not TWRC\_SUCCESS, then end with error
        2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not TWTY\_UINT32, or the value is not 1, then end with error
  3. **Action**: MSG\_GETCURRENT CAP\_REACQUIREALLOWED
     1. **Test**: If result is not TWRC\_SUCCESS, then skip down to the next capability
     2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not TWTY\_BOOL, or the value is not FALSE, then end with error
     3. **Action**: MSG\_RESET CAP\_REACQUIREALLOWED
        1. **Test**: If result is not TWRC\_SUCCESS, then end with error
        2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not TWTY\_BOOL, or the value is not FALSE, then end with error
  4. **Action**: MSG\_GETCURRENT CAP\_SEGMENTED
     1. **Test**: If result is not TWRC\_SUCCESS, then skip down to the next capability
     2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not

TWTY\_UINT16, or the value is not TWSG\_NONE, then end with error

* + 1. **Action**: MSG\_RESET CAP\_SEGMENTED
       1. **Test**: If result is not TWRC\_SUCCESS, then end with error
       2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not TWTY\_UINT16, or the value is not TWSG\_NONE, then end with error
  1. **Action**: MSG\_GETCURRENT CAP\_TIMEBEFOREFIRSTCAPTURE
     1. **Test**: If result is not TWRC\_SUCCESS, then skip down to the next capability
     2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not TWTY\_INT32, or the value is not 0, then end with error
     3. **Action**: MSG\_RESET CAP\_TIMEBEFOREFIRSTCAPTURE
        1. **Test**: If result is not TWRC\_SUCCESS, then end with error
        2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not

TWTY\_INT32, or the value is not 0, then end with error

* 1. **Action**: MSG\_GETCURRENT CAP\_TIMEBETWEENCAPTURES
     1. **Test**: If result is not TWRC\_SUCCESS, then skip down to the next capability
     2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not TWTY\_INT32, or the value is not 0, then end with error
     3. **Action**: MSG\_RESET CAP\_TIMEBETWEENCAPTURES
        1. **Test**: If result is not TWRC\_SUCCESS, then end with error
        2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not TWTY\_INT32, or the value is not 0, then end with error
  2. **Action**: MSG\_GETCURRENT CAP\_THUMBNAILSENABLED
     1. **Test**: If result is not TWRC\_SUCCESS, then skip down to the next capability
     2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not TWTY\_BOOL, or the value is not FALSE, then end with error
     3. **Action**: MSG\_RESET CAP\_THUMBNAILSENABLED
        1. **Test**: If result is not TWRC\_SUCCESS, then end with error
        2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not TWTY\_BOOL, or the value is not FALSE, then end with error
  3. **Action**: MSG\_GETCURRENT CAP\_XFERCOUNT
     1. **Test**: If result is not TWRC\_SUCCESS, then end with error
     2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not TWTY\_INT16, or the value is not -1, then end with error
     3. **Action**: MSG\_RESET CAP\_XFERCOUNT
        1. **Test**: If result is not TWRC\_SUCCESS, then end with error
        2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not TWTY\_INT16, or the value is not -1, then end with error
  4. **Action**: MSG\_GETCURRENT ICAP\_AUTOBRIGHT
     1. **Test**: If result is not TWRC\_SUCCESS, then skip down to the next capability
     2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not TWTY\_BOOL, or the value is not FALSE, then end with error
     3. **Action**: MSG\_RESET ICAP\_AUTOBRIGHT
        1. **Test**: If result is not TWRC\_SUCCESS, then end with error
        2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not TWTY\_BOOL, or the value is not FALSE, then end with error
  5. **Action**: MSG\_GETCURRENT ICAP\_AUTODISCARDBLANKPAGES
     1. : If result is not TWRC\_SUCCESS, then skip down to the next capability
     2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not

TWTY\_UINT16, or the value is not TWBP\_DISABLED, then end with error

* + 1. **Action**: MSG\_RESET ICAP\_AUTODISCARDBLANKPAGES
       1. **Test**: If result is not TWRC\_SUCCESS, then end with error
       2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not TWTY\_UINT16, or the value is not TWBP\_DISABLED, then end with error
  1. **Action**: MSG\_GETCURRENT ICAP\_AUTOMATICCOLORENABLED
     1. **Test**: If result is not TWRC\_SUCCESS, then skip down to the next capability
     2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not TWTY\_BOOL, or the value is not FALSE, then end with error
     3. **Action**: MSG\_RESET ICAP\_AUTOMATICCOLORENABLED
        1. **Test**: If result is not TWRC\_SUCCESS, then end with error
        2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not TWTY\_BOOL, or the value is not FALSE, then end with error
  2. **Action**: MSG\_GETCURRENT ICAP\_AUTOMATICCOLORNONCOLORPIXELTYPE
     1. **Test**: If result is not TWRC\_SUCCESS, then skip down to the next capability
     2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not TWTY\_UINT16, or the value is not TWPT\_BW, then end with error
     3. **Action**: MSG\_RESET ICAP\_AUTOMATICCOLORNONCOLORPIXELTYPE
        1. **Test**: If result is not TWRC\_SUCCESS, then end with error
        2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not TWTY\_UINT16, or the value is not TWPT\_BW, then end with error
  3. **Action**: MSG\_GETCURRENT ICAP\_AUTOMATICROTATE
     1. **Test**: If result is not TWRC\_SUCCESS, then skip down to the next capability
     2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not TWTY\_BOOL, or the value is not FALSE, then end with error
     3. **Action**: MSG\_RESET ICAP\_AUTOMATICROTATE
        1. **Test**: If result is not TWRC\_SUCCESS, then end with error
        2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not TWTY\_BOOL, or the value is not FALSE, then end with error
  4. **Action**: MSG\_GETCURRENT ICAP\_AUTOSIZE
     1. **Test**: If result is not TWRC\_SUCCESS, then skip down to the next capability

1.33.2.

TWTY\_UINT16, or the value is not TWAS\_NONE, then end with error

1.33.3. **Action**: MSG\_RESET ICAP\_AUTOSIZE

* + - 1. **Test**: If result is not TWRC\_SUCCESS, then end with error
      2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not TWTY\_UINT16, or the value is not TWAS\_NONE, then end with error
  1. **Action**: MSG\_GETCURRENT ICAP\_BARCODEDETECTIONENABLED
     1. **Test**: If result is not TWRC\_SUCCESS, then skip down to the next capability
     2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not TWTY\_BOOL, or the value is not FALSE, then end with error
     3. **Action**: MSG\_RESET ICAP\_BARCODEDETECTIONENABLED
        1. **Test**: If result is not TWRC\_SUCCESS, then end with error
        2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not TWTY\_BOOL, or the value is not FALSE, then end with error
  2. 1.35 **Action**: MSG\_GETCURRENT ICAP\_BITORDER
     1. **Test**: If result is not TWRC\_SUCCESS, then skip down to the next capability
     2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not

TWTY\_UINT16, or the value is not TWBO\_MSBFIRST, then end with error

* + 1. **Action**: MSG\_RESET ICAP\_BITORDER
       1. **Test**: If result is not TWRC\_SUCCESS, then end with error
       2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not TWTY\_UINT16, or the value is not TWBO\_MSBFIRST, then end with error
  1. **Action**: MSG\_GETCURRENT ICAP\_BITORDERCODES
     1. **Test**: If result is not TWRC\_SUCCESS, then skip down to the next capability
     2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not

TWTY\_UINT16, or the value is not TWBO\_LSBFIRST, then end with error

* + 1. **Action**: MSG\_RESET ICAP\_BITORDERCODES
       1. **Test**: If result is not TWRC\_SUCCESS, then end with error
       2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not TWTY\_UINT16, or the value is not TWBO\_LSBFIRST, then end with error
  1. **Action**: MSG\_GETCURRENT ICAP\_BRIGHTNESS
     1. **Test**: If result is not TWRC\_SUCCESS, then skip down to the next capability

1.37.2.

TWTY\_FIX32, or the value is not 0, then end with error

1.37.3. **Action**: MSG\_RESET ICAP\_BRIGHTNESS

* + - 1. **Test**: If result is not TWRC\_SUCCESS, then end with error
      2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not TWTY\_FIX32, or the value is not 0, then end with error
  1. **Action**: MSG\_GETCURRENT ICAP\_CCITTKFACTOR
     1. **Test**: If result is not TWRC\_SUCCESS, then skip down to the next capability
     2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not TWTY\_UINT16, or the value is not 4, then end with error
     3. **Action**: MSG\_RESET ICAP\_CCITTKFACTOR
        1. **Test**: If result is not TWRC\_SUCCESS, then end with error
        2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not TWTY\_UINT16, or the value is not 4, then end with error
  2. **Action**: MSG\_GETCURRENT ICAP\_COLORMANAGEMENTENABLED
     1. **Test**: If result is not TWRC\_SUCCESS, then skip down to the next capability
     2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not TWTY\_BOOL, or the value is not TRUE, then end with error
     3. **Action**: MSG\_RESET ICAP\_COLORMANAGEMENTENABLED
        1. **Test**: If result is not TWRC\_SUCCESS, then end with error
        2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not TWTY\_BOOL, or the value is not TRUE, then end with error
  3. **Action**: MSG\_GETCURRENT ICAP\_COMPRESSION
     1. **Test**: If result is not TWRC\_SUCCESS, then skip down to the next capability
     2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not

TWTY\_UINT16, or the value is not TWCP\_COMPRESSION, then end with error

* + 1. **Action**: MSG\_RESET ICAP\_COMPRESSION
       1. **Test**: If result is not TWRC\_SUCCESS, then end with error
       2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not TWTY\_UINT16, or the value is not TWCP\_COMPRESSION, then end with error
  1. **Action**: MSG\_GETCURRENT ICAP\_CONTRAST
     1. **Test**: If result is not TWRC\_SUCCESS, then skip down to the next capability

1.41.2.

TWTY\_FIX32, or the value is not 0, then end with error

1.41.3. **Action**: MSG\_RESET ICAP\_CONTRAST

* + - 1. **Test**: If result is not TWRC\_SUCCESS, then end with error
      2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not TWTY\_FIX32, or the value is not 0, then end with error
  1. **Action**: MSG\_GETCURRENT ICAP\_EXTIMAGEINFO
     1. **Test**: If result is not TWRC\_SUCCESS, then skip down to the next capability
     2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not TWTY\_BOOL, or the value is not TRUE, then end with error
     3. **Action**: MSG\_RESET ICAP\_EXTIMAGEINFO
        1. **Test**: If result is not TWRC\_SUCCESS, then end with error
        2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not TWTY\_BOOL, or the value is not TRUE, then end with error
  2. **Action**: MSG\_GETCURRENT ICAP\_FILTER
     1. **Test**: If result is not TWRC\_SUCCESS, then skip down to the next capability
     2. **Test**: If the container is not TW\_ARRAY, or the value is not an empty array, then end with error
     3. **Action**: MSG\_RESET ICAP\_FILTER
        1. **Test**: If result is not TWRC\_SUCCESS, then end with error
        2. **Test**: If the container is not TW\_ARRAY, or the value is not an empty array, then end with error
  3. **Action**: MSG\_GETCURRENT ICAP\_FLIPROTATION
     1. **Test**: If result is not TWRC\_SUCCESS, then skip down to the next capability
     2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not

TWTY\_UINT16, or the value is not TWFR\_BOOK, then end with error

* + 1. **Action**: MSG\_RESET ICAP\_FLIPROTATION
       1. **Test**: If result is not TWRC\_SUCCESS, then end with error
       2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not TWTY\_UINT16, or the value is not TWFR\_BOOK, then end with error
  1. **Action**: MSG\_GETCURRENT ICAP\_GAMMA
     1. **Test**: If result is not TWRC\_SUCCESS, then skip down to the next capability
     2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not

TWTY\_FIX32, or the value is not 2.2, then end with error

* + 1. **Action**: MSG\_RESET ICAP\_GAMMA
       1. **Test**: If result is not TWRC\_SUCCESS, then end with error
       2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not TWTY\_FIX32, or the value is not 2.2, then end with error
  1. **Action**: MSG\_GETCURRENT ICAP\_HIGHLIGHT
     1. **Test**: If result is not TWRC\_SUCCESS, then skip down to the next capability
     2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not TWTY\_FIX32, or the value is not 255, then end with error
     3. **Action**: MSG\_REEST ICAP\_HIGHLIGHT
        1. **Test**: If result is not TWRC\_SUCCESS, then end with error
        2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not TWTY\_FIX32, or the value is not 255, then end with error
  2. **Action**: MSG\_GETCURRENT ICAP\_IMAGEMERGE
     1. **Test**: If result is not TWRC\_SUCCESS, then skip down to the next capability
     2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not

TWTY\_UINT16, or the value is not TWIM\_NONE, then end with error

* + 1. **Action**: MSG\_RESET ICAP\_IMAGEMERGE
       1. **Test**: If result is not TWRC\_SUCCESS, then end with error
       2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not TWTY\_UINT16, or the value is not TWIM\_NONE, then end with error
  1. **Action**: MSG\_GETCURRENT ICAP\_IMAGEMERGEHEIGHTTHRESHOLD
     1. **Test**: If result is not TWRC\_SUCCESS, then skip down to the next capability
     2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not TWTY\_FIX32, or the value is not 0, then end with error
     3. **Action**: MSG\_GETCURRENT ICAP\_IMAGEMERGEHEIGHTTHRESHOLD
        1. **Test**: If result is not TWRC\_SUCCESS, then end with error
        2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not TWTY\_FIX32, or the value is not 0, then end with error
  2. **Action**: MSG\_GETCURRENT ICAP\_MIRROR
     1. **Test**: If result is not TWRC\_SUCCESS, then skip down to the next capability
     2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not

TWTY\_UINT16, or the value is not TWMR\_NONE, then end with error

* + 1. **Action**: MSG\_RESET ICAP\_MIRROR
       1. : If result is not TWRC\_SUCCESS, then end with error
       2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not TWTY\_UINT16, or the value is not TWMR\_NONE, then end with error
  1. **Action**: MSG\_GETCURRENT ICAP\_ORIENTATION
     1. **Test**: If result is not TWRC\_SUCCESS, then skip down to the next capability
     2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not

TWTY\_UINT16, or the value is not TWOR\_PORTRAIT, then end with error

* + 1. **Action**: MSG\_RESET ICAP\_ORIENTATION
       1. **Test**: If result is not TWRC\_SUCCESS, then end with error
       2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not TWTY\_UINT16, or the value is not TWOR\_PORTRAIT, then end with error
  1. **Action**: MSG\_GETCURRENT ICAP\_OVERSCAN
     1. **Test**: If result is not TWRC\_SUCCESS, then skip down to the next capability
     2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not

TWTY\_UINT16, or the value is not TWOV\_NONE, then end with error

* + 1. **Action**: MSG\_RESET ICAP\_OVERSCAN
       1. **Test**: If result is not TWRC\_SUCCESS, then end with error
       2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not TWTY\_UINT16, or the value is not TWOV\_NONE, then end with error
  1. **Action**: MSG\_GETCURRENT ICAP\_PATCHCODEDETECTIONENABLED
     1. **Test**: If result is not TWRC\_SUCCESS, then skip down to the next capability
     2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not TWTY\_BOOL, or the value is not FALSE, then end with error
     3. **Action**: MSG\_RESET ICAP\_PATCHCODEDETECTIONENABLED
        1. **Test**: If result is not TWRC\_SUCCESS, then end with error
        2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not TWTY\_BOOL, or the value is not FALSE, then end with error
  2. **Action**: MSG\_GETCURRENT ICAP\_PIXELFLAVOR
     1. **Test**: If result is not TWRC\_SUCCESS, then skip down to the next capability
     2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not

TWTY\_UINT16, or the value is not TWPF\_CHOCOLATE, then end with error

* + 1. **Action**: MSG\_RESET ICAP\_PIXELFLAVOR
       1. **Test**: If result is not TWRC\_SUCCESS, then end with error

1.53.3.2.

TWTY\_UINT16, or the value is not TWPF\_CHOCOLATE, then end with error

* 1. **Action**: MSG\_GETCURRENT ICAP\_PIXELFLAVORCODES
     1. **Test**: If result is not TWRC\_SUCCESS, then skip down to the next capability
     2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not

TWTY\_UINT16, or the value is not TWPF\_CHOCOLATE, then end with error

* + 1. **Action**: MSG\_RESET ICAP\_PIXELFLAVORCODES
       1. **Test**: If result is not TWRC\_SUCCESS, then end with error
       2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not TWTY\_UINT16, or the value is not TWPF\_CHOCOLATE, then end with error
  1. **Action**: MSG\_GETCURRENT ICAP\_ROTATION
     1. **Test**: If result is not TWRC\_SUCCESS, then skip down to the next capability
     2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not TWTY\_FIX32, or the value is not 0, then end with error
     3. **Action**: MSG\_RESET ICAP\_ROTATION
        1. **Test**: If result is not TWRC\_SUCCESS, then end with error
        2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not TWTY\_FIX32, or the value is not 0, then end with error
  2. **Action**: MSG\_GETCURRENT ICAP\_SHADOW
     1. **Test**: If result is not TWRC\_SUCCESS, then skip down to the next capability
     2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not TWTY\_FIX32, or the value is not 0, then end with error
     3. **Action**: MSG\_RESET ICAP\_SHADOW
        1. **Test**: If result is not TWRC\_SUCCESS, then end with error
        2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not TWTY\_FIX32, or the value is not 0, then end with error
  3. **Action**: MSG\_GETCURRENT ICAP\_THRESHOLD
     1. **Test**: If result is not TWRC\_SUCCESS, then skip down to the next capability
     2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not TWTY\_FIX32, or the value is not 128, then end with error
     3. **Action**: MSG\_RESET ICAP\_THRESHOLD
        1. **Test**: If result is not TWRC\_SUCCESS, then end with error

1.57.3.2.

TWTY\_FIX32, or the value is not 128, then end with error

* 1. **Action**: MSG\_GETCURRENT ICAP\_TILES
     1. **Test**: If result is not TWRC\_SUCCESS, then skip down to the next capability
     2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not TWTY\_BOOL, or the value is not FALSE, then end with error
     3. **Action**: MSG\_RESET ICAP\_TILES
        1. **Test**: If result is not TWRC\_SUCCESS, then end with error
        2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not TWTY\_BOOL, or the value is not FALSE, then end with error
  2. **Action**: MSG\_GETCURRENT ICAP\_TIMEFILL
     1. **Test**: If result is not TWRC\_SUCCESS, then skip down to the next capability
     2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not TWTY\_UINT16, or the value is not 1, then end with error
     3. **Action**: MSG\_RESET ICAP\_TIMEFILL
        1. **Test**: If result is not TWRC\_SUCCESS, then end with error
        2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not TWTY\_UINT16, or the value is not 1, then end with error
  3. **Action**: MSG\_GETCURRENT ICAP\_UNDEFINEDIMAGESIZE
     1. **Test**: If result is not TWRC\_SUCCESS, then skip down to the next capability
     2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not TWTY\_BOOL, or the value is not FALSE, then end with error
     3. **Action**: MSG\_RESET ICAP\_UNDEFINEDIMAGESIZE
        1. **Test**: If result is not TWRC\_SUCCESS, then end with error
        2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not TWTY\_BOOL, or the value is not FALSE, then end with error
  4. **Action**: MSG\_GETCURRENT ICAP\_UNITS
     1. **Test**: If result is not TWRC\_SUCCESS, then skip down to the next capability
     2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not

TWTY\_UINT16, or the value is not TWUN\_INCHES, then end with error

* + 1. **Action**: MSG\_RESET ICAP\_UNITS
       1. **Test**: If result is not TWRC\_SUCCESS, then end with error

1.61.3.2.

TWTY\_UINT16, or the value is not TWUN\_INCHES, then end with error

* 1. **Action**: MSG\_GETCURRENT ICAP\_XFERMECH
     1. **Test**: If result is not TWRC\_SUCCESS, then skip down to the next capability
     2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not TWTY\_UINT16, or the value is not -1, then end with error
     3. **Action**: MSG\_RESET ICAP\_XFERMECH
        1. **Test**: If result is not TWRC\_SUCCESS, then end with error
        2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not TWTY\_UINT16, or the value is not -1, then end with error
  2. **Action**: MSG\_GETCURRENT ICAP\_XSCALING
     1. **Test**: If result is not TWRC\_SUCCESS, then skip down to the next capability
     2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not TWTY\_FIX32, or the value is not 1, then end with error
     3. **Action**: MSG\_RESET ICAP\_XSCALING
        1. **Test**: If result is not TWRC\_SUCCESS, then end with error
        2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not TWTY\_FIX32, or the value is not 1, then end with error
  3. **Action**: MSG\_GETCURRENT ICAP\_YSCALING
     1. **Test**: If result is not TWRC\_SUCCESS, then skip down to the next capability
     2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not TWTY\_FIX32, or the value is not 1, then end with error
     3. **Action**: MSG\_RESET ICAP\_YSCALING
        1. **Test**: If result is not TWRC\_SUCCESS, then end with error
        2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not TWTY\_FIX32, or the value is not 1, then end with error
  4. **Action**: MSG\_GETCURRENT ICAP\_ZOOMFACTOR
     1. **Test**: If result is not TWRC\_SUCCESS, then skip down to the next capability
     2. **Test**: If the container is not TW\_ONEVALUE, or the data type is not TWTY\_INT16, or the value is not 0, then end with error
     3. **Action**: MSG\_RESET ICAP\_ZOOMFACTOR
        1. **Test**: If result is not TWRC\_SUCCESS, then end with error

1.65.3.2.

TWTY\_INT16, or the value is not 0, then end with error

**A**

**TWAIN Articles**

**Chapter Contents**

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The articles in this appendix provide additional information about some of the features described in this specification.

#### Device Events

TWAIN 1.8 expands upon asynchronous event notification. Previous versions provided the

DG\_CONTROL / DAT\_NULL messages: MSG\_CLOSEDSOK, MSG\_CLOSEDSREQ and

MSG\_XFERREADY to permit the Source to alert the Application that it needed to exit, or that an image was ready to be processed. With the addition of Digital Cameras, and the burgeoning interest in Push Technologies, it has become desirable to enhance TWAIN in this area.

An event begins when the Source needs to alert the Application to some change that has occurred within the device. For example, the owner of a Digital Camera (which is tethered to a host machine) has changed the setting for flash from on to off. The Source wants to alert the Application of this change: first, it records the event in a FIFO queue; second, it sends a

DG\_CONTROL / DAT\_NULL / DAT\_DEVICEEVENT to the Source Manager, which forwards the message to the Application.

The Application receives the DG\_CONTROL / DAT\_NULL / MSG\_DEVICEEVENT, and immediately issues a DG\_CONTROL / DAT\_DEVICEEVENT / MSG\_GET request to the Source. The Source delivers the information about the event, and pops it off the queue. The process concludes with the Application examining the information and acting upon it, in this case by alerting the user that the flash setting on the camera has been changed.

**Notes:**

* Sources must start up in a mode with device events turned off (an empty array for

CAP\_DEVICEEVENTS), this is for the benefit of pre-1.8 applications which may not be able to process this new event.

* Device events are never generated by an Application setting a value within a Source (such as Application changing ICAP\_FLASHUSED2). Device events are only generated in response to some outside change within the Source or the Device (such as the User changing the flash setting on the camera).
* Sources must maintain an internal Event Queue, so that they can report each and every device event to the Application in the order of their occurrence.
* Device events are supported in State 4. Windows Sources must use the main window handle supplied with the DG\_CONTROL / DAT\_PARENT / MSG\_OPENDS if they issue device events in State 4. In States 5 through 7 Sources must use the pTW\_USERINTERFACE->hParent supplied in the DG\_CONTROL / DAT\_USERINTERFACE / MSG\_ENABLEDS triplet.
* Since device events may occur in State 4, Applications that enable them using CAP\_DEVICEEVENTS must be ready to receive and process them.
* When the Application receives a device event, it must immediately collect the information about it. The Application must not issue the DG\_CONTROL / DAT\_DEVICEEVENT / MSG\_GET, except when it has received a DG\_CONTROL / DAT\_NULL / MSG\_DEVICEEVENT message.
* The Application must process events without User intervention, this is to prevent situations where the device event queue builds up because a User is not responding to the system.
* Applications may sometimes fail to respond to a Source’s device events. A maximum queue size should be selected so that the Source does not exhaust memory. If the queue fills, the Source must do the following:
* Turns off device events (resets CAP\_DEVICEEVENT to an empty array).
* Refuse to set CAP\_DEVICEEVENT until the queue is emptied, return TWCC\_SEQERROR.
* Process DG\_CONTROL / DAT\_DEVICEEVENT / MSG\_GET requests for each item on the device event queue.

After the last device event is read by the Application, return TWRC\_FAILURE / TWCC\_DEVICEEVENTOVERFLOW for the next call to DG\_CONTROL / DAT\_DEVICEEVENT / MSG\_GET.

* After TWCC\_DEVICEEVENTOVERFLOW has been reported, permit the Source to set CAP\_DEVICEEVENT again.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| |  |  |  | | --- | --- | --- | | Source  Flash  **ON**  **OFF**  Flash  **OFF**  Event Queue | |  | | --- | | Display:  Flash **ON** | | | |  |  |  | | --- | --- | --- | | Source Manager |  | Application | |   Step 1: The Source senses that the device has changed from ON to OFF and stores this information in an Event Queue. A Queue must be used because the Source may generate multiple events before the Application can respond. |
| Source  Flash  **OFF**  Event Queue  Source  Manager  Application  Display:  Flash  **ON**  DG\_CONTROL /  DAT\_NULL /  MSG\_DEVICEEVENT  Flash  **OFF**  Step 2: The Source sends a DG\_CONTROL / DAT\_NULL / MSG\_DEVICEEVENT to the Application. The Application only knows that some Event has taken place. |
| Source  Flash  **OFF**  Event Queue  Source  Manager  Application  Display:  Flash  **ON**  DG\_CONTROL/  DAT\_DEVICEEVENT  MSG\_GET  Flash  **OFF**  Flash  **OFF**  Step 3: The Application sends a DG\_CONTROL / DAT\_DEVICEEVENT / MSG\_GET to the Source to learn about the Event. The Source informs the Application that the flash is OFF and it clears the Event from its Queue. |
| Source  (  empty  )  Event Queue  Source  Manager  Application  Flash  **OFF**  Display:  Flash  **OFF**  Flash  **OFF**  Step 4: The Application informs the User that the flash is now OFF. |

Figure A-1 Device Events This section details the various event types and how Sources and Applications should make use of them.

**TWDE\_CHECKAUTOMATICCAPTURE**

The automatic capture settings on the device have been changed.

**TWDE\_CHECKBATTERY**

Status of the battery has changed. Sources will report BatteryMinutes or BatteryPercentage depending on which capabilities say they support.

**TWDE\_CHECKDEVICEONLINE**

The device has been powered off. If an Application receives this device event, it should call CAP\_DEVICEONLINE to verify the state of the Source, and then proceed as seems appropriate.

**TWDE\_CHECKFLASH**

The flash setting on the device has been changed.

**TWDE\_CHECKPOWERSUPPLY**

The power supply has changed, for example this event would be generated if AC was removed from a device, putting it on battery. Scanners may also provide this event to notify that a power on reset has taken place, indicating that the device has been power cycled.

**TWDE\_CHECKRESOLUTION**

The resolution on the device has changed.

**TWDE\_DEVICEADDED**

A device has been added to the Source. See DG\_CONTROL / DAT\_FILESYSTEM /

MSG\_CHANGEDIRECTORY and DG\_CONTROL / DAT\_FILESYSTEM / MSG\_GETINFO to get more information about the new device.

**TWDE\_DEVICEOFFLINE**

A device has become unavailable. This is different from TWDC\_DEVICEREMOVED, since the device is assumed to be connected.

**TWDE\_DEVICEREADY**

A device is ready to capture another image. Applications should be careful when negotiating this event, especially in situations where images are gathered quickly, as with automatic capture.

**TWDE\_DEVICEREMOVED**

A device has been removed from the Source. This is different from TWDE\_DEVICEOFFLINE. As soon as this event is received an Application should re-negotiate its current device, since that may have been the one that was removed. Sources must default to the TWFY\_CAMERA device if the current device is removed.

**TWDE\_PAPERDOUBLEFEED**

Report double feeds to the Application. Because of the asynchronous nature of device events there may still be images waiting to be transferred, applications need to decide if they want to recover these images or discard them.

**TWDE\_PAPERJAM**

Report paper jams to the Application. Because of the asynchronous nature of device events there may still be images waiting to be transferred, applications need to decide if they want to recover these images or discard them.

#### Supported Sizes

Typical uses for ICAP\_SUPPORTEDSIZES include, but are not limited to the following:

|  |  |
| --- | --- |
| A0, A1 | Technical drawings, posters |
| A2, A3 | Drawings, diagrams, large tables |
| A4 | Letters, magazines, forms, catalogs, laser printer and copying machine output |
| A5 | Note pads |
| A6 | Postcards |
| B5, A5, B6, A6 | Books |
| C4, C5, C6 | Envelopes for A4 letters: unfolded (C4), folded once (C5), folded twice (C6) |
| B4, A3 | Newspapers, supported by most copying machines in addition to  A4 |

The following table details the physical dimensions associated with ICAP\_SUPPORTEDSIZES. Multiply millimeters by 0.03937 to get the approximate inches. Multiply inches by 25.4 to get the approximate millimeters.

|  |  |
| --- | --- |
| **ICAP\_SUPPORTEDSIZES** | **Description** |
| TWSS\_NONE | Images will match the maximum scanning dimensions of the device. This setting is only applicable to devices that have fixed measurable dimensions, such as most scanners. Devices that do not support physical dimensions should not support ICAP\_SUPPORTEDSIZES. |
|  |  |
| TWSS\_A4LETTER  TWSS\_B5LETTER  TWSS\_B3  TWSS\_B4  TWSS\_B6 | These values are preserved for backward compatibility. TWAIN 1.8+ enabled Applications should not use these settings. |

|  |  |  |  |
| --- | --- | --- | --- |
| TWSS\_B | | This value is obsolete, and no longer supported by the specification. Do not use it. | |
|  | |  | |
| TWSS\_USLETTER | | 8.5” x 11.0” (216mm x 280mm) | |
| TWSS\_USLEGAL | | 8.5” x 14.0” (216mm x 356mm) | |
| TWSS\_USLEDGER | | 11.0” x 17.0” (280mm x 432mm) | |
| TWSS\_USEXECUTIVE | | 7.25” x 10.5” (184mm x 267mm) | |
| TWSS\_USSTATEMENT | | 5.5” x 8.5” (140mm x 216mm) | |
|  | |  | |
| TWSS\_BUSINESSCARD | | 90mm x 55mm | |
|  | |  | |
| TWSS\_4A0 | | 1682mm x 2378mm | |
| TWSS\_2A0 | | 1189mm x 1682mm | |
| TWSS\_A0 | | 841mm x 1189mm | |
| TWSS\_A1 | | 594mm x 841mm | |
| TWSS\_A2 | | 420mm x 594mm | |
| TWSS\_A3 | | 297mm x 420mm | |
| TWSS\_A4 | | 210mm x 297mm | |
| TWSS\_A5 | | 148mm x 210mm | |
| TWSS\_A6 | | 105mm x 148mm | |
| TWSS\_A7 | | 74mm x 105mm | |
| TWSS\_A8 | | 52mm x 74mm | |
| TWSS\_A9 | | 37mm x 52mm | |
| TWSS\_A10 | | 26mm x 37mm | |
|  | |  | |
| TWSS\_ISOB0 | | 1000mm x1414mm | |
| TWSS\_ISOB1 | | 707mm x1000mm | |
| TWSS\_ISOB2 | | 500mm x 707mm | |
| TWSS\_ISOB3 | | 353mm x 500mm | |
| TWSS\_ISOB4 | | 250mm x 353mm | |
| TWSS\_ISOB5 | | 176mm x 250mm | |
| TWSS\_ISOB6 | | 125mm x 176mm | |
| TWSS\_ISOB7 | | 88mm x 125mm | |
| TWSS\_ISOB8 | | 62mm x 88mm | |
| TWSS\_ISOB9 | | 44mm x 62mm | |
| TWSS\_ISOB10 | | 31mm x 44mm | |
|  | |  | |
| TWSS\_JISB0 | | 1030mm x1456mm | |
| TWSS\_JISB1 | | 728mm x1030mm | |
| TWSS\_JISB2 | | 515mm x 728mm | |
| TWSS\_JISB3 | | 364mm x 515mm | |
| TWSS\_JISB4 | | 257mm x 364mm | |
| TWSS\_JISB5 | | 182mm x 257mm | |
| TWSS\_JISB6 | | 128mm x 182mm | |
| TWSS\_JISB7 | | 91mm x 128mm | |
| TWSS\_JISB8 | | 64mm x 91mm | |
| TWSS\_JISB9 | | 45mm x 64mm | |
| TWSS\_JISB10 | | 32mm x 45mm | |
|  | |  | |
| TWSS\_C0 | | 917mm x1297mm | |
| TWSS\_C1 | | 648mm x 917mm | |
| TWSS\_C2 | | 458mm x 648mm | |
| TWSS\_C3 | | 324mm x 458mm | |
| TWSS\_C4 | | 229mm x 324mm | |
| TWSS\_C5 | | 162mm x 229mm | |
| TWSS\_C6 | | 114mm x 162mm | |
| TWSS\_C7 | | 81mm x 114mm | |
| TWSS\_C8 | | 57mm x 81mm | |
| TWSS\_C9 | | 40mm x 57mm | |
| TWSS\_C10 | | 28mm x 40mm | |

#### Automatic Capture

Automatic image capture is intended for Digital Cameras, although there may be opportunities for other kinds of devices. The intention is to allow an Application to control when pictures are taken, how many pictures are taken, and the interval of time between picture taking. All that is required is that the device be able to perform capture on command from the Source, the timing control and storage of pictures may reside in the Source or the device; the Application does not care.

There are three capabilities needed to control automatic capture:

* CAP\_AUTOMATICCAPTURE
* CAP\_TIMEBEFOREFIRSTCAPTURE
* CAP\_TIMEBETWEENCAPTURES

And one triplet:

* DG\_CONTROL/DAT\_FILESYSTEM/MSG\_AUTOMATICCAPTUREDIRECTORY

CAP\_AUTOMATICCAPTURE selects the number of images to be captured. A value of zero (0), the default, disables it. CAP\_TIMEBEFOREFIRSTCAPTURE selects how many milliseconds are to pass

before the first picture is taken by the device. If this value is 0, then picture taking begins immediately. CAP\_TIMEBETWEENCAPTURES selects the milliseconds of elapsed time between pictures. If this value is 0, then the pictures are taken as fast as the device can go.

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_AUTOMATICCAPTUREDIRECTORY selects the directory that will receive the images as they are captured.

Automatic capture expects the device (or Source) to manage the storage of images until the Application is ready to collect them. Applications may choose to retrieve images as they are captured by the Source (using the DAT\_FILESYSTEM triplets to browse the storage directory), but must realize that this may affect the performance of the device.

The nature of automatic capture suggests that an Application should be able to disconnect from a

Source and expect that if it returns after CAP\_TIMEBEFOREFIRSTCAPTURE has passed, there may be images available for it to collect. Because of this Sources should remember their automatic capture settings from session to session, so that a Source starting up does not inadvertently clear them.

Applications need to remember that since the capture of images may occur outside of their control that the settings may be changed directly on the device by the user, resulting in alternations in any of the automatic capture settings. Applications that cannot support this uncertainty should clear the Source’s automatic capture settings prior to shutdown (and after notifying the User).

#### Camera Preview

Some digital cameras offer a way to preview the intended shot through either a continuous flow of low-resolution frames or streaming video. TWAIN exposes two methods for a Source to present this information to an Application, both in association with the TWFY\_CAMERAPREVIEW device.

**The TWFY\_CAMERAPREVIEW Device**

Sources that wish to provide access to their preview camera must do so through

DAT\_FILESYSTEM. A minimum configuration includes a single TWFY\_CAMERA and a single TWFY\_CAMERAPREVIEW. The Application discovers what devices are available by using the DAT\_FILESYSTEM commands MSG\_GETFIRSTFILE and MSG\_GETNEXTFILE. It can then switch

from the startup default TWFY\_CAMERA to the TWFY\_CAMERAPREVIEW using the MSG\_CHANGEDIRECTORY command.

**Performance**

It is important when taking a picture from preview mode that the switch from

TWFY\_CAMERAPREVIEW to TWFY\_CAMERA happens as quickly as possible. Applications can minimize the switch over time by negotiating the settings of the TWFY\_CAMERA before changing to the TWFY\_CAMERAPREVIEW device to collect real-time images.

Sources can help by optimizing their communication with the TWFY\_CAMERA, perhaps downloading its values when the user sends MSG\_ENABLEDS to the TWFY\_CAMERAPREVIEW device so that when the switch back occurs all that needs to happen is a command sent to the camera to take a picture.

Another matter of importance is the transfer mechanism. If the camera is capable of sending a run of continuous snapshots to the application (as opposed to real video streaming), then it is recommended that the TWFY\_CAMERAPREVIEW device only support an ICAP\_XFERMECH of TWSX\_NATIVE.

##### Entering Preview Mode

An application should do the following before entering preview mode.

1. The application sends MSG\_OPENDS to the Source.
2. The application determines that the Source TWFY\_CAMERAPREVIEW device.
3. The user/application negotiates values for the TWFY\_CAMERA device.
4. The user/application decides to enter preview mode. The application uses MSG\_CHANGEDIRECTORY to change to the TWFY\_CAMERAPREVIEW device.
5. The application uses MSG\_ENABLEDS to enter preview mode. Note that the value of ShowUI should depend on which of the next two sections the application decides to use to control the Source (GUI mode or programmatic).

##### Previewing with the Source’s GUI (ShowUI == TRUE)

If the application relies solely on the Source’s GUI for its control of the camera, then it shouldn’t have to worry about preview mode issues, since it is hoped that a Source that supports preview will provide access to it from its GUI. This section is concerned with a more limited area, where an application has opted to control the Source programmatically, except for the use of preview. One reason an application might need to do this is to provide preview support for cameras that output streaming video. TWAIN does not have a mechanism for handling this kind of data, so if the only way that a TWAIN application will be able to show this kind of preview data, is if the Source provides a GUI that can show it.

If the Source has CAP\_CAMERAPREVIEWUI set to TRUE, then it is possible for the application to use this to preview the images coming from the camera. In this mode the application does not have to concern itself with the kind of data that the Source is providing, since the Source takes the responsibility of displaying the preview images to the user. However, the application does have to wait for the triggers that indicates that the user wishes to take a picture, or that they wish to exit from preview mode. To help standardize this behavior, the preview GUI should be able to indicate two things.

1. **Take a picture** – if the user selects to take a picture, perhaps by pressing a button labeled

CAPTURE, then the Source should send the DAT\_NULL command MSG\_CLOSEDSOK back to the application.

1. **Cancel preview** – if the user decides to exit from preview mode, then the Source should send the DAT\_NULL command MSG\_CLOSEDSREQ back to the application. The application should then send MSG\_DISABLEDS to the Source, change back to the TWFY\_CAMERA device, and resume its programmatic control of the Source.

**Previewing under Programmatic Control (ShowUI == FALSE):**

TWAIN provides programmatic support for TWFY\_CAMERAPREVIEW devices that operate by taking a continuous flow of low-resolution snapshots. An application learns that a Source is capable of this by changing to TWFY\_CAMERAPREVIEW and testing ICAP\_XFERMECH. If the capability is supported, then the TWFY\_CAMERAPREVIEW device is capable of transferring these low-resolution images fast enough to simulate real-time video. The way the application obtains these images is similar to how scanners work. The application sets CAP\_XFERCOUNT to –1 and enables the Source. The Source sends a MSG\_XFERREADY to the application, and the application begins transferring and displaying the low-resolution images as fast as it can. These steps are repeated to aid understanding…

1. The application negotiates any capabilities with the TWFY\_CAMERAPREVIEW device, including setting CAP\_XFERCOUNT to –1, indicating that the application wishes to receive an unlimited number of images.
2. The application send MSG\_ENABLEDS (ShowUI == FALSE) to the Source.
3. The Source sends back MSG\_XFERREADY and transitions to State 6.
4. The application uses MSG\_IMAGENATIVEXFER to transfer the image and the Source transitions to State 7.
5. The application displays the image.
6. The application uses DAT\_PENDINGXFERS / MSG\_ENDXFER to transition the Source to State 6. The application needs to pay attention to the TW\_PENDINGXFERS.Count, but it is expected that it should remain at –1.
7. Go to step (4).

As long as the application and Source are looping from steps (4) through (7) the application should be displaying a continuous run of snapshots.

Since the application is in complete control, it is implementation dependent on how the user indicates that a picture should be taken. However, once the decision to take a picture is made, the steps to do it are as follows…

**Taking a Picture:**

The application should do the following when it is told to take a picture while in preview mode.

1. The application sends DAT\_PENDINGXFERS / MSG\_ENDXFER to the Source, transitioning from State 7 to State 6 (if necessary).
2. The application sends DAT\_PENDINGXFERS / MSG\_RESET to the Source, transitioning from

State 6 to State 5.

1. The application sends MSG\_DISABLEDS to the Source, transitioning from State 5 to State 4.
2. The application uses MSG\_CHANGEDIRECTORY to switch from the TWFY\_CAMERAPREVIEW device to the TWFY\_CAMERA device.
3. The application uses MSG\_ENABLEDS (ShowUI == FALSE) to enable the TWFY|\_CAMERA device.
4. The application sends one of the MSG\_IMAGExxxxXFER commands to the Source.
5. The source takes the full resolution picture and transfers it back to the application

#### File System

This section consists of the following:

* Overview
* Rules for path and file names
* File system components
* Rule for root directory
* Rules for image directory
* File Types
* DAT\_FILESYSTEM operations
* Thumbnails and Sound snippets
* Context variable
* Condition Codes

**Note:** The term ‘camera’ is used generically in the specification to describe a device that captures an image, and is not limited to just devices that employ a camera to accomplish this.

**Overview**

Digital cameras and some scanners have the ability to capture images to their own local storage. When Automatic Capturing is being used an Application need not collect the captured images until long after their acquisition. A file system is a good representation for the storage of images (since it is a model that is familiar to most programmers), so TWAIN exposes a simple file system interface that Applications may browse through in a random fashion.

There is also a need in TWAIN to expose multiple devices through a single Source. Single pass duplex scanners have multiple cameras that accept different settings. Digital cameras come with disks and memory expansion cards, and many are able to provide a stream of preview images. The file system offers a way for a Source to maintain in its root directory a list of the devices available to an Application.

**Rules for Path and File Names**

There are two main grouping of files supported by TWAIN; devices, which are associated with real-time capture, which accept image capture settings, and which are of the form: /DeviceName

And image path and file names, which are images on local storage which have been previously captured by the device, and which are of the form (bracketed items are optional):

[/DomainName] [/HostName] /TopDirectory [/Sub-Directory…] /ImageFile

1. A filename consists of any characters *except*: NUL (0), either of the slashes ‘/’ or ‘\’ and the colon ‘:’.
2. Sources should at a minimum support the characters: “A-Z a-z 0-9 \_ .”
3. The file system should not be case sensitive, though it may show upper and lowercase.
4. Applications should take into consideration that internationalized Sources may construct filenames from characters within UNICODE.
5. The forward slash ‘/’ and backward slash ‘\’ may be used interchangeably in the creation of path names. Sources and Applications must support the use of both slashes. (ex: /abc\xyz).
6. Multiple adjacent slashes reduce to a single slash. (ex: ///\\abc///xyz == /abc/xyz).
7. The root directory is designated as a solitary slash (ex: / or \).
8. The MSG\_CHANGEDIRECTORY and MSG\_AUTOMATICCAPTUREDIRECTORY operations are the only ones that accepts absolute or relative directory paths. All other operations occur within the current directory.
9. MSG\_CHANGEDIRECTORY and MSG\_AUTOMATICCAPTUREDIRECTORY can use dot ‘.’ to address the current directory (ex: ./abc).
10. MSG\_CHANGEDIRECTORY and MSG\_AUTOMATICCAPTUREDIRECTORY can use dot-dot ‘..’ to address the parent directory (ex: ../abc).
11. In the root directory a MSG\_CHANGEDIRECTORY or AUTOMATICCAPTUREDIRECTORY to dotdot ‘..’ is the same as dot ‘.’ (ex: /. == /..).

**Examples:**

\Camera is the same as /Camera

//Camera is the same as /Camera

./Camera is the same as /Camera

../Camera is the same as /Camera

**File System Components**

A file system consists of the following.

1. A root directory.
2. A camera device (TWFY\_CAMERA), which must be the default device when the Source starts.
3. Zero or more additional devices (TWFY\_CAMERATOP, TWFY\_CAMERATOP, TWFY\_CAMERAPREVIEW).
4. It is possible for a Source to support multiples of a given device type, for instance a scanner may support two devices of type TWFY\_CAMERA, both with a supporting TWFY\_CAMERATOP and TWFY\_CAMERABOTTOM. Use pTW\_FILESYSTEM->DeviceGroupMask to uniquely identify a camera or to group it with its associated top and bottom cameras. For example:

|  |  |
| --- | --- |
| **Name Type** | **Group** |
| /camera\_1 TWFY\_CAMERA | 0x0001 |
| /camera\_1\_top TWFY\_CAMERATOP | 0x0001 |
| /camera\_1\_bottom TWFY\_CAMERABOTTOM | 0x0001 |
| /camera\_2 TWFY\_CAMERA | 0x0002 |
| /camera\_2\_top TWFY\_CAMERATOP | 0x0002 |
| /camera\_2\_bottom TWFY\_CAMERABOTTOM | 0x0002 |

1. Zero or more directories for storing images (on memory cards, disks, etc…). These are organized in a hierarchical structure that permits, but does not require the ability to browse in a network:

A TWFY\_DOMAIN directory contains only TWFY\_HOST directories

A TWFY\_HOST directory contains only TWFY\_DIRECTORY directories

A TWFY\_DIRECTORY contains TWFY\_IMAGE files and/or TWFY\_DIRECTORY directories.

Sources that provide image storage must provide at least one TWFY\_DIRECTORY. TWFY\_DOMAIN and TWFY\_HOST are optional.

**Rules for Root Directory**

1. The root directory can only contain devices or directories, not images.
2. The application cannot create, delete, copy into or rename files in the root directory.
3. Files in a directory are not ordered in any fashion (for instance, an Application may not assume that they are alphabetically sorted). There is one exception to this rule: when an Application issues a DG\_CONTROL / DAT\_FILESYSTEM / MSG\_GETFIRSTFILE on the root directory, the Source must return a TWFY\_CAMERA device. This device is the designated default capture camera. If an Application begins capability negotiation, or image capture *without* accessing DAT\_FILESYSTEM, then this is the device that will be used.

**Rules for Image Directory**

1. A TWFY\_DIRECTORY can contain 0 or more TWFY\_DIRECTORYs (sub-directories).
2. Can contain 0 or more TWFY\_IMAGE (image files).
3. May be fully accessible, read or write protected.
4. May be created or deleted by an Application, given that it is not in the root directory, and that it is not protected by the Source.

**Context Variable**

The reason for the Context variable is that it allows for unconditional mingling of

DAT\_FILESYSTEM operations. If there was no Context variable, then Applications would be more limited in the order of operations that could be performed. For instance, the recursive directory walk in the code sample would be much harder to accomplish without a Context to help the Source identify the current directory being accessed by a call to MSG\_GETNEXTFILE.

This value is provided solely for the benefit of Source writers. When MSG\_GETFIRSTFILE is called, the Source should record the current directory and the current file and store those values internally, using Context as a reference to their location. The nature or value of the Context is dependent on the implementation of the Source, Applications must never attempt to use or modify the Context. A call to MSG\_GETINFO must use this Context to identify the file being reported. Calls to any of the file transfer methods (MSG\_IMAGENATIVEXFER,

MSG\_IMAGEFILEXFER, MSG\_IMAGEMEMXFER, MSG\_AUDIONATIVEXFER, MSG\_AUDIOFILEXFER)

must use this Context to determine the data being sent to the Application. A call to

MSG\_GETNEXTFILE must use this Context to help obtain the next file from the directory (this will

result in a change in the context as it references the new file). And, finally, a call to MSG\_GETCLOSE releases the memory in the Source associated with this Context.

**Condition Codes**

These are some condition codes that apply specifically to file system operations:

|  |  |
| --- | --- |
| TWCC\_DENIED | File system operation is denied. A Source should report this condition code if an attempt is made to access a protected file. Examples of such protection include: any attempt to delete, rename or copy into the root directory; protected files that are on the network; and any file that the Source feels it needs to protect. |
| TWCC\_FILEEXISTS | The operation failed because the file already exists. A Source should report this condition code if an attempt is made to create a sub-directory with a name that already exists in the targeted directory; or if an attempt is made to copy or rename over an existing file or directory. |
| TWCC\_FILENOTFOUND | The file was not found. This can occur for a variety of reasons: attempts to change directory to a path that does not exist; attempts to delete, rename or copy files that do not exist; as the condition code from MSG\_GETFIRSTFILE for an empty directory; or MSG\_GETNEXTFILE when it finds no more files in the current directory; and, finally, from  MSG\_GETINFO if it is requested to provide information on a file that has been deleted. |
| TWCC\_NOTEMPTY  **File Types** | Operation failed because the directory is not empty. This condition code is used by the Source if an attempt is made with the Recursion flag set to FALSE to delete a non-empty directory. |

The DG\_CONTROL / DAT\_FILESYSTEM / MSG\_CHANGEDIRECTORY operation is used to make either a device or a directory current. If a camera device is the target, then all capability negotiation is with that device and all images come from that device, until a new

MSG\_CHANGEDIRECTORY command is issued. If an image directory is selected then the current device is set to be the root level directory name (i.e., changing to /abc/mno/xyz means that the current device is /abc).

TWFY\_CAMERA Every TWAIN file system must support at least one camera,

which must be the default device on startup. This is for

compatibility with pre 1.8 applications as well as post 1.8 applications that do not choose to make use of the file system. On single pass duplex scanners, this camera device is used to simultaneously set values for the top and bottom cameras. During the capturing of images (in duplex mode) it sends a stream of images in the order: TOP, BOTTOM,

TOP…

TWFY\_CAMERATOP / TWFY\_CAMERABOTTOM

|  |  |
| --- | --- |
|  | Single pass duplex scanners may opt to provide independent access to the top and bottom cameras. A device with one of these file types controls the settings for the specified camera. If this device is the current device at the time image capture commences, then only images from that camera will be passed to the Application. This means that even if a device is set for duplex scanning, if the current device has a file type of TWFY\_CAMERATOP, then only top images will be passed to the Application. |
| TWFY\_CAMERAPREVIEW | A logical device that performs camera live preview functionality. When implementing the Source for this logical device, related capabilities must be negotiated to perform preview specific functions. Among them, |

ICAP\_XRESOLUTION and ICAP\_YRESOLUTION must be implemented to specify the preview image sizes. Other capabilities may be available in some sources, such as ICAP\_ZOOMFACTOR and ICAP\_FLASHUSED2.

|  |  |
| --- | --- |
| TWFY\_DIRECTORY | At the root directory level files of this type should correspond to a physical piece of hardware (a memory card or a disk). The root directory is only allowed to contain devices. Sub-directories may only contain image files or more sub-directories. Access to files and directories is controlled by the Source, so Applications should check all operations and watch out for condition codes such as TWCC\_DENIED. |
| TWFY\_IMAGE **DAT\_FILESYSTEM Operations** | Any directory, except root, may contain image files. The  DAT\_FILESYSTEM messages MSG\_GETFIRSTFILE and  MSG\_GETNEXTFILE select the current image. Once an image has been selected, it may be transferred in the same fashion used to acquire images from a camera. Note: this file type is reserved for full resolution images, see the section on Thumbnails for information on how to acquire them. |

MSG\_AUTOMATICCAPTUREDIRECTORY

Selects the directory to be used to store images acquired by automatic capture.

MSG\_CHANGEDIRECTORY

Selects the device or image subdirectory. Use this to select between direct camera (scanner) control, and browsing of stored images. All capabilities negotiated and triplet operations are with the current device (directory), until this value is changed by the Application.

|  |  |  |  |
| --- | --- | --- | --- |
| MSG\_COPY  MSG\_CREATEDIRECTORY | | Copies the specified file from one directory to another. If the  Recursive flag is TRUE and the file type specified is  TWFY\_DIRECTORY then that directory and all the files and directories under it are copied. The Application cannot copy files into the root directory.  Creates a new image subdirectory. The Application cannot create files in the root directory. | |
| MSG\_DELETE | | Deletes the specified file. If the Recursive flag is TRUE and the file type specified is TWFY\_DIRECTORY, then all the files under that directory are deleted. The Application cannot delete files in the root directory. | |
| MSG\_FORMATMEDIA | | Formats the currently selected storage device. Use with caution. | |
| MSG\_GETCLOSE | | Closes the Context created by MSG\_GETFIRSTFILE. | |
| MSG\_GETFIRSTFILE | | Creates a Context that points to the first file in a directory. This  Context is used by MSG\_GETINFO, MSG\_GETNEXTFILE, MSG\_GETCLOSE; and for files of type TWFY\_IMAGE all image transfer related operations performed in states 6 and 7 use the image pointed to by this Context (i.e., DAT\_IMAGEINFO, DAT\_IMAGEMEMXFER, etc…). | |
| MSG\_GETINFO | | Returns information about a device, directory or image file. | |
| MSG\_GETNEXTFILE | | Updates the Context to point to the next file in the directory. | |
| MSG\_RENAME | | Renames a directory or an image file. If the directories differ, then it moves the file as well, creating it in the new location and deleting it from the old location. Files in the root directory cannot be renamed by the Application. | |

**Thumbnails and Sound Snippets**

TWAIN is primary concerned with the acquisition of images, so the file system does not contain thumbnail files or sound files, since these kinds of data are expected to be associated with image files. This simplifies an Application’s browsing of the file system, since it need only concern itself with one type of data file (TWFY\_IMAGE), and does not have to trace associated data files.

Sources must filter out non-image files, if the device stores thumbnail and sound data independent of the image files. For instance, if a device stores the following files:

IMAGE001.TIF

IMAGE001\_THUMBNAIL.TIF

IMAGE001\_SOUND.WAV

The file system must only report the existence of IMAGE001.TIF

An Application obtains the thumbnail for an image by setting ICAP\_THUMBNAILSENABLED to TRUE; the same filename is used for both the full resolution and thumbnail versions of an image. By setting ICAP\_THUMBNAILSENABLED, the Application decides which version of the image it receives.

Sound snippets are also associated with image files, unlike thumbnails it is possible for a single image file to own several sound snippets. An Application can get the number of snippets that an image owns, and then, during image transfer, the Application has the option to transfer any number of those snippets. It is also possible to collect the snippets for an image without transferring the image data.

**Sample Recursive Directory Walk**

The following is a sample recursive directory walk.

// This Application function walks through all the files in a Source’s

// file system, counting the file types file system, counting the file

// types it finds. It is intended only as a sample, error checking is // omitted to simplify the code.

typedef struct { int Devices; int Directories; int Images;

} t\_Counters;

TW\_UINT16 DirectoryWalk(TW\_FILESYSTEM \*fsArg, t\_Counters \*Counters)

{

TW\_UINT16 rc; TW\_FILESYSTEM fs;

// Caller has set fsArg->InputFile to some value, such as “/”… rc = (\*DS\_Entry) (&app,&src,DG\_CONTROL,DAT\_FILESYSTEM,

MSG\_CHANGEDIRECTORY, fsArg);

// We do GETFIRSTFILE first in each new directory, GETNEXTFILE for all

// subsequent calls… for (rc = (\*DS\_Entry)(&app,&src,DG\_CONTROL,DAT\_FILESYSTEM, MSG\_GETFIRSTFILE,&fs); rc == TWRC\_SUCCESS; rc = (\*DS\_Entry)(&app,&src,DG\_CONTROL,DAT\_FILESYSTEM

,MSG\_GETNEXTFILE,&fs)) {

// Count the appropriate file type… switch (fs.FileType) {

default: Counters->Devices += 1; break; case TWFY\_IMAGE: Counters->Images += 1; break; case TWFY\_DOMAIN: case TWFY\_HOST: case TWFY\_DIRECTORY:

Counters->Directories += 1;

// Recursively step into this directory, looking for more

// stuff…

rc = DirectoryWalk(&fs,&Counters); if (rc != TWRC\_SUCCESS) { rc = (\*DS\_Entry)(&app,&src,DG\_CONTROL,DAT\_FILESYSTEM, MSG\_GETCLOSE,&fs); return(rc);

} break;

}

}

// Cleanup and return… rc = (\*DS\_Entry)(&app,&src,DG\_CONTROL,DAT\_FILESYSTEM,MSG\_GETCLOSE,&fs); return(TWRC\_SUCCESS);

}

// Using this function…

TW\_UINT16 rc; TW\_FILESYTEM fs; t\_Counters Counters; memset(&fs,0,sizeof(fs)); memset(&Counters,0,sizeof(Counters)); strcpy(fs.InputFile,”/”); // start at root… rc = DirectoryWalk(&fs,&Counters);

#### Internationalization

A TWAIN Source can easily be internationalized despite its 8-bit character interface. A well designed Source should automatically match the locale of the application calling it; passing localized data through the API, and displaying appropriate language text in its user interface. Developers have the option of using UNICODE or MultiByte encodings, the 8-bit interface is not an obstacle to Applications or Sources.

When an Application calls DG\_CONTROL / DAT\_IDENTITY / MSG\_OPENDS, it provides to the

Source its TW\_IDENTITY data. Internationalized Sources should check the appIdentity>Version.Language field, and attempt to match the Application’s language (returning the same value in the dsIdentity structure). If the Source is incapable of matching the language, then it should attempt to match the User’s current locale (on Win32 do this using the

LOCALE\_USER\_DEFAULT value returned by the GetLocaleInfo() call). In most cases the

Application locale and the User locale will be the same, and the Source will have to select the best language it can. For instance, if the Application requested Swiss French, and the Source only has French, then it should offer that. Otherwise, it should resort to some common secondary language, such as English.

Please note that DG\_CONTROL / DAT\_IDENTITY / MSG\_OPENDS is the very first opportunity that an Application and Source have to negotiate language. DG\_CONTROL / DAT\_IDENTITY / MSG\_GET, when invoked in state 3, does not provide an appIdentity. Sources should default to the LOCALE\_USER\_DEFAULT in this instance.

As mentioned above, the TWAIN interface assumes 8-bit characters, this prevents the direct passing of UNICODE data between Sources and Applications, but it does not hinder indirect means that convert data into MultiByte encodings. The remainder of this section shows one way of allowing Sources and Applications to communicate, without worrying about whether they are UNICODE or MultiByte enabled. The best example to illustrate this is to consider a Source and Application, both UNICODE enabled, communicating through the TWAIN interface.

To pass UNICODE string data from the Source to the Application, the Source must convert UNICODE to MultiByte, using the appropriate Code-Page (which is specific to a given set of locales). When the Application receives the data, it converts from MultiByte back to UNICODE. The process is the same when sending string data from the Application to the Source. The process depends on the Application and Source using the same Code-Page for their conversion. The Win32 functions required to perform the conversions are WideCharToMultiByte and MultiByteToWideChar. The only limitation to watch out for is the size of the various strings provided by TWAIN. At all times the MultiByte data must fit within the strings described by the interface, and Source and Application writers need to pay close attention to it. int WideCharToMultiByte(

|  |  |
| --- | --- |
| **UINT** *CodePage***,** | // code page |
| **DWORD** *dwFlags***,** | // performance and mapping flags |
| **LPCWSTR** *lpWideCharStr***,** | // address of wide-character string |
| **int** *cchWideChar***,** | // number of characters in string |
| **LPSTR** *lpMultiByteStr***,** | // address of buffer for new string |
| **int** *cchMultiByte***,** | // size of buffer |
| **LPCSTR** *lpDefaultChar***,** | // address of default for unmappable characters |
| **LPBOOL** *lpUsedDefaultChar*  );  int MultiByteToWideChar( | // address of flag set when default char. used |
| **UINT CodePage,** | // code page |
| **DWORD dwFlags,** | // character-type options |
| **LPCSTR lpMultiByteStr,** | // address of string to map |
| **int cchMultiByte,** | // number of characters in string |
| **LPWSTR lpWideCharStr,** | // address of wide-character buffer |
| **int cchWideChar** | // size of buffer |

);

These functions are fully described in the online Microsoft Visual C++ documentation. This section does not attempt to duplicate that information, but does show how Source and Application may cooperate when using them to transmit localized data through the TWAIN interface.

**TWAIN CAP\_LANGUAGE Code to ANSI Code-Page Table**

// This array maps TWAIN CAP\_LANGUAGE codes to the appropriate ANSI Code-

// Page. There is no mechanism for converting to the OEM Code-Page, nor

// should one be needed, since the upper 128 bytes in the OEM pages mostly // contain line art characters used by MS-DOS.

// Note: the index in the comment field is just an index into the array,

// it does not correspond to the TWAIN constant for a given TWLG field…

//

#define AnsiCodePageElements 88 int AnsiCodePage[AnsiCodePageElements] = {

|  |  |  |  |
| --- | --- | --- | --- |
| 1252, | // 0 | TWLG\_DANISH | (TWLG\_DAN) |
| 1252, | // 1 | TWLG\_DUTCH | (TWLG\_DUT) |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 1252, | // 2 | | TWLG\_ENGLISH (TWLG\_ENG) | | | | |
| 1252, | // 3 | | TWLG\_FRENCH\_CANADIAN (TWLG\_FCF) | | | | |
| 1252, | // 4 | | TWLG\_FINNISH | | | (TWLG\_FIN) | |
| 1252, | // 5 | | TWLG\_FRENCH | | | (TWLG\_FRN) | |
| 1252, | // 6 | | TWLG\_GERMAN | | | (TWLG\_GER) | |
| 1252, | // 7 | | TWLG\_ICELANDIC | | | (TWLG\_ICE) | |
| 1252, | // 8 | | TWLG\_ITALIAN | | | (TWLG\_ITN) | |
| 1252, | // 9 | | TWLG\_NORWEGIAN | | | (TWLG\_NOR) | |
| 1250, | // 10 | | TWLG\_PORTUGUESE | | | (TWLG\_POR) | |
| 1252, | // 11 | | TWLG\_SPANISH | | | (TWLG\_SPA) | |
| 1252, | // 12 | | TWLG\_SWEDISH | | | (TWLG\_SWE) | |
| 1252, | // 13 | | TWLG\_ENGLISH\_USA | | | (TWLG\_USA) | |
| 1252, | // 14 | | TWLG\_AFRIKAANS | | |  | |
| 1250, | // 15 | | TWLG\_ALBANIA | | |  | |
| 1256, | // 16 | | TWLG\_ARABIC | | |  | |
| 1256, | // 17 | | TWLG\_ARABIC\_ALGERIA | | |  | |
| 1256, | // 18 | | TWLG\_ARABIC\_BAHRAIN | | |  | |
| 1256, | // 19 | | TWLG\_ARABIC\_EGYPT | | |  | |
| 1256, | // 20 | | TWLG\_ARABIC\_IRAQ | | |  | |
| 1256, | // 21 | | TWLG\_ARABIC\_JORDAN | | |  | |
| 1256, | // 22 | | TWLG\_ARABIC\_KUWAIT | | |  | |
| 1256, | // 23 | | TWLG\_ARABIC\_LEBANON | | |  | |
| 1256, | // 24 | | TWLG\_ARABIC\_LIBYA | | |  | |
| 1256, | // 25 | | TWLG\_ARABIC\_MOROCCO | | |  | |
| 1256, | // 26 | | TWLG\_ARABIC\_OMAN | | |  | |
| 1256, | // 27 | | TWLG\_ARABIC\_QATAR | | |  | |
| 1256, | // 28 | | TWLG\_ARABIC\_SAUDIARABIA | | | | |
| 1256, | // 29 | | TWLG\_ARABIC\_SYRIA | | | | |
| 1256, | // 30 | | TWLG\_ARABIC\_TUNISIA | | | | |
| 1256, | // 31 | | TWLG\_ARABIC\_UAE /\* United Arabic Emirates \*/ | | | | |
| 1256, | // 32 | | TWLG\_ARABIC\_YEMEN | | | | |
| 1252, | // 33 | | TWLG\_BASQUE | | | | |
| 1251, | // 34 | | TWLG\_BYELORUSSIAN | | | | |
| 1251, | // 35 | | TWLG\_BULGARIAN | | | | |
| 1252, | // 36 | | TWLG\_CATALAN | | | | |
| 936, | // 37 | | TWLG\_CHINESE | | | | |
| 950, | // 38 | | TWLG\_CHINESE\_HONGKONG | | | | |
| 936, | // 39 | | TWLG\_CHINESE\_PRC /\* People's Republic of China \*/ | | | | |
| 936, | // 40 | | TWLG\_CHINESE\_SINGAPORE | | | | |
| 936, | // 41 | | TWLG\_CHINESE\_SIMPLIFIED | | | | |
| 950, | // 42 | | TWLG\_CHINESE\_TAIWAN | | | | |
| 950, | // 43 | | TWLG\_CHINESE\_TRADITIONAL | | | | |
| 1250, | // 44 | | TWLG\_CROATIA | | | | |
| 1250, | // 45 | | TWLG\_CZECH | | | | |
| 1252, | // 46 | | TWLG\_DUTCH\_BELGIAN | | | | |
| 1252, | // 47 | | TWLG\_ENGLISH\_AUSTRALIAN | | | | |
| 1252, | // 48 | | TWLG\_ENGLISH\_CANADIAN | | | | |
| 1252, | // 49 | | TWLG\_ENGLISH\_IRELAND | | | | |
| 1252, | // 50 | | TWLG\_ENGLISH\_NEWZEALAND | | | | |
| 1252, | | // 51 | TWLG\_ENGLISH\_SOUTHAFRICA | |
| 1252, | | // 52 | TWLG\_ENGLISH\_UK | |
| 1257, | | // 53 | TWLG\_ESTONIAN | |
| 1250, | | // 54 | TWLG\_FAEROESE | |
| 1256, | | // 55 | TWLG\_FARSI | |
| 1252, | | // 56 | TWLG\_FRENCH\_BELGIAN | |
| 1252, | | // 57 | TWLG\_FRENCH\_LUXEMBOURG | |
| 1252, | | // 58 | TWLG\_FRENCH\_SWISS | |
| 1252, | | // 59 | TWLG\_GERMAN\_AUSTRIAN | |
| 1252, | | // 60 | TWLG\_GERMAN\_LUXEMBOURG | |
| 1252, | | // 61 | TWLG\_GERMAN\_LIECHTENSTEIN | |
| 1252, | | // 62 | TWLG\_GERMAN\_SWISS | |
| 1253, | | // 63 | TWLG\_GREEK | |
| 1255, | | // 64 | TWLG\_HEBREW | |
| 1250, | | // 65 | TWLG\_HUNGARIAN | |
| 1252, | | // 66 | TWLG\_INDONESIAN | |
| 1252, | | // 67 | TWLG\_ITALIAN\_SWISS | |
| 932, | | // 68 | TWLG\_JAPANESE | |
| 949, | | // 69 | TWLG\_KOREAN | |
| 1361, | | // 70 | TWLG\_KOREAN\_JOHAB | |
| 1257, | | // 71 | TWLG\_LATVIAN | |
| 1257, | | // 72 | TWLG\_LITHUANIAN | |
| 1252, | | // 73 | TWLG\_NORWEGIAN\_BOKMAL | |
| 1252, | | // 74 | TWLG\_NORWEGIAN\_NYNORSK | |
| 1250, | | // 75 | TWLG\_POLISH | |
| 1252, | | // 76 | TWLG\_PORTUGUESE\_BRAZIL | |
| 1250, | | // 77 | TWLG\_ROMANIAN | |
| 1251, | | // 78 | TWLG\_RUSSIAN | |
| 1250, | | // 79 | TWLG\_SERBIAN\_LATIN | |
| 1250, | | // 80 | TWLG\_SLOVAK | |
| 1250, | | // 81 | TWLG\_SLOVENIAN | |
| 1252, | | // 82 | TWLG\_SPANISH\_MEXICAN | |
| 1252, | | // 83 | TWLG\_SPANISH\_MODERN | |
| 874, | | // 84 | TWLG\_THAI | |
| 1254, | | // 85 | TWLG\_TURKISH | |
| 1251, | | // 86 | TWLG\_UKRANIAN | |

};

**Sample Converting from WideChar to MultiByte**

The following is a sample of converting from WideChar to MultiByte.

// This function converts \_TCHAR\* strings to MultiByte, using the

// appropriate code page. If the build is ANSI or MBCS, then no // conversion is needed, the \_tcsncpy() function is used.

// If the build is UNICODE, then the Code-Page is determined, and used to

// convert the string to MultiByte using the WideCharToMultiByte()

// function… // int CopyTCharToMultibyte (char \*dst, const int sizeof\_dst, const \_TCHAR \*src, const int twain\_language\_code)

{

#ifndef \_UNICODE

// MultiByte string copy… \_tcsncpy(dst,src,sizeof\_dst); dst[sizeof\_dst-1] = 0; return(strlen(dst));

#else int cp; int len; \_TCHAR cp\_str[16];

if (twain\_language\_code >= AnsiCodePageElements) { // Whoops, don’t have one of those… return(-1);

} else if (twain\_language\_code >= 0) { // Lookup the code page… cp = AnsiCodePage[twain\_language\_code];

} else {

// Get the User’s code page…

GetLocaleInfo

(LOCALE\_USER\_DEFAULT, LOCALE\_IDEFAULTANSICODEPAGE, cp\_str, sizeof(cp\_str)); cp = \_ttoi(cp\_str);

}

if (IsValidCodePage(cp) == 0) {

// That code page isn’t installed on this system… return(-1);

}

len = WideCharToMultiByte(

|  |  |
| --- | --- |
| cp, | // code page |
| 0, | // performance and mapping flags |
| src, | // address of wide-character string |
| -1, | // number of characters in string |
| dst, | // address of buffer for new string |

sizeof\_dst, // size of buffer (in characters)

|  |  |
| --- | --- |
| NULL, | // address of default for unmappable characters |
| NULL | // address of flag set when default char. used |

);

#endif

}

**Sample Converting from MultiByte to WideChar**

The following is a sample of converting from MuliByte to WideChar.

// This function converts multibyte strings to \_TCHAR\* strings, using // the appropriate code page.

// If the build is ANSI or MBCS, then no conversion is needed, the

// \_tcsncpy() function is used. If the build is UNICODE, then the

// Code-Page is determined, and used to convert the string to

// \_TCHAR\* using the MultiByteToWideChar() function…

// int CopyMultibyteToTChar (\_TCHAR \*dst, const int sizeof\_dst, const char \*src, const int twain\_language\_code)

{

#ifndef \_UNICODE

// MultiByte string copy… \_tcsncpy(dst,src,sizeof\_dst); dst[sizeof\_dst-1] = 0; return(strlen(dst));

#else int cp; int len; \_TCHAR cp\_str[16];

if (twain\_language\_code >= AnsiCodePageElements) { // Whoops, don’t have one of those… return(-1);

} else if (twain\_language\_code >= 0) { // Lookup the code page… cp = AnsiCodePage[twain\_language\_code];

} else {

// Get the User’s code page…

GetLocaleInfo

(LOCALE\_USER\_DEFAULT, LOCALE\_IDEFAULTANSICODEPAGE, cp\_str, sizeof(cp\_str)); cp = \_ttoi(cp\_str);

}

if (IsValidCodePage(cp) == 0) {

// That code page isn’t installed on this system… return(-1);

}

len = MultiByteToWideChar(

cp, // code page

0, // performance and mapping flags src, // address of wide-character string -1, // number of characters in string dst, // address of buffer for new string

sizeof\_dst/sizeof(\_TCHAR) // size of buffer (in characters)

); return(len);

#endif

}

**Sample Use of the Conversion Functions**

The following are examples of UNICODE application and UNICODE source.

##### UNICODE Application

int sts;

int twain\_language\_code; \_TCHAR Author[128];

pTW\_ONEVALUE pvalOneValue; . . .

// the Application has queried the Source as to what languages it supports

//and selected TWLG\_JAPANESE, storing it in twain\_language\_code… . . .

// CAP\_AUTHOR is queried, and a value is received… . . .

// Convert CAP\_AUTHOR string to UNICODE… sts = CopyMultiByteToTChar (Author, sizeof(Author),

(char\*)&pvalOneValue->Item, twain\_language\_code) if (sts < 0) {

// Error… . . .

}

##### UNICODE Source

. . .

|  |  |
| --- | --- |
| int | sts; |
| int | source\_language\_code; |
| \_TCHAR | SourceAuthor[128]; |
| pTW\_ONEVALUE | pvalOneValue; |

. . .

// the Source has been told to use TWLG\_JAPANESE, it stores this value

// in source\_language\_code … . . .

// CAP\_AUTHOR is queried by the Application…

// The Source keeps the value in SourceAuthor… . . .

// Convert CAP\_AUTHOR string to multibyte… sts = CopyTCharToMultibyte ((char\*)&pvalOneValue->Item, sizeof(TW\_STR128), SourceAuthor, source\_language\_code) if (sts < 0) { // Error… . . .

}

. . .

// The Source returns the value to the Application…

#### Audio Snippets

Digital Cameras have the ability to acquire audio snippets along with an image. To support this TWAIN 1.8 provides a new data group, DG\_AUDIO. Because TWAIN is image-centric, DG\_AUDIO operations are dependent on an image context, audio snippets must be associated with an image.

When a Source enters into state 6, the Application can opt to transfer any and all audio snippets. The steps required to obtain audio snippets deliberately parallel the steps required to transfer images, to reduce the effort to learn how to access this new kind of data.

The following Data Argument Types (DATs) are supported by DG\_AUDIO:

|  |  |
| --- | --- |
| DAT\_AUDIOFILEXFER | transfer audio in file format |
| DAT\_AUDIOINFO | info about an audio snippet |
| DAT\_AUDIONATIVEXFER | transfer audio in native format |

The following DG\_CONTROL (DATs) are supported when DAT\_XFERGROUP is set to DG\_AUDIO, DATs not mentioned in this list must return TWRC\_FAILURE / TWCC\_BADPROTOCOL:

|  |  |
| --- | --- |
| DAT\_CAPABILITY | no changes to its operation |
| DAT\_EVENT | no changes to its operation |
| DAT\_IDENTITY | no changes to its operation |
| DAT\_NULL | no changes to its operation |
| DAT\_PASSTHRU | no changes to its operation |
| DAT\_PENDINGXFERS | reports number of snippets remaining to be transferred, MSG\_ENDXFER and MSG\_RESET do not cause the Source to drop to State 5. |
| DAT\_SETUPFILEXFER | selects the audio file format |
| DAT\_STATUS | no changes to its operation |
| DAT\_USERINTERFACE | no changes to its operation |
| DAT\_XFERGROUP | MSG\_SET, MSG\_GETDEFAULT and MSG\_GETCURRENT added to allow switching between data groups. The default value for MSG\_GETDEFAULT must be DG\_IMAGE. And when the Source starts up, MSG\_GETCURRENT must report DG\_IMAGE as the current data group, to maintain compatibility with pre-TWAIN 1.8 Applications. |

The following capabilities support audio; all capabilities are negotiable at all times (at least in state 4), independent of the current setting of DAT\_XFERGROUP:

ACAP\_XFERMECH negotiate audio snippet transfer mechanism

**Collecting Audio Snippets**

The transfer of an audio snippet was designed to be used when an Application is browsing through a selection of stored images. There is nothing to prevent the transfer of audio when an image is captured in real-time, though TWAIN does require that any audio snippets be transferred before the image is transferred.

A typical transfer may occur in the following way: An Application is browsing through storage managed by the TWAIN Source using MSG\_GETFILEFIRST / MSG\_GETFILENEXT (see

DAT\_FILESYSTEM), and finds an image that it wants to work with. The Application enters state 6 by calling DG\_CONTROL / DAT\_IDENTITY / MSG\_ENABLEDS. If the Application wants to find out

if there are any audio snippets associated with the image, it can call DG\_AUDIO /

DAT\_AUDIOINFO / MSG\_GET. In this example it finds in the TW\_AUDIOINFO structure that this image file has three audio snippets associated with it. The Application wants the second audio snippet, so it calls DG\_CONTROL / DAT\_XFERGROUP / MSG\_SET and sets the data group to DG\_AUDIO. This call changes the context of the Source, it is now set up to transfer audio data.

One effect of this is that a call to DG\_\_CONTROL / DAT\_PENDINGXFERS / MSG\_GET will report the number of audio snippets (for this image) that remain to be transferred. Because the Application wants the second audio snippet, it must discard the first one, and does this by making a call to DG\_CONTROL / DAT\_PENDINGXFERS / MSG\_ENDXFER. The snippet that it wants is now available to be transferred, and it does this with a call to DG\_AUDIO / DAT\_AUDIONATIVEXFER / MSG\_GET. The Source moves up into state 7. The Application ends the transfer with a call to DG\_CONTROL / DAT\_PENDINGXFERS / MSG\_ENDXFER.

Because the Application only wanted the second audio snippet, it can return to DG\_IMAGE by making a call to DG\_CONTROL / DAT\_XFERGROUP / MSG\_SET. Once this is done, all other commands work in a traditional TWAIN fashion. The Application can opt to transfer or discard the image, even though it did not transfer all of the audio snippets.

There is one more thing to note, if the Application had read the third audio snippet, or if it had issued the DG\_CONTROL / DAT\_PENDINGXFERS / MSG\_RESET command while in DG\_AUDIO, the state of the Source would remain at state 6. TWAIN works this way because it is image-centric, the only way to transition from state 6 to state 5 is when it is determined that there are no more images to transfer.

**Notes**

1. TWAIN 1.8 supports native and file transfers of audio snippets. Buffered mode transfers are not supported, because TWAIN does not have the necessary infrastructure to describe audio data, and it was decided that adding that structure in this release would be overly complex, and probably incomplete.
2. As a general rule, even though many operations are possible with DAT\_XFERGROUP set to DG\_AUDIO, Applications are encouraged to only change to DG\_AUDIO for the length of time it takes to collect an audio snippet, and to stay in DG\_IMAGE mode at all other times.
3. Though TWAIN is image-centric, it is possible to envision a TWAIN Source that is only capable of supporting DG\_AUDIO. The TWAIN Working Group feels that any such notion is a bad idea, and encourages anyone thinking of doing this to pick on some other API.

#### How to use the Preview Device

**Application Switch to the Preview Logical Device**

The application first tries to switch to the preview logical device using the DG\_CONTROL /

DAT\_FILESYSTEM / MSG\_CHANGEDIRECTORY triplet with TWFY\_CAMERAPREVIEW set in InputName field of TW\_FILENAME structure. If the returned value is TW\_SUCCESS, the application can proceed.

1. After the application successfully switches to the preview device, all subsequent capability negotiation is with the preview device.
2. The application queries the Source with capability CAP\_CAMERAPREVIEWUI. If it returns SUCCESS, then the Source is able to assume the responsibility of displaying preview images. The application can choose to use the Source’s UI or not when it issues the MSG\_ENABLEDS. If the application uses the Source’s UI, it will do nothing but wait to issue MSG\_DISABLEDS, or wait for a MSG\_CLOSEDSREQ from the Source to stop the preview mode. If the application does not use the Source’s UI or the Source does not provide a UI, then the application should follow the following steps.

**Setting Up Environments for Preview Mode**

1. The application starts negotiation on the Preview size using the ICAP\_XRESOLUTION and

ICAP\_YRESOLUTION capabilities with MSG\_GET first. With the returned supported sizes from

the Source, the application can set the selected preview sizes using the ICAP\_XRESOLUTION and ICAP\_YRESOLUTION capabilities with MSG\_SET.

1. Optionally, the application can negotiate the zoom lens value, camera flash state during previewing, etc, with available capabilities such as ICAP\_ZOOMFACTOR, ICAP\_FLASHUSED2. If application queries for capabilities that are not related to preview device, Source will return

TWRC\_FAILURE.

**Start Getting and Displaying Preview Thumbnails**

1. The application can use the automatic capture feature with CAP\_XFERCOUNT to -1 (Application is willing to transfer multiple images).
2. Application issues MSG\_ENABLEDS to move to state 5. Upon receiving this message, the Source should start capturing images[[1]](#footnote-1).
3. Source issues MSG\_XFERREADY, indicating that an image is present, and state moves to 6.

LOOP:

1. Application issues DAT\_IMAGENATIVEXFER to get image and goes to state 7.
2. Application issues MSG\_ENDXFER to return to state 6, and it displays the image. Then if it wants the next preview image, examines pTW\_PENDINGXFERS->Count to verify that there is another image, and it goes to LOOP. Source, upon receiving the MSG\_ENDXFER message, takes the next picture and returns -1 in the pTW\_PENDINGXFERS->Count.

END LOOP

1. If the application wants to end preview mode, it issues DAT\_PENDINGXFERS / MSG\_RESET. This forces the Source to go to state 5 (CAP\_XFERCOUNT is set to 0). If the Source is unable to deliver preview images, it sets pTW\_PENDINGXFERS->Count to 0 in reply to the application’s MSG\_ENDXFER command, and returns to state 5.
2. The application can then issue MSG\_DISABLEDS, which returns it to state 4, and now the application can use DG\_CONTROL / DAT\_FILESYSTEM / MSG\_CHANGEDIRECTORY to change directory to the camera device to take a full resolution picture.

**How to Take a Snapshot from Preview Scene**

1. The application could provide a button or menu item for the user to take a snapshot from the preview scene, for example, a “Take Picture” button. In response to this, the application should use the triplet DG\_CONTROL / DAT\_FILESYSTEM / MSG\_CHANGEDIRECTORY with TWFS\_CAMERA set in the TW\_FILENAME structure to stop the preview mode.
2. Subsequently, the application can use the automatic capture feature with CAP\_XFERCOUNT to 1, CAP\_TIMEBEFOREFIRSTCAPTURE to 0 and CAP\_AUTOMATICCAPTURE set to 1 to initiate the capture of preview snapshot.
3. When the Source receives the CAP\_AUTOMATICCAPTURE, it should capture the preview snapshot, and inform the application with MSG\_XFERREADY when it is ready to transfer.
4. After receiving the MSG\_XFERREADY, the application should use one of the three standard image transfer methods to transfer the captured image from the Source to the application.
5. At the end of this operation, the application has the option of going back to the preview thumbnail loop.

#### Imprinter / Endorser

Scanners intended for document imaging sometimes include accessories that let the scanner print data on the documents as it scans them. TWAIN provides basic functionality to negotiate capabilities for imprinter / endorser devices. An imprinter is a general term for any documentprinting device. An endorser is more specialized, and is primarily intended as proof of scanning. In addition to the type of printing device, TWAIN offers ways to locate the printer on the scanning path: top or bottom of the sheet of paper, before or after the paper has been scanned. It is the responsibility of the Source to provide the available combinations to the Application. It is the responsibility of the Application to enable the printers that it wants to use, and to establish seed values prior to scanning.

This is a context sensitive scheme, Applications use CAP\_PRINTER to discover what printers are available to the Source, and to select each of those printers for negotiation.

CAP\_PRINTERENABLED determines whether or not a given printer will be used when scanning begins; a value of TRUE indicates that it will be used, a value of FALSE that it will not be used. Applications must enable a printer before negotiating the seed values.

CAP\_PRINTERINDEX describes an index that counts by ones for every image seen by a given printer.

CAP\_PRINTERMODE selects one of three options: print one line of text from

CAP\_PRINTERSTRING, or multiple lines from CAP\_PRINTERSTRING, or a compound string

constructed (in order) from CAP\_PRINTERSTRING, CAP\_PRINTERINDEX and CAP\_PRINTERSUFFIX.

CAP\_PRINTERSTRING specifies the base message to be printed. For compound strings, the CAP\_PRINTERSTRING serves as the prefix to the CAP\_PRINTERINDEX.

CAP\_PRINTERSUFFIX is only available for compound strings, and describes the text (if any) that is to follow the CAP\_PRINTERINDEX.

CAP\_PRINTERVERTICALOFFSET specifies Y-Offset for current CAP\_PRINTER device.

**Example of Use:**

Consider a Source that supports two CAP\_PRINTERs:

TWPR\_IMPRINTERTOPBEFORE TWPR\_IMPRINTERBOTTOMBEFORE

The Application then:

* uses CAP\_PRINTER to discover the two printers
* sets CAP\_PRINTER to TWPR\_IMPRINTERTOPBEFORE
* sets CAP\_PRINTERENABLED to TRUE (turning this printer on)
* sets CAP\_PRINTERMODE to TWPM\_SINGLESTRING
* sets CAP\_PRINTERSTRING to a string containing today’s date
* sets CAP\_PRINTER to TWPR\_IMPRINTERBOTTOMBEFORE
* sets CAP\_PRINTERENABLED to FALSE (turning this printer off)

Note that the value of CAP\_PRINTER is not important at the time of scanning, it is the other capabilities that control the imprinter, like CAP\_PRINTERENABLED; CAP\_PRINTER only selects the current printer under negotiation.

#### Capability Ordering

As the number of capabilities described by TWAIN has increased it has become clear that there are dependencies between many of them. The purpose of this section is to point out connections between certain capabilities. The way one capability can affect another is not always obvious and failure to recognize this interdependence is often the reason for unexpected TWAIN Scanning results. Using this as a guideline, an Application Developer can code capability negotiation with confidence, and Data Source developers can refer back to this section to make sure they have not introduced an unusual dependency.

In some cases these dependencies are not likely to be critical, for example if

ICAP\_CCITTKFACTOR is set to some non-zero value, and ICAP\_COMPRESSION is not

TWCP\_GROUP32D, most scanners will not see this as a problem. On the other hand, if

ICAP\_COMPRESSION is set to TWCP\_JPEG and ICAP\_XFERMECH is set to TWSX\_NATIVE then it is extremely unlikely that the Application will get useable image data.

It is the responsibility of the Source to properly constrain itself according to the current settings of all of its capabilities. Doing so has the following benefits:

* The Source protects itself from illegal configurations.
* The Source reports to the Application through constraints and the TWCC\_CAPSEQERROR condition code which capabilities are fully, partially or currently not negotiable.

It is the responsibility of the Application to negotiate capabilities in the proper order. Doing so has the following benefits:

* The Application protects itself from illegal configurations.
* The Application can use constraints and occurrences of TWCC\_CAPSEQERROR to modify the behavior of its user interface, better representing the Source’s capabilities to the user.

The reset of this article is written in the order of negotiation that an Application should use to control a Source.

One other note about interpreting this section, the entire list of capabilities is in the context of the

Current File System Device. If the Current File System Device was changed using the

DAT\_FILESYSTEM triplets, the context of these capabilities is expected to change and renegotiation must occur. It is much easier to deal with if the File System operations are completed first and Capability negotiation on a large scale is left until just before scanning from a particular device.

**Language Support**

The first thing the Source and Application should negotiate is the language. This negotiation best occurs as part of the DG\_CONTROL / DAT\_PARENT / MSG\_OPENDS call. The Application reports the language it is using in appIdentity->Version.Language. The Source should attempt to try to match this language. If it cannot, it should attempt to match the language that the user logged in with. If this fails then is should pick the best language that it can. For those Sources that support CAP\_LANGUAGE the Application has a further opportunity to try and get a good language match, and this should be done as soon as the Source is successfully opened.

**Duplex Control**

If an Application finds that CAP\_DUPLEX exists and it indicates that duplex scanning is supported, then the Application should negotiate CAP\_DUPLEXENABLED. If CAP\_DUPLEXENABLED is set to FALSE, then DAT\_FILESYSTEM capable Sources should not report any TWFY\_CAMERABOTTOM devices in the root directory. If the Source is set to a TWFY\_CAMERABOTTOM device at the time that CAP\_DUPLEXENABLED is set to FALSE, then it should automatically change itself to the corresponding TWFY\_CAMERATOP device.

**Device Negotiation**

If the Source supports DAT\_FILESYSTEM, then the Application needs to walk through the root directory to determine what devices are available, if it wants to independently control the individual devices. Sources are required to default to the TWFY\_CAMERA device (the implied default for Sources that do not support DAT\_FILESYSTEM). If an Application negotiates capabilities using this device, then the Source is expected to apply the settings to as many of its applicable devices as possible. For instance, in a duplex scanner changing the value of ICAP\_BRIGHTNESS for the default TWFY\_CAMERA device will change the settings of its corresponding TWFY\_CAMERATOP and TWFY\_CAMERABOTTOM. Once the list of devices has been identified, the Application may optionally change to one of them using DG\_CONTROL / DAT\_FILESYSTEM / MSG\_CHANGEDIRCTORY.

**Supported Capabilities**

Applications are encouraged to use this call to get the capabilities supported by a Source, since this information can be used to quickly characterize the device. For instance, a Source that supports ICAP\_FLASH2 is more likely to be a digital camera than a scanner. Or in another case, a single-pass duplex scanner that supports DAT\_FILESYSTEM access to both of its cameras might not support all the same capabilities for both cameras.

**Extended Capabilities**

Beginning with TWAIN 2.3 the Data Source always sets CAP\_EXTENDEDCAPS to the array of capabilities that are negotiable in States 5, 6 and 7. The application reads this array, or (for legacy purposes) it can set the array to the desired values, and, if TWRC\_CHECKSTATUS is returned, follow up to see which values were accepted.

**Feeder Control**

CAP\_FEEDERENABLED is the key capability to determine if a Source supports an automatic document feeder (ADF). Once this value has been determined no special ordering is required to test most of the other values, although there are groupings worth noting. Some ADFs provide control over individual sheets of paper: CAP\_CLEARPAGE, CAP\_FEEDPAGE, CAP\_REWINDPAGE. Some ADFs are supported by memory buffers built into the device: CAP\_AUTOSCAN,

CAP\_MAXBATCHBUFFERS. Some ADFs are capable of detecting the presence of paper in the input

bin: CAP\_PAPERDETECTABLE, CAP\_FEEDERLOADED. ICAP\_FEEDERTYPE reports either the

types of feeders available (in the case where there is a general type feeder only) or the scan types supported through the feeder. Some ADFs provide control over paper handling:

CAP\_PAPERHANDLING.

**Frame Management**

Before negotiating frame information an Application should first establish the unit of measurement using ICAP\_UNITS. It should establish the ICAP\_XRESOLUTION and ICAP\_YRESOLUTION of the image, especially if TWUN\_PIXEL is supported, since the reported values should vary with the pixel density. After that the Application should determine the physical limits of the Source using ICAP\_MINIMUMHEIGHT, ICAP\_MINIMUMWIDTH, ICAP\_PHYSICALHEIGHT and ICAP\_PHYSICALWIDTH.

Note: ICAP\_MINIMUMHEIGHT, ICAP\_MINIMUMWIDTH, ICAP\_PHYSICALHEIGHT, and ICAP\_PHYSICALWIDTH may vary depending on the source of the document. For example, when using a Flatbed / ADF combination scanner, the ADF path may permit longer documents to be scanned. In this case, values for these extents would be expected to differ for different values of

CAP\_FEEDERENABLED.

DAT\_IMAGELAYOUT is required by all Sources. Most scanners support ICAP\_SUPPORTEDSIZES (unlike digital cameras, which tend to not support physical measurements like inches and centimeters).

ICAP\_SUPPORTEDSIZES is required to set itself to TWSS\_NONE if frames are negotiated using either DAT\_IMAGELAYOUT or ICAP\_FRAMES.

ICAP\_MAXFRAMES will report how many frames ICAP\_FRAMES is capable of delivering per captured item.

ICAP\_ORIENTATION is intended to tell a Source how the orientation of a sheet of paper fed into the scanner varies from the settings of its frame information. ICAP\_ROTATION is a specific request to the scanner to rotate the scanned image the indicated number of degrees.

ICAP\_ORIENTATION with ICAP\_SUPPORTEDSIZES will affect ICAP\_FRAMES and

DAT\_IMAGELAYOUT. ICAP\_ROTATION should only affect the output from DAT\_IMAGEINFO. The reason for negotiating these values after establishing the frame is that some Sources may reject attempts to rotate data if one of the dimensions exceeds the physical width or height of the scanner.

ICAP\_OVERSCAN is intended as a way to capture image data beyond the usual boundaries of a scanned sheet of paper, and is primarily intended as an aid in deskewing images. The additional scan area is only reported with DAT\_IMAGEINFO. The reason for negotiating this value after setting the other values listed above is that some Sources may reject overscan if certain dimensions are exceeded.

ICAP\_AUTOMATICDESKEW will correct the rotation of an image, it may also affect the dimensions of the image as reported by DAT\_IMAGEINFO. ICAP\_AUTOMATICBORDERDETECTION reduces or removes the border generated around an image by the scanner scanning its own platen (the area not covered by the paper).

ICAP\_UNDEFINEDIMAGESIZE may be set to TRUE by a Source depending on one or more of the previously negotiated capabilities. Applications need to remember that it is possible for images to exceed the width and height dimensions, which can impact the amount of allocated memory. It is

also important to note that if the width is undefined and ICAP\_XFERMECH is set to TWSX\_MEMORY, then the Source is required to also set ICAP\_TILES to TRUE.

**Bar Code Negotiation**

ICAP\_BARCODEDETECTIONENABLED must be set before any of the other, related capabilities are made available. ICAP\_SUPPORTEDBARCODETYPES should then be tested, to determine what barcode values are supported by the Source. After that the bar-code capabilities may be negotiated in any order.

**Patch Code Negotiation**

ICAP\_PATCHCODEDETECTIONENABLED must be set before any of the other, related capabilities are made available. ICAP\_SUPPORTEDPATCHCODETYPES should then be tested, to determine what patch-code values are supported by the Source. After that the patch-code capabilities may be negotiated in any order.

**Imprinter/Endorser Negotiation**

CAP\_PRINTER establishes what (if any) printer/endorsers are supported by the Source. Selecting one establishes a context for that printer/endorser that is used by all related capabilities. CAP\_PRINTERENABLED turns the printer on or off; the printer must be on in order for the other settings to be negotiated. A Source may opt to refuse to enable a printer if

ICAP\_SUPPORTEDSIZES selects a document with a size that is not within the area of the printer.

CAP\_PRINTERINDEX should be negotiated next. CAP\_PRINTERMODE can then be determined, followed by CAP\_PRINTERSTRING and CAP\_PRINTERSUFFIX**.**

**Scaling**

ICAP\_XSCALING should be negotiated before the ICAP\_YSCALING.

**Image Manipulation**

ICAP\_ROTATION is a specific request to the scanner to rotate the scanned image the indicated number of degrees. ICAP\_MIRROR is another specific request to mirror the scanned image. ICAP\_FLIPROTATION is used to properly orient images that flip orientation every other image.

**General Capability Negotiation**

ICAP\_XFERMECH selects the way an image is transferred from the Source to an Application, which has an impact on some of the characteristics of an image, which is why this value must be selected first. If TWSX\_NATIVE is selected, then no other action related to image transfer is needed. If TWSX\_FILE is selected, then the application should negotiate ICAP\_IMAGEFILEFORMAT, which will be used when DAT\_SETUPFILEXFER is called. If TWSX\_MEMORY is selected, then DAT\_SETUPMEMXFER will need to be called. The Application may then opt to negotiate ICAP\_TILES.

// Then negotiate these capabilities… ICAP\_PIXELTYPE or

ICAP\_JPEGPIXELTYPE

// Use of flash may affect other values…

ICAP\_FLASHUSED

ICAP\_FLASHUSED2

ICAP\_AUTOBRIGHT

ICAP\_BRIGHTNESS

ICAP\_BITDEPTH

ICAP\_BITDEPTHREDUCTION

ICAP\_CUSTHALFTONE

ICAP\_HALFTONES

ICAP\_THRESHOLD

ICAP\_BITORDER

ICAP\_COMPRESSION

ICAP\_BITORDERCODES

ICAP\_CCITTKFACTOR

ICAP\_PIXELFLAVORCODES

ICAP\_TIMEFILL

ICAP\_CONTRAST

ICAP\_EXPOSURETIME

ICAP\_FILTER

ICAP\_GAMMA

ICAP\_IMAGEFILTER

ICAP\_NOISEFILTER

ICAP\_PIXELFLAVOR

ICAP\_HIGHLIGHT

ICAP\_SHADOW

ICAP\_PLANARCHUNKY

ICAP\_XRESOLUTION

ICAP\_XNATIVERESOLUTION

ICAP\_YRESOLUTION

ICAP\_YNATIVERESOLUTION

##### Independent Capabilities

These capabilities are considered independent because they do not affect other capabilities and they are not affected by changes in other capabilities.

CAP\_ENABLEDSUIONLY

CAP\_CUSTOMDSDATA

CAP\_INDICATORS

CAP\_INDICATORSMODE

CAP\_UICONTROLLABLE

CAP\_SERIALNUMBER

ICAP\_LAMPSTATE

CAP\_BATTERYMINUTES

CAP\_BATTERYPERCENTAGE

CAP\_POWERSUPPLY

ICAP\_BITORDER

CAP\_DEVICETIMEDATE

CAP\_DEVICEEVENT

CAP\_CAMERAPREVIEWUI

CAP\_POWERSAVETIME

ICAP\_AUTODISCARDBLANKPAGES

ACAP\_XFERMECH

##### Semi-Independent Capabilities

Semi Independent Capabilities are small groups that have no effect on the big picture, but do have their own pockets of dependencies.

CAP\_ALARMS

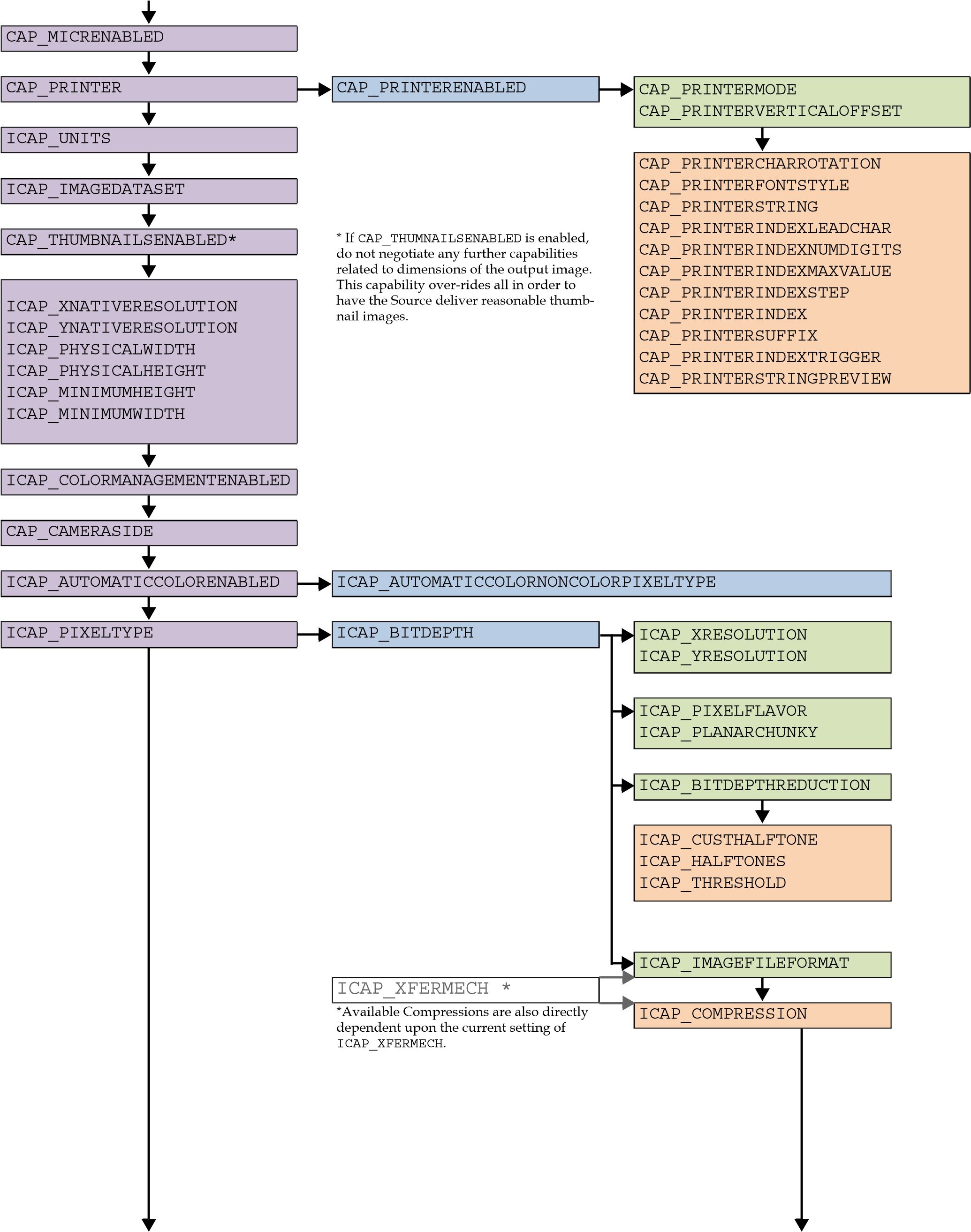
CAP\_ALARMVOLUME

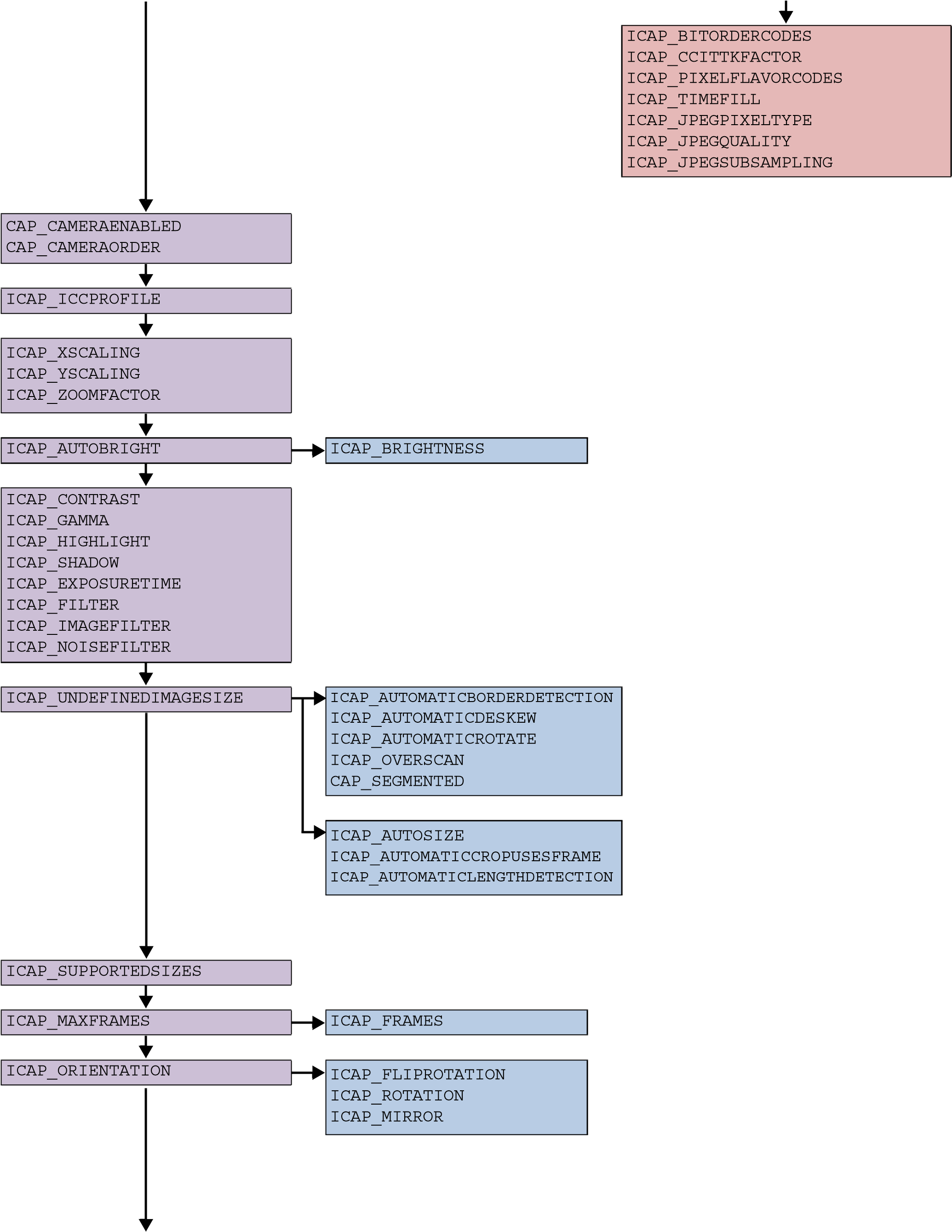
CAP\_AUTOMATICCAPTURE

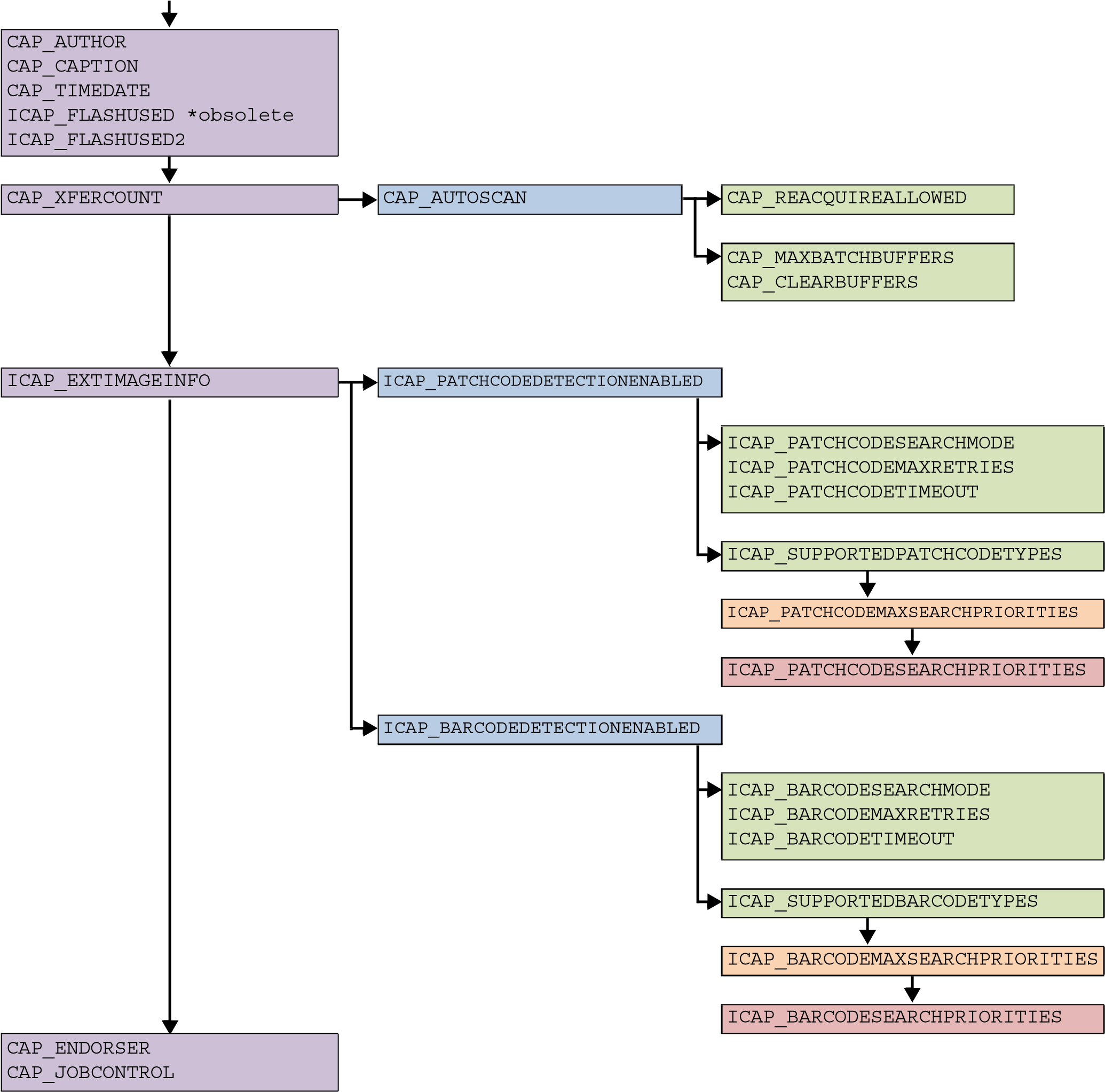
CAP\_TIMEBEFOREFIRSTCAPTURE

CAP\_TIMEBETWEENCAPTURES









**Audio Negotiation**

The availability of the audio capabilities can be inferred from the presence of DG\_AUDIO. If it is available then the Application should negotiate ACAP\_XFERMECH. Note that these operations occur independently of the current value of DAT\_XFERGROUP. The actual selection of an audio file format takes place in State 6 using DAT\_SETUPFILEXFER, and must be preceded by a call to

DAT\_XFERGROUP / MSG\_SET to DG\_AUDIO to change the Source over to the audio data group. Sources that transfer audio data need to set the Source back to DG\_IMAGE when they are done with the audio data, and ready to get image data, or exit back to State 4.

**Alarms**

CAP\_ALARMS selects the kind of audio alerts provided by a Source. CAP\_ALARMVOLUME is only available if an alarm is selected, and controls the volume for all alarms with a single value.

**Power Supply**

CAP\_POWERSUPPLY reports which power supply is currently in effect for the Source.

CAP\_BATTERYPERCENTAGE, CAP\_BATTERYMINUTES and CAP\_POWERSAVETIME are available at all times, though the values they report may change depending on the current value of CAP\_POWERSUPPLY.

**Asynchronous Device Events**

CAP\_DEVICEEVENT may be used to activate device events.

**Automatic Capture**

DG\_CONTROL / DAT\_FILESYSTEM / MSG\_AUTOMATICCAPTUREDIREDCTORY should be

negotiated first, since it selects the destination for the images. CAP\_TIMEBEFOREFIRSTCAPTURE and CAP\_TIMEBETWEENCAPTURES should be negotiated next. CAP\_AUTOMATICCAPTURE must be negotiated last, because it is the trigger that starts the timer.

**Camera-Dependent Capabilities**

The following list covers capabilities have no interdependencies, but which may be dependent on the currently selected device (for Sources that support DAT\_FILESYSTEM).

CAP\_AUTHOR

CAP\_CAMERASIDE

CAP\_CAPTION

CAP\_DEVICETIMEDATE

CAP\_ENDORSER

CAP\_JOBCONTROL

CAP\_PASSTHRU

CAP\_SERIALNUMBER CAP\_TIMEDATE

CAP\_XFERCOUNT

CAP\_INDICATORSMODE

ICAP\_EXTIMAGEINFO

ICAP\_IMAGEDATASET

ICAP\_LAMPSTATE

ICAP\_LIGHTPATH

ICAP\_LIGHTSOURCE

ICAP\_ZOOMFACTOR

**Camera-Independent Capabilities**

The following list covers capabilities that are free of any dependencies. Applications can negotiate these in any order (during state 4), and regardless of the current device in effect (for Sources that support DAT\_FILESYSTEM):

CAP\_CAMERAPREVIEWUI

CAP\_CUSTOMDSDATA

CAP\_DEVICEONLINE

CAP\_DEVICETIMEDATE

CAP\_ENABLEDSUIONLY

CAP\_INDICATORS

CAP\_PASSTHRU

CAP\_SEGMENTED

CAP\_THUMBNAILSENABLED

CAP\_TIMEDATE

CAP\_UICONTROLLABLE

CAP\_XFERCOUNT

#### Defaults

TWAIN describes defaults for capabilities, unfortunately, this information is spread throughout the specification, and in some cases is ambiguous. This article discusses how Sources and Applications should use and manage defaults values. It covers the three main kinds of defaults supported by TWAIN. It discusses the DG\_CONTROL / DAT\_CAPABILITY / MSG\_xxxx functions and how they relate to defaults. Finally, it offers a section that describes the expected default settings for each capability within TWAIN.

**Default Mechanisms**

Defaults in TWAIN serve three main functions:

|  |  |
| --- | --- |
| **Mandatory Defaults** | Protect Applications from incompatible settings. |
| **Preferred Defaults** | Permit Source providers to expose preferred settings for capabilities. |
| **User Defaults** | Create consistency in a Source’s user interface; values selected in one session are preserved for the next session. |

Mandatory defaults are established by the TWAIN specification. Preferred defaults may be selected by a Source for any capability that does not have a mandatory default. User defaults may replace any preferred default with a value selected by the user through the Source’s user interface.

These three functions are not intrinsically compatible, which creates ambiguity; Applications cannot make assumptions about the initial values of all capabilities.

**Mandatory Defaults**

Some capabilities must reflect certain values when a Source is opened. These defaults are selected because Applications must be allowed to expect certain kinds of behavior without being forced to negotiate all capabilities (not only would this be tedious, but it is impossible in situations where a Source and Application are derived from different versions of TWAIN). For example, the 1.8 capability CAP\_PRINTERENABLED must default to FALSE, otherwise a 1.6 Application might find itself printing data on scanned documents, and unable to do anything about it.

**Preferred Defaults**

TWAIN permits a Source to provide its own defaults. These settings are assumed to produce the most favorable results possible, whether they are measured in terms of processing speed, memory usage, or some other criteria. For instance, a Source will select a preferred value for

ICAP\_PIXELFLAVOR that keeps it from having to invert the bits in an image. In some cases the preferred defaults are gleaned from the current state of the device. For instance,

CAP\_FEEDERENABLED depends on the presence of a feeder on the scanner device. A Source is expected to determine if the feeder is truly present, not assume that the value saved from the last session is valid.

**User Defaults**

Prior to TWAIN 1.7 Applications generally relied on Sources to provide user interfaces that controlled image capture. Since one of the tenants of TWAIN is to make things easier for Applications, it became common for Sources to save state, preserving the values selected by a user, so the next time the Application started the same values would be displayed. This mechanism continues to be desirable, but Source writers should bear in mind that user defaults values are a convenience that can create problems for users who access their Source from more than one Application. CAP\_AUTOSCAN is an example of a capability that should never have its state saved, since Applications that do not negotiate will also not be able to handle the results if it happens to be set to TRUE.

**DAT\_CAPABILITY Operations**

There are five methods of negotiating values with a Source, this section discusses how Sources and Applications should relate them to the various kinds of default values:

* MSG\_GET returns the current value of the capability, along with the allowed values (if any). At startup, this value will reflect the mandatory default, if there is one. If there is no mandatory default, then this call will return the user default, if supported and if one is available; otherwise it will return the preferred default value for the Source. It is up to the Application to understand the possible sources of a value, and override it if desired. Note that the allowed values are always reset when a Source starts up. Sources must never save the constraints created by an Application.
* MSG\_GETCURRENT returns the current value of the capability, it does not return the allowed list. At startup, this value will reflect the mandatory default, if there is one. If there is no mandatory default, then this call will return the user default, if supported and if one is available; otherwise it will return the preferred default value for the Source.
* MSG\_GETDEFAULT always returns either the mandatory or preferred default, whichever is appropriate for the capability. It never returns a user default. Like MSG\_GETCURRENT it only returns the value, not the allowed list.
* MSG\_RESET resets a capability’s allowed list to all permitted values, and sets the current value to the mandatory or preferred default, never the user default. The container returned by MSG\_RESET must be the same kind of container returned for a MSG\_GETDEFAULT operation, this preserves legacy behavior; however, Applications should follow MSG\_RESET with MSG\_GET if they wish to determine how the constraints for the capability have been reset. This message is a good one for Applications to use, since it is easy to code, and can be used to get a Source to some kind of a known state.

A simple mechanism for resetting a Source uses the following steps (*Applications that use the Source’s UI should not use this method*): for each device supported by the Source (pre-1.8 Sources only have one implicit device) the Application calls CAP\_SUPPORTEDCAPS; for each capability the

Application calls DG\_CONTROL / DAT\_CAPABILITY / MSG\_QUERYSUPPORT to see if it supports TWQI\_RESET; if it does, then the Application sends DG\_CONTROL / DAT\_CAPABILITY / MSG\_RESET which resets the capability.

Performing these steps will protect an Application from any user defaults created by a previous

Application. Please note, not all Sources may support MSG\_QUERYSUPPORT. For those that don’t, an Application would have to issue MSG\_RESET on all capabilities (perhaps excluding those it knows to be read-only) and trust that the Source is robust enough to report TWRC\_FAILURE for those capabilities that do not support MSG\_RESET.

* MSG\_SET sets the current value. Therefore, it’s possible for a capability set in State 4 to find its way into the user defaults.
* MSG\_SETCONSTRAINT sets the current value and optionally sets the constraints on a capability. Sources must never save the constraints negotiated by an application. However, it’s possible for a capability set in State 4 to find its way into the user defaults.

**B**

**TWAIN Technical Support**

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#### E-Mail Support

Developers who are connected to AppleLink and the WWW or Internet have access to TWAIN support groups. The support groups can answer your TWAIN development or marketing questions. There are two support groups: the TWAIN Working Group and the TWAIN Developers distribution.

* [The TWAIN Working Group is read by Technical, Marketing and Support representatives from the Working Group companies. You can contact this group via e-mail at](http://email.sparklist.com/scripts/lyris.pl?enter=twain) twainwg@twain.org.
* The TWAIN Developers distribution includes TWAIN developers who want to keep up on TWAIN or offer advice to other developers. This distribution includes the TWAIN Working Group. It is the best place to get support because both the Working Group and other developers can respond. You can contact this group via e-mail at twain@email.twain.org. In

order to send mail to the list, you must first subscribe to the list at http:/email.sparklist.com/scripts/lyris.pl?enter=twain.

* For Apple-specific questions, please email the TWAIN Working Group Mac Subcommittee at twain-mac@twain.org.

TWAIN developers are encouraged to participate on the TWAIN Developer distribution list. The TWAIN Working Group also uses this distribution as a means to communicate with developers. For example, we use the distribution when posting the latest news about TWAIN, asking questions we may have about implementations, and requesting review of any Technical Notes that are under development. Technical Notes provide the mechanism for distributing updated information and corrections to errors that may occur in this document.

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#### Worldwide Web

Developers connected to the WWW can also get on-line information and updates. There is an online version of the Developers’ matrix with connections to those implementers with WWW pages.

In addition, this manual is available as a readable file.

The WWW address is http://www.twain.org**.**

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1. . The Source takes a picture as soon as it receives MSG\_ENABLEDS and each time it receives MSG\_ENDXFER [↑](#footnote-ref-1)