

Namespace FileFormat.Slides

Classes

[Image](#)

This class represents the image within a slide.

[Presentation](#)

Represents the presentation document.

[Slide](#)

Represents the slide object within a presentation

[StyledList](#)

This class represents the text list with bullet style.

[Table](#)

This class is responsible to create table in a PPT/PPTX presentation.

[TableCell](#)

Represents a cell within a table row.

[TableColumn](#)

Represents a column within a table.

[TableRow](#)

Represents a row within a table.

[TextSegment](#)

This class represents the text segment within a paragraph.

[TextShape](#)

This class represents the text shape within a slide.

Class Image

Namespace: [FileFormat.Slides](#)

Assembly: FileFormat.Slides.dll

This class represents the image within a slide.

```
public class Image
```

Inheritance

[object](#)  ← Image

Inherited Members

[object.Equals\(object\)](#)  , [object.Equals\(object, object\)](#)  , [object.GetHashCode\(\)](#)  , [object.GetType\(\)](#)  , [object.MemberwiseClone\(\)](#)  , [object.ReferenceEquals\(object, object\)](#)  , [object.ToString\(\)](#) 

Constructors

Image()

Blank constructor to initialize the image object

```
public Image()
```

Image(string)

Initialize the image object

```
public Image(string imagePath)
```

Parameters

imagePath [string](#) 

Image path as string

Properties

Facade

Property to get or set the ImageFacade instance.

```
public ImageFacade Facade { get; set; }
```

Property Value

ImageFacade

Height

Property to get or set the height of an image.

```
public double Height { get; set; }
```

Property Value

[double](#)

ImageIndex

Property to get or set the image index within the slide.

```
public int ImageIndex { get; set; }
```

Property Value

[int](#)

ImagePath

Property to get or set the image path.

```
public string ImagePath { get; set; }
```

Property Value

[string](#)↗

Name

Property to get or set the image index within the slide.

```
public string Name { get; set; }
```

Property Value

[string](#)↗

Width

Property to get or set the width of an image.

```
public double Width { get; set; }
```

Property Value

[double](#)↗

X

Property to get or set the X coordinate of an image.

```
public double X { get; set; }
```

Property Value

[double](#)↗

Y

Property to get or set the Y coordinate of an image.

```
public double Y { get; set; }
```

Property Value

[double](#)[↗]

Methods

GetImages(List<ImageFacade>)

Method to get the list of the images within a slide

```
public static List<Image> GetImages(List<ImageFacade> imageFacades)
```

Parameters

imageFacades [List](#)[↗]<ImageFacade>

An object of ImageFacade.

Returns

[List](#)[↗]<[Image](#)>

Remove()

Method to remove the image.

```
public void Remove()
```

Update()

```
public void Update()
```

Class Presentation


Namespace: [FileFormat.Slides](#)

Assembly: FileFormat.Slides.dll

Represents the presentation document.

```
public class Presentation
```

Inheritance

[object](#)  ← Presentation

Inherited Members

[object.Equals\(object\)](#)  , [object.Equals\(object, object\)](#)  , [object.GetHashCode\(\)](#)  , [object.GetType\(\)](#)  , [object.MemberwiseClone\(\)](#)  , [object.ReferenceEquals\(object, object\)](#)  , [object.ToString\(\)](#) 

Methods

AppendSlide(Slide)

This method is responsible to append a slide.

```
public void AppendSlide(Slide slide)
```

Parameters

slide [Slide](#)

An object of a slide

Create(string)

Static method to instantiate a new object of Presentation class.

```
public static Presentation Create(string filePath)
```

Parameters

FilePath [string](#)

Presentation path as string

Returns

[Presentation](#)

An instance of Presentation object

Examples

```
Presentation presentation = Presentation.Create("D:\\AsposeSampleResults\\test2.pptx");
TextShape shape = new TextShape();
shape.Text = "Title: Here is my first title From FF";
TextShape shape2 = new TextShape();
shape2.Text = "Body : Here is my first title From FF";
// First slide
Slide slide = new Slide();
slide.AddTextShapes(shape);
slide.AddTextShapes(shape2);
// 2nd slide
Slide slide1 = new Slide();
slide1.AddTextShapes(shape);
slide1.AddTextShapes(shape2);
// Adding slides
presentation.AppendSlide(slide);
presentation.AppendSlide(slide1);
presentation.Save();
```

ExtractAndSaveImages(string)

Extract and save images of a presentation into a director

```
public void ExtractAndSaveImages(string outputFolder)
```

Parameters

outputFolder [string](#)

Folder path as string

GetSlides()

Method to get the list of all slides of a presentation

```
public List<Slide> GetSlides()
```

Returns

[List](#) <[Slide](#)>

Examples

```
Presentation presentation = Presentation.Open("D:\\AsposeSampleData\\sample.pptx");  
var slides = presentation.GetSlides();  
var slide = slides[0];  
...
```

InsertSlideAt(int, Slide)

Method to insert a slide at a specific index

```
public void InsertSlideAt(int index, Slide slide)
```

Parameters

index [int](#)

Index of a slide

slide [Slide](#)

A slide object

Open(string)

Static method to load an existing presentation.

```
public static Presentation Open(string FilePath)
```

Parameters

FilePath [string](#)

Presentation path as string

Returns

[Presentation](#)

Examples

```
Presentation presentation = Presentation.Open("D:\\AsposeSampleData\\sample.pptx");
TextShape shape1 = new TextShape();
shape1.Text = "Title: Here is my first title From FF";
TextShape shape2 = new TextShape();
shape2.Text = "Body : Here is my first title From FF";
// New slide
Slide slide = new Slide();
slide.AddTextShapes(shape1);
slide.AddTextShapes(shape2);
// Adding slide
presentation.AppendSlide(slide);
presentation.Save();
```

RemoveSlide(int)

Method to remove a slide at a specific index

```
public string RemoveSlide(int slideIndex)
```

Parameters

slideIndex [int](#)

Index of a slide

Returns

[string](#) 

Examples

```
Presentation presentation = Presentation.Open("D:\\AsposeSampleData\\sample.pptx");  
var confirmation = presentation.RemoveSlide(0);  
Console.WriteLine(confirmation);  
presentation.Save();
```

Save()

Method to save the new or changed presentation.

```
public void Save()
```

Class Slide

Namespace: [FileFormat.Slides](#)

Assembly: FileFormat.Slides.dll

Represents the slide object within a presentation

```
public class Slide
```

Inheritance

[object](#)  ← Slide

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#) 

Constructors

Slide()

Constructor for the Slide class.

```
public Slide()
```

Remarks

it initializes the Slide Facade set the slide index and initializes the lists of text shapes and images.

Slide(bool)

```
public Slide(bool isNewSlide)
```

Parameters

isNewSlide [bool](#) 

Properties

BackgroundColor

Property to set background color of a slide.

```
public string BackgroundColor { get; set; }
```

Property Value

[string](#)

Images

Property contains the list of all images within a slide.

```
public List<Image> Images { get; set; }
```

Property Value

[List](#) [Image](#)

RelationshipId

Property for the relationship Id.

```
public string RelationshipId { get; set; }
```

Property Value

[string](#)

SlideFacade

Property for respective Slide Facade.

```
public SlideFacade SlideFacade { get; set; }
```

Property Value

SlideFacade

SlideIndex

Property to hold the index of the slide.

```
public int SlideIndex { get; set; }
```

Property Value

[int](#)

Tables

```
public List<Table> Tables { get; set; }
```

Property Value

[List](#) <[Table](#)>

TextShapes

Property contains the list of all text shapes.

```
public List<TextShape> TextShapes { get; set; }
```

Property Value

[List](#) <[TextShape](#)>

Methods

AddImage(Image)

Method to add images to a slide.

```
public void AddImage(Image image)
```

Parameters

image [Image](#)

An object of Image class

AddTable(Table)

Method to add table to a slide.

```
public void AddTable(Table table)
```

Parameters

table [Table](#)

An object of Table class

AddTextShapes(TextShape)

Method to add a text shape in a slide.

```
public void AddTextShapes(TextShape textShape)
```

Parameters

textShape [TextShape](#)

An object of TextShape class.

AddTextShapes(TextShape, List<TextSegment>)

```
public void AddTextShapes(TextShape textShape, List<TextSegment> textSegments)
```

Parameters

textShape [TextShape](#)

textSegments [List](#) <[TextSegment](#)>

GetTextShapesByText(string)

Get text shapes by searching a text term.

```
public List<TextShape> GetTextShapesByText(string text)
```

Parameters

text [string](#)

Search term as string

Returns

[List](#) <[TextShape](#)>

Update()

Method to update a slide properties e.g. background color.

```
public void Update()
```


Class StyledList


Namespace: [FileFormat.Slides](#)

Assembly: FileFormat.Slides.dll

This class represents the text list with bullet style.

```
public class StyledList
```

Inheritance

[object](#)  ← StyledList

Inherited Members

[object.Equals\(object\)](#)  , [object.Equals\(object, object\)](#)  , [object.GetHashCode\(\)](#)  , [object.GetType\(\)](#)  , [object.MemberwiseClone\(\)](#)  , [object.ReferenceEquals\(object, object\)](#)  , [object.ToString\(\)](#) 

Constructors

StyledList(ListType)

Constructor of StyledList class.

```
public StyledList(ListType type)
```

Parameters

type [ListType](#)

Properties

Facade

Property to get the facade of a styled list

```
public ListFacade Facade { get; set; }
```

Property Value

ListFacade

FontFamily

```
public string FontFamily { get; set; }
```

Property Value

[string](#)

FontSize

```
public int FontSize { get; set; }
```

Property Value

[int](#)

ListItems

```
public List<string> ListItems { get; set; }
```

Property Value

[List](#) <[string](#)>

ListType

```
public ListType ListType { get; set; }
```

Property Value

[ListType](#)

TextColor

```
public string TextColor { get; set; }
```

Property Value

[string](#) 

TextShape

```
public TextShape TextShape { get; set; }
```

Property Value

[TextShape](#)

Methods

AddListItem(string)

Method to add list items in styled list.

```
public void AddListItem(string text)
```

Parameters

text [string](#) 

It accepts text as list item

Update()

Method to update the styled list

```
public void Update()
```

Class Table

Namespace: [FileFormat.Slides](#)

Assembly: FileFormat.Slides.dll

This class is responsible to create table in a PPT/PPTX presentataion.

```
public class Table
```

Inheritance

[object](#)  ← Table

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#) 

Constructors

Table()

Constructor for the Table class. Initializes a new instance of the Table class with empty lists for rows and columns.

```
public Table()
```

Properties

Columns

Property to get or set the list of columns in the table.

```
public List<TableColumn> Columns { get; set; }
```

Property Value

[List](#)  <[TableColumn](#)>

Facade

Property to get or set the TableFacade instance.

```
public TableFacade Facade { get; set; }
```

Property Value

TableFacade

Height

Property to get or set the height of a table.

```
public double Height { get; set; }
```

Property Value

[double](#)

Name

Property to get or set the table name within the slide.

```
public string Name { get; set; }
```

Property Value

[string](#)

Rows

Property to get or set the list of rows in the table.

```
public List<TableRow> Rows { get; set; }
```

Property Value

[List](#) <[TableRow](#)>

TableIndex

Property to get or set the index of a table within slide.

```
public int TableIndex { get; set; }
```

Property Value

[int](#)

TableStylings

Property to get or set the stylings for the table.

```
public Stylings TableStylings { get; set; }
```

Property Value

[Stylings](#)

Width

Property to get or set the width of a table.

```
public double Width { get; set; }
```

Property Value

[double](#)

X

Property to get or set the X coordinate of a table.

```
public double X { get; set; }
```

Property Value

[double](#)

Y

Property to get or set the Y coordinate of a table.

```
public double Y { get; set; }
```

Property Value

[double](#)

Methods

AddRow(TableRow)

Adds a row to the table.

```
public void AddRow(TableRow row)
```

Parameters

row [TableRow](#)

The TableRow object to be added to the table.

Class TableCell

Namespace: [FileFormat.Slides](#)

Assembly: FileFormat.Slides.dll

Represents a cell within a table row.

```
public class TableCell
```

Inheritance

[object](#)  ← TableCell

Inherited Members

[object.Equals\(object\)](#)  , [object.Equals\(object, object\)](#)  , [object.GetHashCode\(\)](#)  , [object.GetType\(\)](#)  , [object.MemberwiseClone\(\)](#)  , [object.ReferenceEquals\(object, object\)](#)  , [object.ToString\(\)](#) 

Constructors

TableCell()

Default constructor for the TableCell class.

```
public TableCell()
```

TableCell(TableRow)

Constructor for the TableCell class that initializes a new instance of the TableCell class with a reference to the row's stylings.

```
public TableCell(TableRow row)
```

Parameters

row [TableRow](#)

The table row containing the cell.

Properties

CellStylings

Gets or sets the stylings applied to the cell.

```
public Stylings CellStylings { get; set; }
```

Property Value

[Stylings](#)

FontFamily

Gets or sets the font family of the text in the cell.

```
public string FontFamily { get; set; }
```

Property Value

[string](#) 

FontSize

Gets or sets the font size of the text in the cell.

```
public int FontSize { get; set; }
```

Property Value

[int](#) 

ID

Gets or sets the unique identifier of the cell.

```
public string ID { get; set; }
```

Property Value

[string](#) 

Text

Gets or sets the text content of the cell.

```
public string Text { get; set; }
```

Property Value

[string](#) 

Class TableColumn

Namespace: [FileFormat.Slides](#)

Assembly: FileFormat.Slides.dll

Represents a column within a table.

```
public class TableColumn
```

Inheritance

[object](#)  ← TableColumn

Inherited Members

[object.Equals\(object\)](#)  , [object.Equals\(object, object\)](#)  , [object.GetHashCode\(\)](#)  , [object.GetType\(\)](#)  , [object.MemberwiseClone\(\)](#)  , [object.ReferenceEquals\(object, object\)](#)  , [object.ToString\(\)](#) 

Properties

Name

Gets or sets the name of the column.

```
public string Name { get; set; }
```

Property Value

[string](#) 

Class TableRow


Namespace: [FileFormat.Slides](#)

Assembly: FileFormat.Slides.dll

Represents a row within a table.

```
public class TableRow
```

Inheritance

[object](#)  ← TableRow

Inherited Members

[object.Equals\(object\)](#)  , [object.Equals\(object, object\)](#)  , [object.GetHashCode\(\)](#)  , [object.GetType\(\)](#)  , [object.MemberwiseClone\(\)](#)  , [object.ReferenceEquals\(object, object\)](#)  , [object.ToString\(\)](#) 

Constructors

TableRow()

Default constructor for the TableRow class. Initializes a new instance of the TableRow class with an empty list of cells.

```
public TableRow()
```

TableRow(Table)

Constructor for the TableRow class that initializes a new instance of the TableRow class with a reference to the table's stylings.

```
public TableRow(Table table)
```

Parameters

table [Table](#)

The table containing the row.

Properties

Cells

Gets or sets the list of cells in the row.

```
public List<TableCell> Cells { get; set; }
```

Property Value

[List](#) <[TableCell](#)>

ID

Gets or sets the unique identifier of the row.

```
public int ID { get; set; }
```

Property Value

[int](#)

RowHeight

Gets or sets the height of the row.

```
public int RowHeight { get; set; }
```

Property Value

[int](#)

RowStylings

Gets or sets the stylings applied to the row.

```
public Stylings RowStylings { get; set; }
```

Property Value

[Stylings](#)

Methods

AddCell(TableCell)

Adds a cell to the row.

```
public void AddCell(TableCell cell)
```

Parameters

cell [TableCell](#)

The TableCell object to be added to the row.

Class TextSegment

Namespace: [FileFormat.Slides](#)

Assembly: FileFormat.Slides.dll

This class represents the text segment within a paragraph.

```
public class TextSegment
```

Inheritance

[object](#)  ← TextSegment

Inherited Members

[object.Equals\(object\)](#)  , [object.Equals\(object, object\)](#)  , [object.GetHashCode\(\)](#)  , [object.GetType\(\)](#)  ,
[object.MemberwiseClone\(\)](#)  , [object.ReferenceEquals\(object, object\)](#)  , [object.ToString\(\)](#) 

Properties

Bold

Property to make bold the text segment.

```
public bool Bold { get; set; }
```

Property Value

[bool](#) 

Color

Property to set color the text segment.

```
public string Color { get; set; }
```

Property Value

[string](#)

Facade

Property to get facade of text segment.

```
public TextSegmentFacade Facade { get; }
```

Property Value

TextSegmentFacade

FontFamily

Property to set font family.

```
public string FontFamily { get; set; }
```

Property Value

[string](#)

FontSize

Property to set or get the font size of the text segment

```
public int FontSize { get; set; }
```

Property Value

[int](#)

Italic

Property to make Italic the text segment.

```
public bool Italic { get; set; }
```

Property Value

[bool](#)

Text

Property to set the text of the text segment.

```
public string Text { get; set; }
```

Property Value

[string](#)

Methods

create()

Method to create text segment.

```
public TextSegment create()
```

Returns

[TextSegment](#)

Class TextShape

Namespace: [FileFormat.Slides](#)

Assembly: FileFormat.Slides.dll

This class represents the text shape within a slide.

```
public class TextShape
```

Inheritance

[object](#)  ← TextShape

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#) 

Constructors

TextShape()

Constructor of the TextShape class initializes the object of TextShapeFacade and populate its fields.

```
public TextShape()
```

Properties

Alignment

Property to get or set alignment of the shape.

```
public TextAlignment Alignment { get; set; }
```

Property Value

[TextAlignment](#)

BackgroundColor

Property to set or get background color of a text shape.

```
public string BackgroundColor { get; set; }
```

Property Value

[string](#) 

Facade

Property to get or set the TextShapeFacade.

```
public TextShapeFacade Facade { get; set; }
```

Property Value

TextShapeFacade

FontFamily

Property to get or set the font family of the text shape.

```
public string FontFamily { get; set; }
```

Property Value

[string](#) 

FontSize

Property to set or get the font size of the Text Shape.

```
public int FontSize { get; set; }
```

Property Value

[int](#)

Height

Property to get or set height of the shape.

```
public double Height { get; set; }
```

Property Value

[double](#)

ShapeIndex

Property to get or set the shape index within a slide.

```
public int ShapeIndex { get; set; }
```

Property Value

[int](#)

Text

Property to set or get the text of the shape.

```
public string Text { get; set; }
```

Property Value

[string](#)

TextColor

Property to get or set the text color of the text shape.

```
public string TextColor { get; set; }
```

Property Value

[string](#)

TextList

Property to set or get styled list of a text shape.

```
public StyledList TextList { get; set; }
```

Property Value

[StyledList](#)

TextSegments

Property to set or get text segments within a text shape.

```
public List<TextSegment> TextSegments { get; set; }
```

Property Value

[List](#) <[TextSegment](#)>

Width

Property to get or set width of the shape.

```
public double Width { get; set; }
```

Property Value

[double](#)

X

Property to get or set X coordinate of the shape

```
public double X { get; set; }
```

Property Value

[double](#)

Y

Property to get or set Y coordinate of the shape.

```
public double Y { get; set; }
```

Property Value

[double](#)

Methods

GetTextShapes(List<TextShapeFacade>)

Method for getting the list of text shapes.

```
public static List<TextShape> GetTextShapes(List<TextShapeFacade> textShapeFacades)
```

Parameters

textShapeFacades [List](#) <TextShapeFacade>

An object of TextShapeFacade.

Returns

[List](#) [<TextShape>](#)

Remove()

Method to remove the textshape of a slide.

```
public void Remove()
```

Update()

Method to update text shape.

```
public void Update()
```


Namespace FileFormat.Slides.Common

Classes

[Colors](#)

Common class to get the hexadecimal values of colors as string.

[FormatException](#)

Custom exception class for file format-related exceptions.

[SampleData](#)

[Utility](#)

This class provides essential static methods for generating unique relationship IDs, obtaining random slide IDs, and converting measurements.

Structs

[Stylings](#)

Represents the stylings applied to text elements.

Class Colors

Namespace: [FileFormat.Slides.Common](#)

Assembly: FileFormat.Slides.Common.dll

Common class to get the hexadecimal values of colors as string.

```
public static class Colors
```

Inheritance

[object](#)  ← Colors

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) ,
[object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#) 

Properties

Aqua

Gets the hexadecimal value for the color Aqua (00FFFF).

```
public static string Aqua { get; }
```

Property Value

[string](#) 

Black

Gets the hexadecimal value for the color Black (000000).

```
public static string Black { get; }
```

Property Value

[string](#)

Blue

Gets the hexadecimal value for the color Blue (0000FF).

```
public static string Blue { get; }
```

Property Value

[string](#)

Cyan

Gets the hexadecimal value for the color Cyan (00FFFF).

```
public static string Cyan { get; }
```

Property Value

[string](#)

Fuchsia

Gets the hexadecimal value for the color Fuchsia (FF00FF).

```
public static string Fuchsia { get; }
```

Property Value

[string](#)

Gray

Gets the hexadecimal value for the color Gray (808080).

```
public static string Gray { get; }
```

Property Value

[string](#) 

Green

Gets the hexadecimal value for the color Green (00FF00).

```
public static string Green { get; }
```

Property Value

[string](#) 

Lime

Gets the hexadecimal value for the color Lime (00FF00).

```
public static string Lime { get; }
```

Property Value

[string](#) 

LimeGreen

Gets the hexadecimal value for the color Silver (C0C0C0).

```
public static string LimeGreen { get; }
```

Property Value

[string](#) 

Magenta

Gets the hexadecimal value for the color Magenta (FF00FF).

```
public static string Magenta { get; }
```

Property Value

[string](#)

Maroon

Gets the hexadecimal value for the color Maroon (800000).

```
public static string Maroon { get; }
```

Property Value

[string](#)

Navy

Gets the hexadecimal value for the color Navy (000080).

```
public static string Navy { get; }
```

Property Value

[string](#)

Olive

Gets the hexadecimal value for the color Olive (808000).

```
public static string Olive { get; }
```

Property Value

[string](#)

Orange

Gets the hexadecimal value for the color Orange (FFA500).

```
public static string Orange { get; }
```

Property Value

[string](#)

Purple

Gets the hexadecimal value for the color Purple (800080).

```
public static string Purple { get; }
```

Property Value

[string](#)

Red

Gets the hexadecimal value for the color Red (FF0000).

```
public static string Red { get; }
```

Property Value

[string](#)

Silver

Gets the hexadecimal value for the color Silver (C0C0C0).

```
public static string Silver { get; }
```

Property Value

[string](#) 

Teal

Gets the hexadecimal value for the color Green (008000).

```
public static string Teal { get; }
```

Property Value

[string](#) 

White

Gets the hexadecimal value for the color White (FFFFFF).

```
public static string White { get; }
```

Property Value

[string](#) 

Yellow

Gets the hexadecimal value for the color Yellow (FFFF00).

```
public static string Yellow { get; }
```

Property Value

Class FileFormatException

Namespace: [FileFormat.Slides.Common](#)

Assembly: FileFormat.Slides.Common.dll

Custom exception class for file format-related exceptions.

```
public class FileFormatException : Exception, ISerializable
```

Inheritance

[object](#) ← [Exception](#) ← FileFormatException

Implements

[ISerializable](#)

Inherited Members

[Exception.GetBaseException\(\)](#), [Exception.GetObjectData\(SerializationInfo, StreamingContext\)](#), [Exception.GetType\(\)](#), [Exception.ToString\(\)](#), [Exception.Data](#), [Exception.HelpLink](#), [Exception.HResult](#), [Exception.InnerException](#), [Exception.Message](#), [Exception.Source](#), [Exception.StackTrace](#), [Exception.TargetSite](#), [Exception.SerializeObjectState](#), [object.Equals\(object\)](#), [object.Equals\(object, object\)](#), [object.GetHashCode\(\)](#), [object.MemberwiseClone\(\)](#), [object.ReferenceEquals\(object, object\)](#)

Constructors

FileFormatException(string, Exception)

Initializes a new instance of the [FileFormatException](#) class with a specified error message and a reference to the inner exception.

```
public FileFormatException(string message, Exception innerException)
```

Parameters

message [string](#)

The error message that explains the reason for the exception.

innerException [Exception](#)

The exception that is the cause of the current exception, or a null reference if no inner exception is specified.

Methods

ConstructMessage(Exception, string)

```
public static string ConstructMessage(Exception Ex, string Operation)
```

Parameters

Ex [Exception](#) 

Operation [string](#) 

Returns

[string](#) 

Class SampleData

Namespace: [FileFormat.Slides.Common](#)








Assembly: FileFormat.Slides.Common.dll

```
public static class SampleData
```

Inheritance

[object](#)  ← SampleData

Inherited Members

[object.Equals\(object\)](#)  , [object.Equals\(object, object\)](#)  , [object.GetHashCode\(\)](#)  , [object.GetType\(\)](#)  , [object.MemberwiseClone\(\)](#)  , [object.ReferenceEquals\(object, object\)](#)  , [object.ToString\(\)](#) 

Methods

GenerateSampleDataTable()

```
public static DataTable GenerateSampleDataTable()
```

Returns

[DataTable](#) 

Struct Stylings

Namespace: [FileFormat.Slides.Common](#)

Assembly: FileFormat.Slides.Common.dll

Represents the stylings applied to text elements.

```
public struct Stylings
```

Inherited Members

[ValueType.Equals\(object\)](#), [ValueType.GetHashCode\(\)](#), [ValueType.ToString\(\)](#),
[object.Equals\(object, object\)](#), [object.GetType\(\)](#), [object.ReferenceEquals\(object, object\)](#)

Constructors

Stylings(int, TextAlignment, string, string)

Initializes a new instance of the Stylings struct with default values.

```
public Stylings(int fontSize = 12, TextAlignment alignment = TextAlignment.Left, string  
fontFamily = "Calibri", string textColor = "#000000")
```

Parameters

fontSize [int](#)

The font size (default is 12).

alignment [TextAlignment](#)

The text alignment (default is TextAlignment.Left).

fontFamily [string](#)

The font family (default is "Calibri").

textColor [string](#)

The text color in hexadecimal format (default is "#000000").

Properties

Alignment

Gets or sets the text alignment.

```
public TextAlignment Alignment { get; set; }
```

Property Value

[TextAlignment](#)

FontFamily

Gets or sets the font family.

```
public string FontFamily { get; set; }
```

Property Value

[string](#) 

FontSize

Gets or sets the font size.

```
public int FontSize { get; set; }
```

Property Value

[int](#) 

TextColor

Gets or sets the text color in hexadecimal format.

```
public string TextColor { get; set; }
```

Property Value

[string](#) 

Class Utility

Namespace: [FileFormat.Slides.Common](#)

Assembly: FileFormat.Slides.Common.dll








This class provides essential static methods for generating unique relationship IDs, obtaining random slide IDs, and converting measurements.

```
public static class Utility
```

Inheritance

[object](#)  ← Utility

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#) 

Properties

NextIndex

Property to set next index for slide relationship Id.

```
public static int NextIndex { get; set; }
```

Property Value

[int](#) 

SlideNextIndex

```
public static int SlideNextIndex { get; set; }
```

Property Value

[int](#) 

Methods

DeserializeStyling(string)

```
public static Stylings DeserializeStyling(string stylingInfo)
```

Parameters

stylingInfo [string](#)

Returns

[Stylings](#)

EmuToPixels(long)

Function to convert EMU to Pixel

```
public static double EmuToPixels(long emuValue)
```

Parameters

emuValue [long](#)

Long value

Returns

[double](#)

GetRandomSlideId()

Function to get unique slide Id.

```
public static uint GetRandomSlideId()
```


Returns

[uint](#)

GetUniqueRelationshipId()

Function to generate a unique Relationship ID

```
public static string GetUniqueRelationshipId()
```

Returns

[string](#)

PixelsToEmu(double)

Function to convert Pixel value to EMU.

```
public static long PixelsToEmu(double pixelsValue)
```

Parameters

pixelsValue [double](#)

Double value

Returns

[long](#)

SerializeStyling(Stylings)

```
public static string SerializeStyling(Stylings styling)
```

Parameters

styling [Stylings](#)

Returns

[string](#) 

Namespace FileFormat.Slides.Common. Enumerations

Enums

[ListType](#)

Specifies the type of styled list

[TextAlignment](#)

Specifies the alignment of text elements.

Enum ListType

Namespace: [FileFormat.Slides.Common.Enumerations](#)

Assembly: FileFormat.Slides.Common.dll

Specifies the type of styled list

```
public enum ListType
```

Fields

Bulleted = 0

Numbered = 1

Enum TextAlignment

Namespace: [FileFormat.Slides.Common.Enumerations](#)

Assembly: FileFormat.Slides.Common.dll

Specifies the alignment of text elements.

```
public enum TextAlignment
```

Fields

Center = 2

Left = 0

None = 3

Right = 1