

# TWAIN Specification

## Version 2.2

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by the TWAIN Working Group  
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# 1

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## Introduction

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## 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.

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## 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).

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.

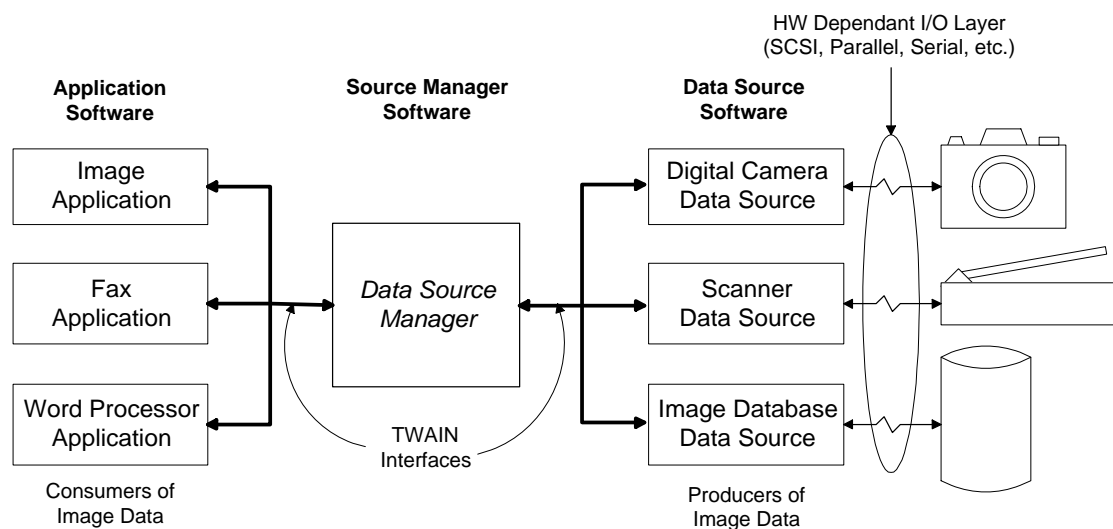


Figure 1-1 TWAIN Elements

## 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

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 TWAIN-compliant 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.

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## 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, Eastman Kodak, 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.

The current version of TWAIN was written by members of the TWAIN Working Group including Adobe, Eastman Kodak Company, 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 TWAIN-compliant 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.

# 2

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## Technical Overview

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

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## 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.

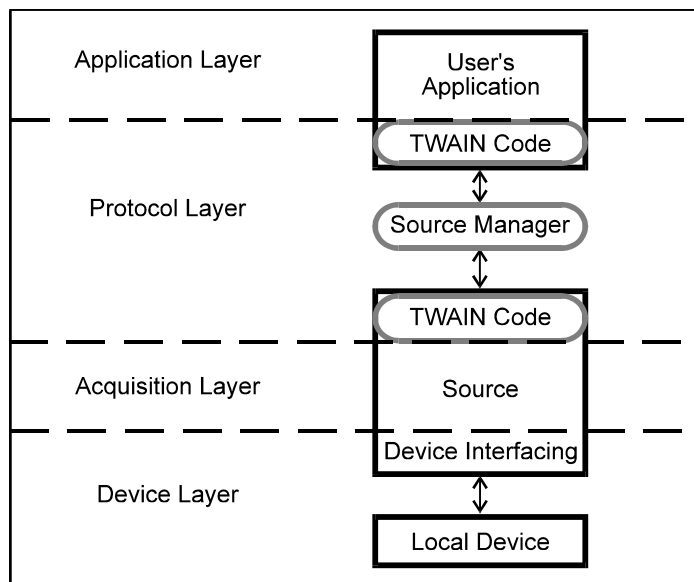


Figure 2-1 TWAIN Software Elements

### 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.

### 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:

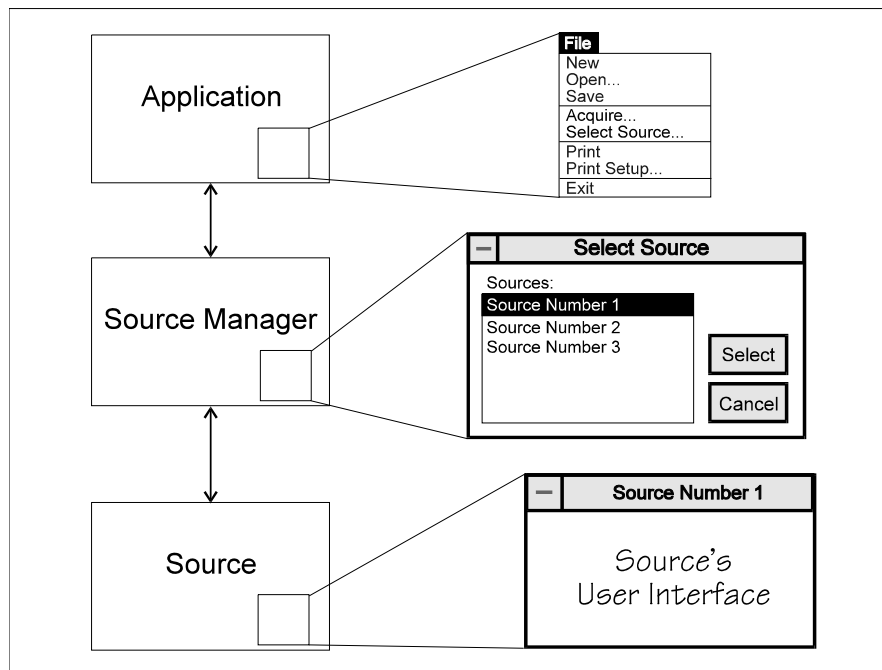


Figure 2-2 Data Acquisition Process

### 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.



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## 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.

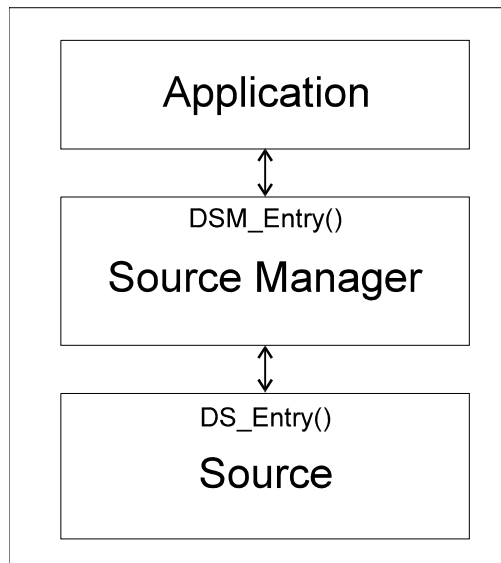


Figure 2-3 Entry Points for Communicating Between Elements

### 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\_CLOSEDREQ 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\_CLOSEDOK 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/>

## 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	<code>DSM_Entry</code> with the <code>pDest</code> parameter set to <code>NULL</code>
The application	The Source (via the Source Manager)	<code>DSM_Entry</code> with the <code>pDest</code> parameter set to point to a valid structure that identifies the Source
The Source Manager	The Source	<code>DS_Entry</code>

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:

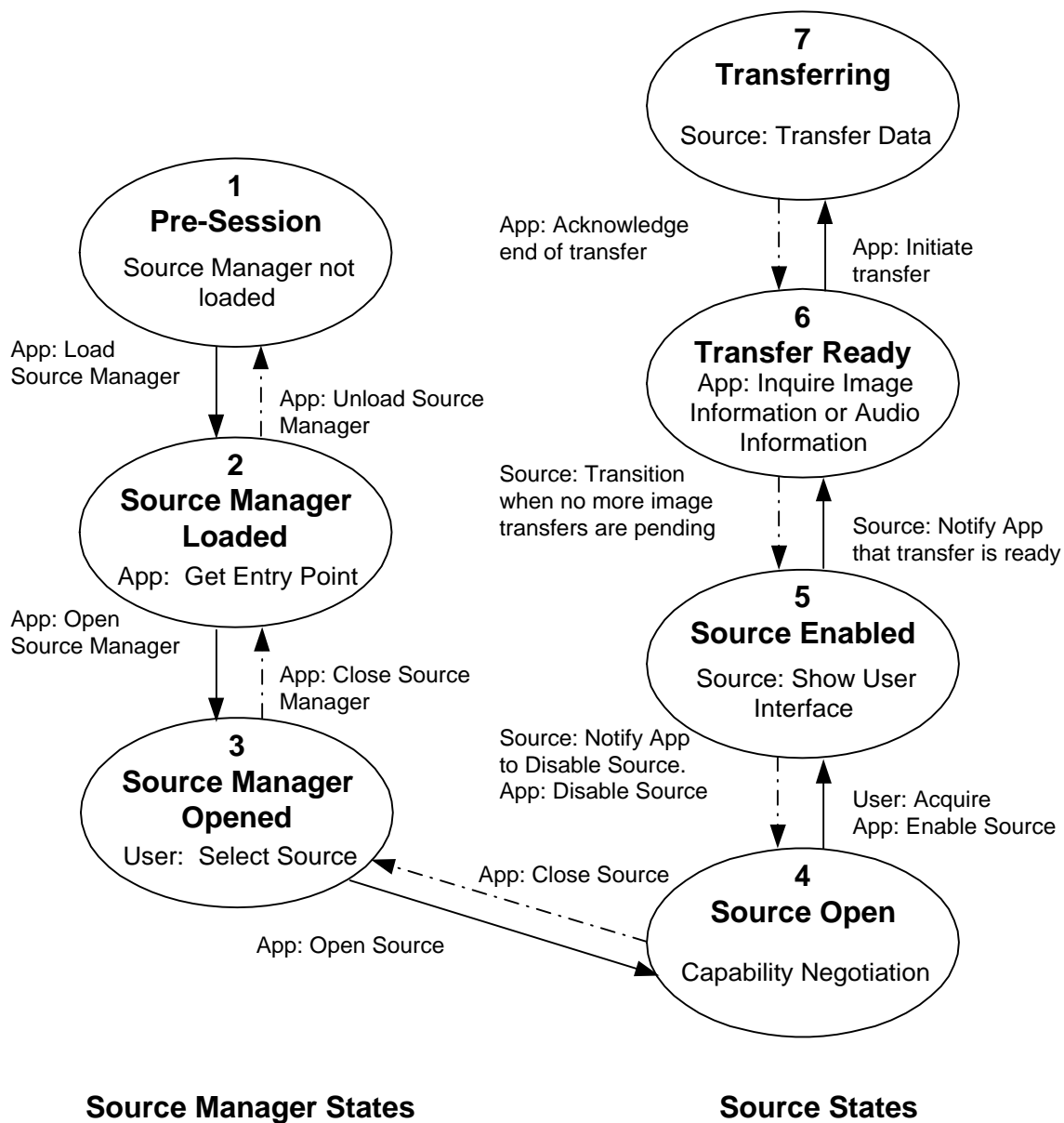


Figure 2-4 State Transition Diagram



## 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 = 01;

```

```

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 = 0;
    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](http://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.

Windows	Macintosh																				
<table><tr><th>File</th></tr><tr><td>New</td></tr><tr><td>Open...</td></tr><tr><td>Save</td></tr><tr><td><b>Acquire...</b></td></tr><tr><td><b>Select Source...</b></td></tr><tr><td>Print</td></tr><tr><td>Print Setup...</td></tr><tr><td>Exit</td></tr></table>	File	New	Open...	Save	<b>Acquire...</b>	<b>Select Source...</b>	Print	Print Setup...	Exit	<table><tr><th>File</th></tr><tr><td>New...</td></tr><tr><td>Open...</td></tr><tr><td>Close</td></tr><tr><td>Save</td></tr><tr><td>Save As...</td></tr><tr><td><b>Acquire...</b></td></tr><tr><td><b>Select Source...</b></td></tr><tr><td>Page Setup...</td></tr><tr><td>Print...</td></tr><tr><td>Quit</td></tr></table>	File	New...	Open...	Close	Save	Save As...	<b>Acquire...</b>	<b>Select Source...</b>	Page Setup...	Print...	Quit
File																					
New																					
Open...																					
Save																					
<b>Acquire...</b>																					
<b>Select Source...</b>																					
Print																					
Print Setup...																					
Exit																					
File																					
New...																					
Open...																					
Close																					
Save																					
Save As...																					
<b>Acquire...</b>																					
<b>Select Source...</b>																					
Page Setup...																					
Print...																					
Quit																					

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_CLOSED :	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_OPENS :	Load and initialize the specified Source
MSG_SET :	Set identity information of the default Source

MSG_USERSELECT :	Present "Select Source" dialog
<b>DG_CONTROL / DAT_PARENT</b>	
MSG_CLOSEDISM :	Prepare Source Manager for unloading
MSG_OPENDISM :	Initialize the Source Manager
<b>DG_CONTROL / DAT_STATUS</b>	
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
---------	--

<b>MSG_GETDEFAULT</b>	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_DISABLED	Cause Source's user interface to be taken down
MSG_ENABLED	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.

# TWAIN States

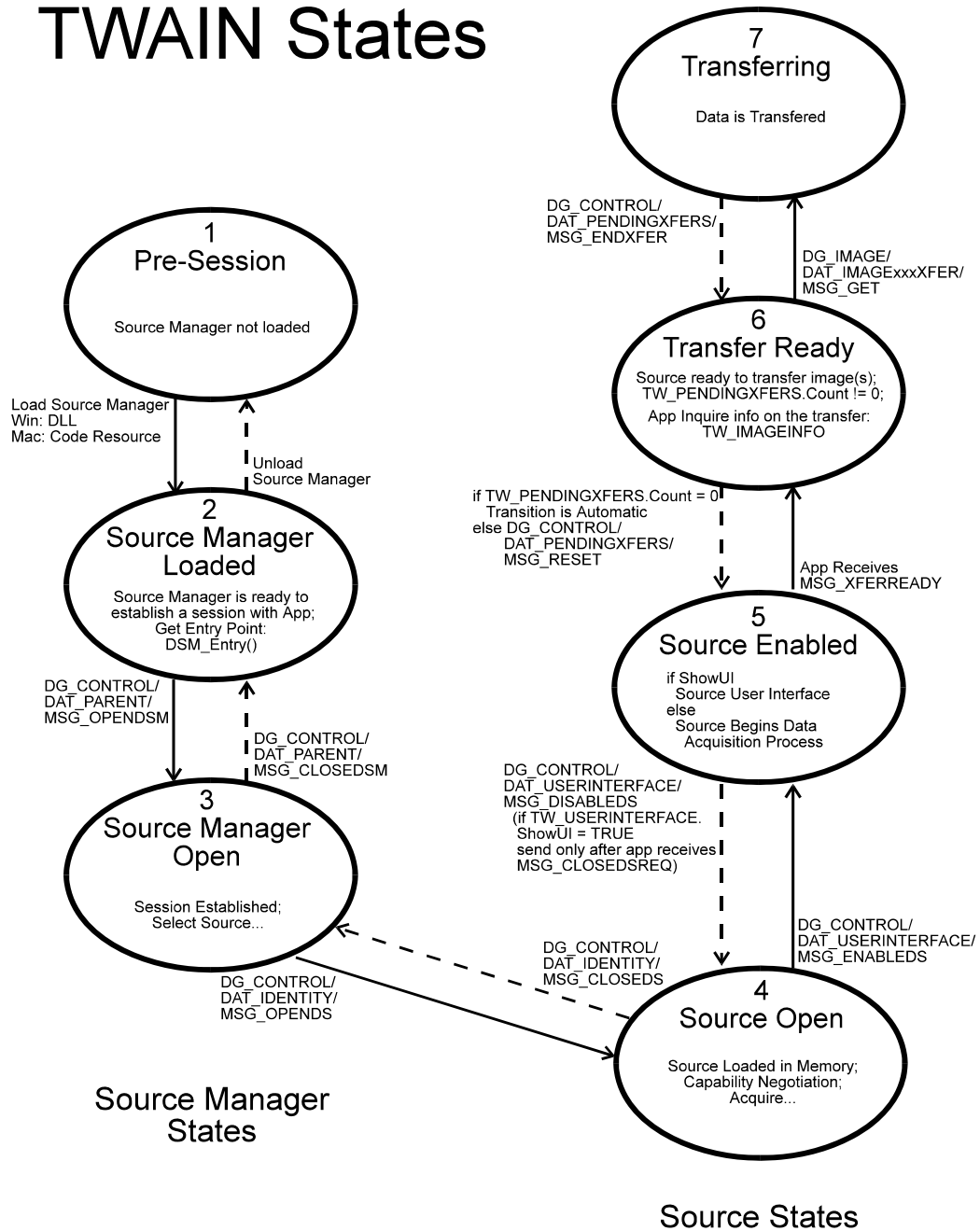


Figure 3-2 TWAIN States

## 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 (""). (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.

**Note:** Source is not required to limit values based on the application's request although it is strongly recommended that they do so.

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.

### 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>

## 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_CLOSEDREQ`, or `MSG_CLOSEDOK` 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>.

#### **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_CLOSEDREQ).
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 <i>NOT</i> 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>.

### 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\_DISABLED

##### 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\_CLOSEDREQ 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\_CLOSEDISM

**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\_OPENDISM.

**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\_CLOSEDREQ).

Application Receives	State	Application Action
Select Source...	1 -> 2	Load Source Manager
	2 -> 3	DG_CONTROL / DAT_PARENT / MSG_OPENDSM DG_CONTROL / DAT_IDENTITY / MSG_USERSELECT
	3 -> 2	DG_CONTROL / DAT_PARENT / MSG_CLOSEDISM
	2 -> 1	Unload Source Manager
Acquire...	1 -> 2	Load Source Manager
	2 -> 3	DG_CONTROL / DAT_PARENT / MSG_OPENDSM
	3 -> 4	DG_CONTROL / DAT_IDENTITY / MSG_OPENDS Capability Negotiation
	4 -> 5	DG_CONTROL / DAT_USERINTERFACE / MSG_ENABLEDS
MSG_XFERREADY	6	For each pending transfer: DG_IMAGE / DAT_IMAGEINFO / MSG_GET DG_IMAGE / DAT_IMAGELAYOUT / MSG_GET DG_CONTROL / DAT_CAPABILITY / MSG_GETCURRENT
	6 -> 7	DG_IMAGE / DAT_IMAGExxxxXFER / MSG_GET
	7 -> 6	DG_CONTROL / DAT_PENDINGXFERS / MSG_ENDXFER
	6 -> 5	Automatic transition to State 5 if TW_PENDINGXFERS.Count equals 0.
MSG_CLOSEDREQ	5 -> 4	DG_CONTROL / DAT_USERINTERFACE /
	4 -> 3	MSG_DISABLED
	3 -> 2	DG_CONTROL / DAT_IDENTITY / MSG_CLOSED
	2 -> 1	DG_CONTROL / DAT_PARENT / MSG_CLOSEDISM 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 in [Chapter 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_DISABLED
    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\_DISABLED 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 application calls MSG\_DISABLED 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\_DISABLED 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 <code>DAT_IMAGE*XFER</code> operations. Operation has been canceled.
	Call <code>DG_CONTROL</code> / <code>DAT_PENDINGXFERS</code> / <code>MSG_ENDXFER</code> as one normally does after a successful transfer.
TWRC_CHECKSTATUS	Intended for use with <code>DAT_CAPABILITY</code> and <code>DAT_IMAGELAYOUT</code> . Operation failed to completely perform the desired operation. For example, setting <code>ICAP_BRIGHTNESS</code> 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 <code>DAT_EXTIMAGEINFO</code> . There is no data available for the requested <code>TWEI_</code> 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 <code>DAT_EVENT</code> . The data source processed the event.
	The application must not take any further action on this message.
TWRC_ENDOFLIST	Intended for use with <code>DAT_IDENTITY</code> and <code>DAT_FILESYSTEM</code> .
	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 <code>DAT_STATUS</code> , and refer to the condition code for more information.

Return Code	Meaning/ Action
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.

Condition Code	Meaning/ Action
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_QUERY SUPPORT 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.
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_PENDINGXFER / MSG_ENDXFER, DAT_PENDINGXFER / MSG_RESET, DAT_USERINTERFACE / MSG_DISABLED, DAT_IDENTITY / MSG_CLOSED, DAT_PARENT / MSG_CLOSED).
	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_PENDINGXFER / 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_PENDINGXFER / MSG_ENDXFER as one normally does after a successful transfer.

Condition Code	Meaning / Action
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.
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_ENDXFER, DAT_PENDINGXFERS / MSG_RESET, DAT_USERINTERFACE / MSG_DISABLED, DAT_IDENTITY / MSG_CLOSED, DAT_PARENT / MSG_CLOSED, DAT_PARENT / MSG_CLOSED).
	When received the application may free resources and try again.
TWCC_MAXCONNECTIONS	Intended for use with DAT_IDENTITY / MSG_OPENS. The data source cannot support any more connections to this device.
	Try again later.
TWCC_NODS	Intended for use with DAT_IDENTITY / MSG_OPENS. 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.

Condition Code	Meaning / Action
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.
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\_CLOSEDREQ is received, then no action is taken (other than calling DG\_CONTROL / DAT\_USERINTERFACE / MSG\_DISABLED).

If MSG\_CLOSEDOK is received, then immediately after calling DG\_CONTROL / DAT\_USERINTERFACE / MSG\_DISABLED 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_QUERY SUPPORT
```

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\_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 desire 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 desire 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\_SET 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\_CLOSEDREQ 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\_CLOSEDOK message from the data source to the application, at which point the application must issue DG\_CONTROL / DAT\_USERINTERFACE / MSG\_DISABLED to the data source. The application must immediately take action on the OK request, for instance, calling DG\_CONTROL / DAT\_CUSTOMSDATA / MSG\_GET.

The Cancel button causes the receipt of a DG\_CONTROL / DAT\_NULL / MSG\_CLOSEDREQ message from the data source to the application, at which point the application must issue DG\_CONTROL / DAT\_USERINTERFACE / MSG\_DISABLED to the data source. Any changes made by the GUI will be discarded, but the application should consider issuing DG\_CONTROL / DAT\_CAPABILITY / MSG\_RESETALL or DG\_CONTROL / DAT\_CUSTOMSDATA / 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 meta-data 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\_DISABLED → state 5 to 4

DG\_CONTROL / DAT\_IDENTITY / MSG\_CLOSED → 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  $3 \times 8 = 24$ .

#### 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.

## **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.

## **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.



# 4

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## Advanced Application Implementation

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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.

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## 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\_ONETIMEVALUE.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\_SET 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\_ONETIMEVALUE 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\_ or ICAP\_ 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_SET`.

**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

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.

## 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 or 6). 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 all capabilities that the Source is willing to negotiate in State 5 or 6.

MSG\_SET

Specifies which capabilities the application wishes to negotiate in States 5 or 6.

MSG\_GETCURRENT

Provides a list of all capabilities which the Source and application have agreed to allow to be negotiated in States 5 or 6.

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 or 6 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\_EXTENDED CAPS.

---

## 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:
  - a. FileName – the desired filename. On Windows, be sure to include the complete path name.
  - b. 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.
  - c. 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 self-contained 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.

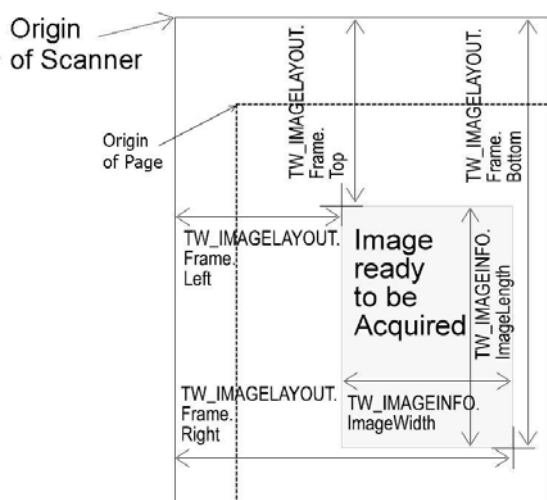


Figure 4-1. TW\_FRAME Structure

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:

<b>TW_IMAGEINFO fields</b>	<b>Capability or data structure that impacts the attribute</b>
XResolution	ICAP_XRESOLUTION
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_DISABLED`, 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_DISABLED` 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_CLOSEDREQ`. 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_DISABLED` 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 and 6 by use of `CAP_EXTENDED CAPS`. 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 rewind 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 rewind 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.
4. 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\_OPENS 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_OPENS` 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_CLOSEDREQ` 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_DISABLED` 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_CLOSEDREQ`) 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_DISABLED` 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

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## 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.

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## 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_CLOSEDREQ`)  
 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_DISABLED` 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_CLOSEDOK)`.

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_CLOSEDREQ`

`DG_CONTROL / DAT_NULL / MSG_CLOSEDOK`

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_DISABLED`s), 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 should fail with `TWRC_FAILURE` and `TWCC_SEQERROR` (unless `CAP_EXTENDEDCAPS` was negotiated).

### 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_CLOSED`s or before posting a `MSG_CLOSEDREQ`).

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_CLOSED	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_DISABLED	1.5
DG_CONTROL / DAT_USERINTERFACE / MSG_ENABLED	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_IMAGEGENATIVEXFER / MSG_GET	1.5
DG_CONTROL / DAT_CAPABILITY / MSG_QUERY SUPPORT	1.9

Operations	Version Required
DG_CONTROL / DAT_USERINTERFACE / MSG_ENABLEDS *	1.9
* Support <i>both</i> UI and Programmatic Control Through: (Show UI == TRUE) [UI Control] (Show UI == FALSE) [Programmatic Control]	
DG_CONTROL / DAT_CAPABILITY / MSG_RESETALL	1.91
DG_CONTROL / DAT_CAPABILITY / MSG_GET *	2.0
*For TW_BOOL capabilities return enumerations when the Application is 2.0 or greater. Return one value when the application less than 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	(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 <i>advanced paper handling</i> through:	Version intro
FALSE	CAP_EXTENDEDSCAPS 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\_CUSTOMSDATA / 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	1.6
		CAP_MAXBATCHBUFFERS	1.8
		CAP_CLEARBUFFERS	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	1.5
		ICAP_JPEGQUALITY	1.9
		ICAP_JPEGSUBSAMPLING	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	1.7
		ICAP_SUPPORTEDEXTIMAGEINFO	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
		<b>Mandatory value:</b>	
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	1.0
		CAP_CAPTION	1.0
		CAP_TIMEDATE	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

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## 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 pre-defined 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:

<b>Data Groups</b>	<b>Top 8 bit flags (bits 24 - 31) in the DG identifiers reserved for custom use.</b>
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

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## 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\_CLOSEDREQ  
DG\_CONTROL / DAT\_NULL / MSG\_CLOSEDOK  
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

<b>Data Type</b>	<b>Used by</b>	<b>Associated structure or type</b>
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_CLOSED	DAT_IDENTITY	Close the specified Source
MSG_CLOSEDISM	DAT_PARENT	Close the Source Manager
MSG_CLOSEDREQ	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_DISABLED	DAT_USERINTERFACE	Disable data transfer in the Source
MSG_ENABLED	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

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## Triplet Overview

### From Application to Source Manager (Control Information)

Data Group	Data Argument Type	Message	Page
DG_CONTROL	DAT_IDENTITY	MSG_CLOSED	<a href="#">7-58</a>
		MSG_GETDEFAULT	<a href="#">7-61</a>
		MSG_GETFIRST	<a href="#">7-62</a>
		MSG_GETNEXT	<a href="#">7-64</a>
		MSG_OPENS	<a href="#">7-66</a>
		MSG_SET	<a href="#">7-69</a>
		MSG_USERSELECT	<a href="#">7-70</a>
DG_CONTROL	DAT_PARENT	MSG_CLOSEDM	<a href="#">7-76</a>
		MSG_OPENM	<a href="#">7-77</a>
DG_CONTROL	DAT_STATUS	MSG_GET	<a href="#">7-96</a>

## From Application to Source (Control Information)

Data Group	Data Argument Type	Message	Page
DG_CONTROL	DAT_CAPABILITY	MSG_GET	7-13
		MSG_GETCURRENT	7-16
		MSG_GETDEFAULT	7-19
		MSG_GETHELP	7-21
		MSG_GETLABEL	7-22
		MSG_GETLABELENUM	7-23
		MSG_QUERY SUPPORT	7-25
		MSG_RESET	7-27
		MSG_RESETALL	7-30
		MSG_SET	7-32
DG_CONTROL	DAT_CUSTOMDS DATA	MSG_GET	7-38
		MSG_SET	7-39
DG_CONTROL	DAT_DEVICEEVENT	MSG_GET	7-40
DG_CONTROL	DAT_FILESYSTEM	MSG_AUTOMATICCAPTURE DIRECTORY	7-45
		MSG_CHANGEDIRECTORY	7-46
		MSG_COPY	7-48
		MSG_CREATEDIRECTORY	7-49
		MSG_DELETE	7-50
		MSG_FORMATMEDIA	7-51
		MSG_GETCLOSE	7-52
		MSG_GETFIRSTFILE	7-53
		MSG_GETINFO	7-55
		MSG_GETNEXTFILE	7-56
		MSG_RENAME	7-57
DG_CONTROL	DAT_EVENT	MSG_PROCESSEVENT	7-43
DG_CONTROL	DAT_PASSTHRU	MSG_PASSTHRU	7-78
DG_CONTROL	DAT_PENDINGX FERS	MSG_ENDXFER	7-79
		MSG_GET	7-81
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<b>Data Group</b>	<b>Data Argument Type</b>	<b>Message</b>	<b>Page</b>
DG_CONTROL	DAT_SETUPFILEXFER	MSG_GET	7-86
		MSG_GETDEFAULT	7-88
		MSG_RESET	7-90
		MSG_SET	7-92
DG_CONTROL	DAT_SETUPMEMXFER	MSG_GET	7-94
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DG_CONTROL	DAT_STATUSUTF8	MSG_GET	7-98
DG_CONTROL	DAT_USERINTERFACE	MSG_DISABLED	7-99
		MSG_ENABLED	7-100
		MSG_ENABLEDSUIONLY	7-103
DG_CONTROL	DAT_XFERGROUP	MSG_GET	7-104
		MSG_SET	7-105

### From Application to Source (Image Information)

<b>Data Group</b>	<b>Data Argument Type</b>	<b>Message</b>	<b>Page #</b>
DG_IMAGE	DAT_CIECOLOR	MSG_GET	7-106
DG_IMAGE	DAT_EXTIMAGEINFO	MSG_GET	7-107
DG_IMAGE	DAT_GRAYRESPONSE	MSG_RESET	7-114
		MSG_SET	7-115
DG_IMAGE	DAT_ICCPROFILE	MSG_GET	7-116
DG_IMAGE	DAT_IMAGEFILEXFER	MSG_GET	7-118
DG_IMAGE	DAT_IMAGEINFO	MSG_GET	7-120
DG_IMAGE	DAT_IMAGELAYOUT	MSG_GET	7-122
		MSG_GETDEFAULT	7-124
		MSG_RESET	7-125
		MSG_SET	7-126
DG_IMAGE	DAT_IMAGEMEMFILEXFER	MSG_GET	7-128
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
		MSG_RESET	7-138
		MSG_SET	7-139

Data Group	Data Argument Type	Message	Page #
DG_IMAGE	DAT_PALETTE8	MSG_GET	<a href="#">7-140</a>
		MSG_GETDEFAULT	<a href="#">7-141</a>
		MSG_RESET	<a href="#">7-142</a>
		MSG_SET	<a href="#">7-143</a>
DG_IMAGE	DAT_RGBRESPONSE	MSG_RESET	<a href="#">7-144</a>
		MSG_SET	<a href="#">7-145</a>

### From Application to Source (Audio Information)

Data Group	Data Argument Type	Message	Page #
DG_AUDIO	DAT_AUDIOFILEXFER	MSG_GET	<a href="#">7-7</a>
DG_AUDIO	DAT_AUDIOINFO	MSG_GET	<a href="#">7-8</a>
DG_AUDIO	DAT_AUDIONATIVEXFER	MSG_GET	<a href="#">7-9</a>

### From Source Manager to Source (Control Information)

Data Group	Data Argument Type	Message	Page #
DG_CONTROL	DAT_IDENTITY	MSG_CLOSEDS	<a href="#">7-59</a>
		MSG_GET	<a href="#">7-60</a>
		MSG_OPENDS	<a href="#">7-68</a>

### 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	<a href="#">7-72</a>
		MSG_CLOSEDSREQ	<a href="#">7-73</a>
		MSG_DEVICEEVENT	<a href="#">7-74</a>
		MSG_XFERREADY	<a href="#">7-75</a>

### TWAIN 2.0 (Entry Points)

Data Group	Data Argument Type	Message	Page #
DG_CONTROL	DAT_ENTRYPOINT	MSG_GET	<a href="#">7-41</a>
		MSG_SET	<a href="#">7-42</a>

---

## 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_CLOSEDREQ
MSG_CLOSEDOK
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 dependency on other      */
                    /* 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 10-10 (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 TWAIN-defined 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`

<code>TWCC_BADCAP</code>	<code>/* Unknown capability--Source does not recognize */</code>	<code>/* this capability. This code should not be used */</code>
	<code>/* by sources after 1.6. Applications still need */</code>	<code>/* to test for it for backward compatibility. */</code>
<code>TWCC_CAPUNSUPPORTED</code>	<code>/* Capability not supported by source. Sources*/</code>	<code>/* 1.6 and newer must use this instead of */</code>
	<code>/* using TWCC_BADCAP. */</code>	
<code>TWCC_CAPBADOPERATION</code>	<code>/* Operation not supported by capability. */</code>	<code>/* Sources 1.6 and newer must use this instead*/</code>
	<code>/* of using TWCC_BADCAP. */</code>	
<code>TWCC_CAPSEQERROR</code>	<code>/* Capability has dependency on other */</code>	<code>/* capability. Sources 1.6 and newer must use */</code>
	<code>/* this instead of using TWCC_BADCAP. */</code>	
<code>TWCC_BADDEST</code>	<code>/* No such Source in-session with */</code>	<code>/* application */</code>
<code>TWCC_LOWMEMORY</code>	<code>/* Not enough memory to complete the */</code>	<code>/* operation */</code>
<code>TWCC_SEQERROR</code>	<code>/* Operation invoked in invalid state. */</code>	

## 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 dependency on other */	
	/* 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\_GETLABLENUM

### Call

```
DSM_Entry(pOrigin, NULL, DG_CONTROL, DAT_CAPABILITY, MSG_GETLABLENUM,
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_USEEXECUTIVE
```

It should return something like the following for MSG\_GETLABLENUM:

```
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\_QUERY SUPPORT

### Call

```
DSM_Entry(pOrigin, pDest, DG_CONTROL, DAT_CAPABILITY, MSG_QUERY_SUPPORT,  
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\_QUERY\_SUPPORT:

- 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_ONVALUE.
```

Fill the fields in TW\_ONVALUE as follows:

1. ItemType = TWTW\_INT32;
2. Item = Bit pattern representing the set of operation that are supported by the Data Source on this capability (TWQC\_GET, TWQC\_SET, TWQC\_GETCURRENT, TWQC\_GETDEFAULT, TWQC\_RESET, TWQC\_SETCONSTRAINT, TWQC\_CONSTRAINABLE);

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.

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 only

### 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 its 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 constants 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 CAP\_EXTENDED CAPS was negotiated. 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 dependency on other          */
                  /* 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\_RESETEALL

### Call

```
DSM_Entry(pOrigin, pDest, DG_CONTROL, DAT_CAPABILITY, MSG_RESETEALL,
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 is the 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\_IMAGE\_LAYOUT or DAT\_JPEG\_COMPRESSION).

### 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 dependency on other */
                    /* 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_CAPABILITY, MSG_SET,
pCapability);
```

pCapability = A pointer to a TW\_CAPABILITY structure.

### Valid States

**4 only** (During State 4, applications can also negotiate with Sources for permission to set the value(s) of specific capabilities in States 5 and 6 through CAP\_EXTENDEDCAPS.)

### 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 the MSG\_SET outside of State 4 and the capability has not been negotiated in CAP\_EXTENDED CAPS.

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 dependency on other 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 only** (During State 4, applications can also negotiate with Sources for permission to set the value(s) of specific capabilities in States 5 and 6 through CAP\_EXTENDEDCAPS.)

### 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 the `MSG_SETCONSTRAINT` outside of State 4 and the capability has not been negotiated in `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 dependency on other 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

TWCC\_SEQERROR

Capability not supported.

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_ENTRYPOINT, 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_CLOSEDREQ    /* 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\_CLOSEDREQ (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 path 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\_AUTOMATICCAPTUREDDIRECTORY  
 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\_AUTOMATICCAPTUREDDIRECTORY  
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_AUTOMATICCAPTUREDDIRECTORY
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 sub-directories 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\_AUTOMATICCAPTUREDDIRECTORY  
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\_AUTOMATICCAPTUREDDIRECTORY  
 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\_CLOSED (from Application to Source Manager)

### Call

```
DSM_Entry(pOrigin, NULL, DG_CONTROL, DAT_IDENTITY, MSG_CLOSED,
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_CLOSED,
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\_OPENS (from Application to Source Manager)



---

## DG\_CONTROL / DAT\_IDENTITY / MSG\_CLOSED (from Source Manager to Source)

### Call

```
DS_Entry(pOrigin, DG_CONTROL, DAT_IDENTITY, MSG_CLOSED,  
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\_OPENS 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\_OPENS (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\_OPENS. 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\_CLOSED (from Application to Source Manager)  
 DG\_CONTROL / DAT\_IDENTITY / MSG\_CLOSED (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\\_CLOSED](#) (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 (""). 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\_CLOSEDOK

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_CLOSEDOK, 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\_DISABLED

---

## DG\_CONTROL / DAT\_NULL / MSG\_CLOSEDREQ (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_CLOSEDREQ, 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_DISABLED
```

---

## 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\_CLOSEDM

### Call

```
DSM_Entry(pOrigin, NULL, DG_CONTROL, DAT_PARENT, MSG_CLOSEDM, 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\_CLOSEDM

---

## 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, DAT_PENDINGXFERS, MSG_ENDXFER,  
           pPendingXfers);
```

**pPendingXfers** = A pointer to a TW\_PENDINGXFERS structure

### Valid States

6 and 7

When DAT\_XFERGROUP is set to DG\_IMAGE:

(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, DAT_PENDINGXFERS,  
           MSG_GET, pPendingXfers);
```

pPendingXfers = A pointer to a TW\_PENDINGXFERS structure

### 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, DAT_PENDINGXFERS,  
           MSG_RESET, pPendingXfers);
```

pPendingXfers = A pointer to a TW\_PENDINGXFERS structure

### 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 exist, 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\_DISABLED

### Call

```
DSM_Entry(pOrigin, pDest, DG_CONTROL, DAT_USERINTERFACE, MSG_DISABLED,  
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\_ENABLED 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\_CLOSEDREQ 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\_ENABLED 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\_PENDINGXFER.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\_CLOSEDREQ (from Source to Application)  
DG\_CONTROL / DAT\_USERINTERFACE / MSG\_ENABLED

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\_EXTENDED CAPS 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\_DISABLED) 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\\_DISABLED](#)

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\_CLOSEDOK or MSG\_CLOSEDREQ Message.
- To close the source the application will respond back by sending a DG\_CONTROL / DAT\_USERINTERFACE / MSG\_DISABLED. 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 TWI\_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 field 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 field 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 field 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 field 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,
pICCPProfile);
```

pICCPProfile = 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 sRGB 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:** If 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\_FOCUSERERROR        /\* 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

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 chunks, 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`. The Source must 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 hand-held scanners.

## Return Codes

<code>TWRC_SUCCESS</code>	<code>/* Source done transferring</code>	<code>*/</code>
	<code>/* the specified block</code>	<code>*/</code>
<code>TWRC_XFERDONE</code>	<code>/* Source done transferring</code>	<code>*/</code>

```

/* 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 hand-held 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_FOCUSERERROR	/* 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 Native-format 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\_PENDINGXFER.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 JPEG-compressed 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

### Chapter Contents

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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 <code>DG_</code>
Data Argument Types	Prefixed with <code>DAT_</code>
Messages	Prefixed with <code>MSG_</code>
Return codes	Prefixed with <code>TWRC_</code>
Condition codes	Prefixed with <code>TWCC_</code>
General capabilities	Prefixed with <code>CAP_</code>

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
#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 TWH_CMP_GNU
    #pragma pack (push, before_twain)
    #pragma pack (2)
#elif TWH_CMP_BORLAND
    #pragma option -a2
#elif TWH_CMP_XCODE
    #if PRAGMA_STRUCT_ALIGN
        #pragma options align=mac68k
    #elif PRAGMA_STRUCT_PACKPUSH
        #pragma pack (push, 2)
    #elif PRAGMA_STRUCT_PACK
        #pragma pack (2)
    #endif
#elif
/* Restore the previous packing alignment: this occurs after all
structures are defined */
#ifdef TWH_CMP_MSC
    #pragma pack (pop, before_twain)
#elif TWH_CMP_GNUC
    #pragma pack (pop, before_twain)
#elif TWH_CMP_BORLANDC
    #pragma option -a.
#elif TWH_CMP_XCODE
    #if PRAGMA_STRUCT_ALIGN
        #pragma options align=reset
    #elif PRAGMA_STRUCT_PACKPUSH
        #pragma pack (pop)
    #elif PRAGMA_STRUCT_PACK
        #pragma pack()
    #endif
#endif
#endif

```

---

## Definitions of Common Types

### String types

```
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;
```

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

```
typedef charTW_INT8FAR *pTW_INT8;  
typedef short      TW_INT16      FAR *pTW_INT16;  
typedef long       TW_INT32      FAR *pTW_INT32;  
typedef unsigned char TW_UINT8    FAR *pTW_UINT8;  
typedef unsigned short TW_UINT16  FAR *pTW_UINT16;  
typedef unsigned long TW_UINT32  FAR *pTW_UINT32;  
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:** In 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;
    TW_UINT32    RefCon;
    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

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

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 <a href="#">Chapter 10, "Capabilities"</a> 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.

---

---

## 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

X	First tri-stimulus value of the CIE space representation.
Y	Second tri-stimulus value of the CIE space representation.
Z	Third tri-stimulus value of the CIE space representation.

---

## TW\_CUSTOMSDATA

```
typedef struct {
    TW_UINT32      InfoLength; /* Length (in bytes) of data */
    TW_HANDLE      hData;      /* Handle to data */
} TW_CUSTOMSDATA, FAR * _pTW_CUSTOMSDATA;
```

### Used by

```
DG_CONTROL / DAT_CUSTOMSDATA / MSG_GET
DG_CONTROL / DAT_CUSTOMSDATA / MSG_SET
```

### Description

Allows for a data source and application to pass custom data to each other.

The format of the data contained in InfoData 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 InfoData body so they can determine if the structure being based 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_CUSTOMSDATA, FAR * _pTW_CUSTOMSDATA;
```

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\_CUSTOMSDATA structure is greater than sizeof(TW\_CUSTOMSDATA), 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

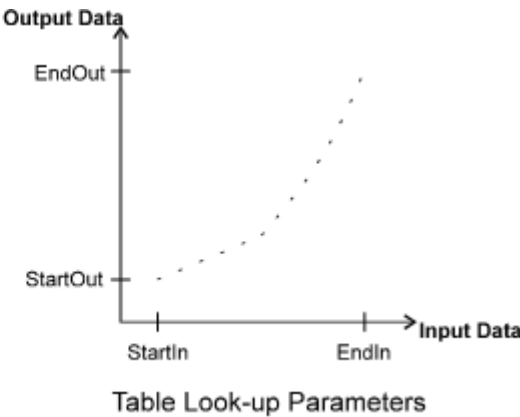
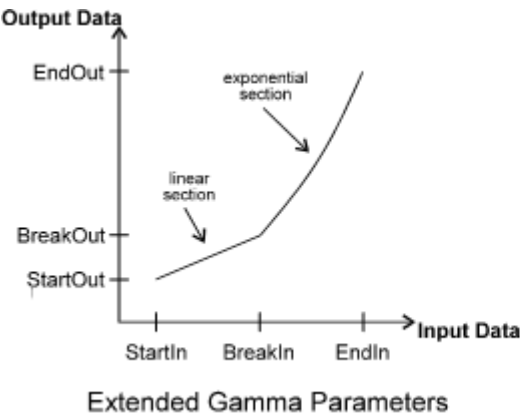
### Description

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

```
typedef struct {
    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

```
typedef struct {
    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

Stores a group of individual values describing a capability. The values are ordered from lowest to highest values, but the step size between each value is probably not uniform. Such a list would be useful to describe the discreet resolutions of a capture device supporting, say, 75, 150, 300, 400, and 800 dots per inch.

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*)tweenum.ItemList)[1];
```

---

---

## TW\_EVENT

```
typedef struct {
    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_CLOSEDREQ.

---

---

## 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 = TW_EI_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

```
typedef struct {
    // 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 sub-directories 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 <i>CreateTimeDate</i> .	
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 <i>FreeSpace</i> 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: <ul style="list-style-type: none"><li>• /Camera_ADF_Top - DeviceGroupMask = 1</li><li>• /Camera_ ADF_Bottom - DeviceGroupMask = 1</li><li>• /Camera_Flatbed_Top - DeviceGroupMask = 2</li></ul> Possible masks values are bit fields – possible values are: <ul style="list-style-type: none"><li>• 1, 2, 4, 8, 16, 32, 64, 128 (0x01, 0x02, 0x04, 0x08, 0x10, 0x20, 0x40, 0x80)</li></ul> See “File System” on page A-11. of this specification for more information.	
Reserved	Space reserved for future expansion of this structure.	

---

# TW\_FILTER

```
typedef struct {
    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 <a href="#">TW_FILTER_DESCRIPTOR</a> .

---

## 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 (2 <sup>32</sup> )-1 (Maximum value depends on grayscale bit depth)



---

## TW\_FIX32

```
typedef struct {
    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

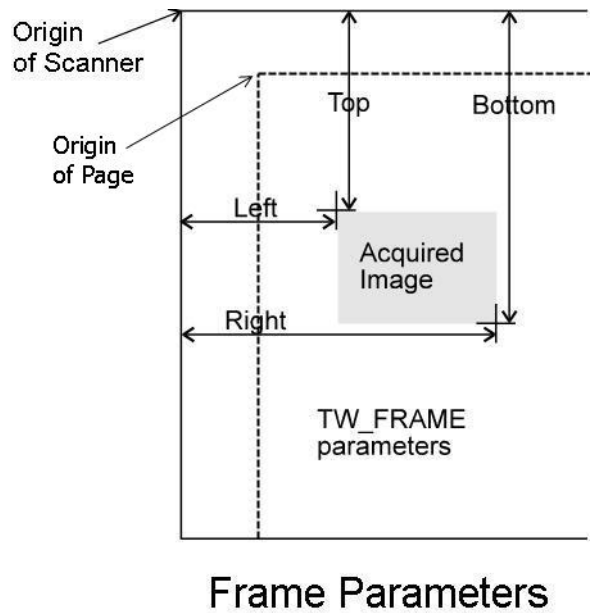
Embedded in the TW\_IMAGELAYOUT structure

## 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

```
typedef struct {
    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

```
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;
```

### 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	<ul style="list-style-type: none"><li>• 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.</li><li>• 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.</li><li>• 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.</li><li>• Beginning with TWAIN 2.0 the Source Manager reserves the most significant two bytes in the SupportedGroups for the Data Flags (0x0001000 to 0xFFFF0000).</li></ul> <p>DF_DSM2 – identifies the Source Manager as TWAIN 2.0 compliant</p> <p>DF_APP2 – is set by an Application that is TWAIN 2.0 compliant</p> <p>DF_DS2 – is set by a Source that is TWAIN 2.0 compliant</p>
-----------------	---

---

---

## TW\_IMAGEINFO

```
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;
```

### 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, <u>in pixels</u> , 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, <i>in pixels</i> , 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-M-Y-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-by-pixel 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 tri-stimulus 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

```
typedef struct {
    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.

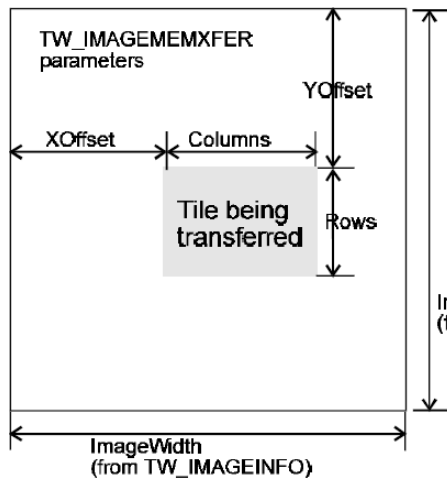
This structure allows transfer of “chunks” from the acquired data. These portions may be either “strips” or “tiles.” Strips are tiles whose width matches that of the full image. Strips are always passed sequentially, from “top” to “bottom”. A tile’s position does not necessarily follow that of the previously 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.

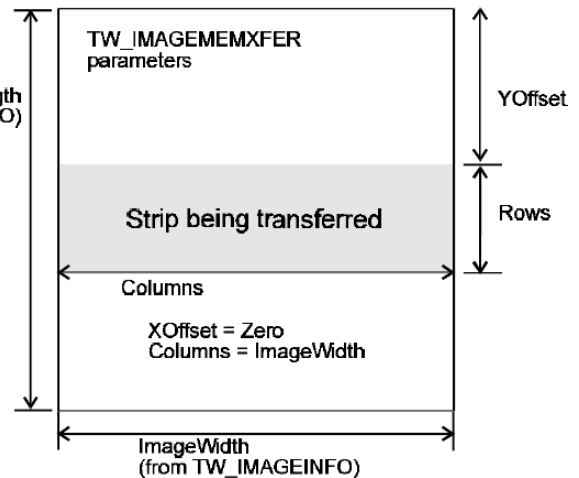
Data may be passed either compressed or uncompressed. All Sources must support uncompressed Data. Sources are not required to support compressed data transfers. Compressed data transfers, and how the values are entered into the fields of this structure, are described in [Chapter 4, "Advanced Application 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.



**Tile Positioning**



**Strip Positioning**

### 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 of 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 non-zero.
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 for transfer 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	<p>Encodes which entity releases the buffer and how the buffer is referenced. The ownership flags must be used:</p> <ul style="list-style-type: none"><li>• when transferring Buffered Memory data as tiles</li><li>• when transferring Buffered Memory that is compressed</li><li>• in the TW_JPEGCOMPRESSION structure</li></ul> <p>When transferring Buffered Memory data as uncompressed strips, the application allocates the buffers and is responsible for setting the ownership flags.</p> <p>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.</p> <p>Use TWMF_XXXX constants, bit-wise OR'd together to fill this field.</p> <p>Flag Constants:</p> <table><tr><td>TWMF_APPOWNS</td><td>0x1</td></tr><tr><td>TWMF_DSMOWNS</td><td>0x2</td></tr><tr><td>TWMF_DSOWNS</td><td>0x4</td></tr><tr><td>TWMF_POINTER</td><td>0x8</td></tr><tr><td>TWMF_HANDLE</td><td>0x10</td></tr></table>	TWMF_APPOWNS	0x1	TWMF_DSMOWNS	0x2	TWMF_DSOWNS	0x4	TWMF_POINTER	0x8	TWMF_HANDLE	0x10
TWMF_APPOWNS	0x1										
TWMF_DSMOWNS	0x2										
TWMF_DSOWNS	0x4										
TWMF_POINTER	0x8										
TWMF_HANDLE	0x10										
Length	<p>The size of the buffer in bytes. Should always be an even number and word-aligned.</p>										
TheMem	<p>Reference to the buffer. May be a Pointer or a Handle (see Flags field to make this determination). You must typedefast this field before referencing it in your code.</p>										



---

## 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

```
typedef struct {  
    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 value of 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

```
typedef struct {
    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

```
typedef struct {
    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

```
typedef struct {
    TW_UINT16 Count;
    union {
        TW_UINT32 EOJ;
        TW_UINT32 Reserved;
    };
} 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	<div>When DAT_XFERGROUP is set to DG_IMAGE</div> <div>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.</div> <div>When DAT_XFERGROUP is set to DG_AUDIO</div> <div>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.</div>
EOJ	<div>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.</div> <div>The source should fill this value with one of the TWEJ_xxx patch codes if CAP_JOBCONTROL is set to other than TWJC_NONE.</div>
Reserved	Maintained so as not to cause compile time errors for pre-1.7 code.

---

## TW\_RANGE

```
typedef struct {
    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

```
typedef struct {
    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

```
typedef struct {
    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

```
typedef struct {
    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

```
typedef struct {
    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

```
typedef struct {
    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_DISABLED
DG_CONTROL / DAT_USERINTERFACE / MSG_ENABLED
```

## 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_ENABLED 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. <b>NOTE:</b> 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\_CLOSEDOK, MSG\_CLOSEDREQ, 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\_CLOSEDREQ).

**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	TWON_PROTOCOLMAJOR	2
1.0	TWON_PROTOCOLMINOR	1
1.0	TWON_ARRAY	3
1.0	TWON_ENUMERATION	4
1.0	TWON_ONEVALUE	5
1.0	TWON_RANGE	6
1.0	TWON_ICONID	962
1.0	TWON_DSMID	461
1.0	TWON_DSMCODEID	63
1.0	TWON_DONTCARE8	0xff
1.0	TWON_DONTCARE16	0xffff
1.0	TWON_DONTCARE32	0xffffffff

### Flags used in TW\_MEMORY

Version	Constant ID	Value
1.0	TWMF_APPOWNS	0x0001
1.0	TWMF_DSMOWNS	0x0002
1.0	TWMF_DSOWNS	0x0004
1.0	TWMF_POINTER	0x0008
1.0	TWMF_HANDLE	0x0010

### Palette types for TW\_PALETTE8

Version	Constant ID	Value
1.0	TWPA_RGB	0
1.0	TWPA_GRAY	1
1.0	TWPA_CMY	2

### Events for TW\_DEVICEEVENT

See "CAP\_DEVICEEVENT" on page 8-78.

### File Types for TW\_FILESYSTEM

Version	Constant ID	Value
1.0	TWIFY_CAMERA	0
1.0	TWIFY_CAMERATOP	1
1.0	TWIFY_CAMERABOTTOM	2
1.0	TWIFY_CAMERAPREVIEW	3
1.0	TWIFY_DOMAIN	4
1.0	TWIFY_HOST	5
1.0	TWIFY_DIRECTORY	6
1.0	TWIFY_IMAGE	7
1.0	TWIFY_UNKNOWN	8

### Query Support Bits

**Note:** These are bits in a mask.

Version	Constant ID	Value
1.6	TWQC_GET	0x0001
1.6	TWQC_SET	0x0002
1.6	TWQC_GETDEFAULT	0x0004
1.6	TWQC_GETCURRENT	0x0008
1.6	TWQC_RESET	0x0010
2.2	TWQC_SETCONSTRAINT	0x0020
2.2	TWQC_CONSTRAINABLE	0x0040
	TWQC_GETHELP	0x0100
	TWQC_GETLABEL	0x0200
	TWQC_GETLABELENUM	0x0400

### ConType for Capability Container structures

Version	Constant ID	Value
1.0	TWON_ARRAY	3
1.0	TWON_ENUMERATION	4
1.0	TWON_ONEVALUE	5
1.0	TWON_RANGE	6

### ItemType for Capability Container structures

Version	Constant ID	Value
1.0	TWTY_INT8	0x0000
1.0	TWTY_INT16	0x0001
1.0	TWTY_INT32	0x0002
1.0	TWTY_UINT8	0x0003
1.0	TWTY_UINT16	0x0004
1.0	TWTY_UINT32	0x0005
1.0	TWTY_BOOL	0x0006

1.0	TWTY_FIX32	0x0007
1.0	TWTY_FRAME	0x0008
1.0	TWTY_STR32	0x0009
1.0	TWTY_STR64	0x000A
1.0	TWTY_STR128	0x000B
1.0	TWTY_STR255	0x000C
1.0	TWTY_HANDLE	0x000F // Item is a TW_HANDLE

#### Direction for TW\_PASSTHRU

Version	Constant ID	Value
1.8	TWDR_GET	1
1.8	TWDR_SET	2

#### Patch Codes for TW\_PENDINGXFERS

Version	Constant ID	Value
1.0	TWEJ_NONE	0x0000
1.0	TWEJ_MIDSEPERATOR	0x0001
1.0	TWEJ_PATCH1	0x0002
1.0	TWEJ_PATCH2	0x0003
1.0	TWEJ_PATCH3	0x0004
1.0	TWEJ_PATCH4	0x0005
1.0	TWEJ_PATCH6	0x0006
1.0	TWEJ_PATCHT	0x0007

### Triplet Constants

#### Data Groups (DG\_)

**Note:** These are bits in a mask.

Version	Data Group (DG_)	Numeric ID
1.0	DG_CONTROL	0x0001L
1.0	DG_IMAGE	0x0002L
1.8	DG_AUDIO	0x0004L
2.1	DG_MASK	0xFFFFL

Version	Data Flags (DF_)	Numeric ID
1.8	DF_DSM2	0x10000000L
1.8	DF_APP2	0x20000000L
1.8	DF_DS2	0x40000000L

**Data Argument Types (DAT\_)**

Version	Data Group (DG_)	Numeric ID
1.0	DAT_NULL	0x0000
1.0	DAT_CUSTOMBASE	0x8000
1.0	DAT_CAPABILITY	0x0001
1.0	DAT_EVENT	0x0002
1.0	DAT_IDENTITY	0x0003
1.0	DAT_PARENT	0x0004
1.0	DAT_PENDINGXFERS	0x0005
1.0	DAT_SETUPMEMXFER	0x0006
1.0	DAT_SETUPFILEXFER	0x0007
1.0	DAT_STATUS	0x0008
1.0	DAT_USERINTERFACE	0x0009
1.0	DAT_XFERGROUP	0x000A
1.0	DAT_CUSTOMDSDATA	0x000C
1.8	DAT_DEVICEEVENT	0x000D
1.8	DAT_FILESYSTEM	0x000E
1.8	DAT_PASSTHRU	0x000F
2.0	DAT_CALLBACK	0x0010
2.1	DAT_STATUSUTF8	0x0011
2.2	DAT_CALLBACK2	0x0012
2.0	DAT_ENTRYPOINT	0x0403
1.0	DAT_IMAGEINFO	0x0101
1.0	DAT_IMAGELAYOUT	0x0102
1.0	DAT_IMAGEMEMXFER	0x0103
1.0	DAT_IMAGENATIVEXFER	0x0104
1.0	DAT_IMAGEFILEXFER	0x0105
1.0	DAT_CIECOLOR	0x0106
1.0	DAT_GRAYRESPONSE	0x0107
1.0	DAT_RGBRESPONSE	0x0108
1.0	DAT_JPEGCOMPRESSION	0x0109
1.0	DAT_PALETTE8	0x010A
1.7	DAT_EXTIMAGEINFO	0x010B
2.2	DAT_FILTER	0x010C
1.8	DAT_AUDIOFILEXFER	0x0201
1.8	DAT_AUDIOINFO	0x0202
1.8	DAT_AUDIONATIVEXFER	0x0203
1.91	DAT_ICCPROFILE	0x0401
1.91	DAT_IMAGEMEMFILEXFER	0x0402

**Message (MSG\_)**

Version	Data Group (DG_)	Numeric ID
1.0	MSG_NULL	0x0000
1.0	MSG_CUSTOMBASE	0x8000

Version	Data Group (DG_)	Numeric ID
1.0	MSG_GET	0x0001
1.0	MSG_GETCURRENT	0x0002
1.0	MSG_GETDEFAULT	0x0003
1.0	MSG_GETFIRST	0x0004
1.0	MSG_GETNEXT	0x0005
1.0	MSG_SET	0x0006
1.0	MSG_RESET	0x0007
1.0	MSG_QUERY SUPPORT	0x0008
2.2	MSG_SETCONSTRAINT	0x000c
2.1	MSG_GETHELP	0x0009
2.1	MSG_GETLABEL	0x000A
2.1	MSG_GETLABELENUM	0x000B
1.0	MSG_XFERREADY	0x0101
1.0	MSG_CLOSEDSREQ	0x0102
1.0	MSG_CLOSEDSOK	0x0103
1.0	MSG_DEVICEEVENT	0x0104
1.0	MSG_OPENDSM	0x0301
1.0	MSG_CLOSEDISM	0x0302
1.0	MSG_OPENDS	0x0401
1.0	MSG_CLOSEDS	0x0402
1.0	MSG_USERSELECT	0x0403
1.0	MSG_DISABLED	0x0501
1.0	MSG_ENABLED	0x0502
1.0	MSG_ENABLEDSUIONLY	0x0503
1.0	MSG_PROCESSEVENT	0x0601
1.0	MSG_ENDXFER	0x0701
1.0	MSG_STOPFEEDER	0x0702
1.8	MSG_CHANGEDIRECTORY	0x0801
1.8	MSG_CREATEDIRECTORY	0x0802
1.8	MSG_DELETE	0x0803
1.8	MSG_FORMATMEDIA	0x0804
1.8	MSG_GETCLOSE	0x0805
1.8	MSG_GETFIRSTFILE	0x0806
1.8	MSG_GETINFO	0x0807
1.8	MSG_GETNEXTFILE	0x0808
1.8	MSG_RENAME	0x0809
1.8	MSG_COPY	0x080A
1.8	MSG_AUTOMATICCAPTUREDIRECTIONS	0x080B
1.0	MSG_PASSTHRU	0x0901
1.0	MSG_REGISTER_CALLBACK	0x0902
1.91	MSG_RESETALL	0x0A01

## Return Code and Condition Code Constants

### Return Codes (TWRC\_)

Version	Constant ID	Numeric ID
1.0	TWRC_CUSTOMBASE	0x8000
1.0	TWRC_SUCCESS	0
1.0	TWRC_FAILURE	1
1.0	TWRC_CHECKSTATUS	2
1.0	TWRC_CANCEL	3
1.0	TWRC_DSEVENT	4
1.0	TWRC_NOTDSEVENT	5
1.0	TWRC_XFERDONE	6
1.0	TWRC_ENDOFLIST	7
1.0	TWRC_INFONOTSUPPORTED	8
1.0	TWRC_DATANOTAVAILABLE	9
2.2	TWRC_BUSY	10
2.2	TWRC_SCANNERLOCKED	11

### Condition Codes (TWCC\_)

Version	Constant ID	Numeric ID
1.0	TWCC_CUSTOMBASE	0x8000
1.0	TWCC_SUCCESS	0
1.0	TWCC BUMMER	1
1.0	TWCC_LOWMEMORY	2
1.0	TWCC_NODS	3
1.0	TWCC_MAXCONNECTIONS	4
1.0	TWCC_OPERATIONERROR	5
1.0	TWCC_BADCAP	6
1.0	TWCC_BADPROTOCOL	9
1.0	TWCC_BADVALUE	10
1.0	TWCC_SEQERROR	11
1.0	TWCC_BADDEST	12
1.0	TWCC_CAPUNSUPPORTED	13
1.0	TWCC_CAPBADOPERATION	14
1.0	TWCC_CAPSEQERROR	15
1.8	TWCC_DENIED	16
1.8	TWCC_FILEEXISTS	17
1.8	TWCC_FILENOTFOUND	18
1.8	TWCC_NOTEMPTY	19
1.8	TWCC_PAPERJAM	20
1.8	TWCC_PAPERDOUBLEFEED	21
1.8	TWCC_FILEWRITEERROR	22
1.8	TWCC_CHECKDEVICEONLINE	23

Version	Constant ID	Numeric ID
2.0	TWCC_INTERLOCK	24
2.0	TWCC_DAMAGEDCORNER	25
2.0	TWCC_FOCUSERROR	26
2.0	TWCC_DOCTOOLIGHT	27
2.0	TWCC_DOCTOODARK	28
2.1	TWCC_NOMEDIA	29

## Extended Image Information Constants

### TWEI\_Codes

Version	Constant ID	Numeric ID
1.7	TWEI_BARCODEX	0x1200
1.7	TWEI_BARCODEY	0x1201
1.7	TWEI_BARCODETEXT	0x1202
1.7	TWEI_BARCODETYPE	0x1203
1.7	TWEI_DESHADETOP	0x1204
1.7	TWEI_DESHADELEFT	0x1205
1.7	TWEI_DESHADEHEIGHT	0x1206
1.7	TWEI_DESHADEWIDTH	0x1207
1.7	TWEI_DESHADESIZE	0x1208
1.7	TWEI_SPECKLESREMOVED	0x1209
1.7	TWEI_HORZLINEXCOORD	0x120A
1.7	TWEI_HORZLINEYCOORD	0x120B
1.7	TWEI_HORZLINELENGTH	0x120C
1.7	TWEI_HORZLINETHICKNESS	0x120D
1.7	TWEI_VERTLINEXCOORD	0x120E
1.7	TWEI_VERTLINEYCOORD	0x120F
1.7	TWEI_VERTLINELENGTH	0x1210
1.7	TWEI_VERTLINETHICKNESS	0x1211
1.7	TWEI_PATCHCODE	0x1212
1.7	TWEI_ENDORSEDTEXT	0x1213
1.7	TWEI_FORMCONFIDENCE	0x1214
1.7	TWEI_FORMTEMPLATEMATCH	0x1215
1.7	TWEI_FORMTEMPLATEPAGEMATCH	0x1216
1.7	TWEI_FORMHORZDOCOFFSET	0x1217
1.7	TWEI_FORMVERTDOCOFFSET	0x1218
1.7	TWEI_BARCODECOUNT	0x1219
1.7	TWEI_BARCODECONFIDENCE	0x121A
1.7	TWEI_BARCODEROTATION	0x121B
1.7	TWEI_BARCODETEXTLENGTH	0x121C
1.7	TWEI_DESHADECOUNT	0x121D
1.7	TWEI_DESHADEBLACKCOUNTOLD	0x121E
1.7	TWEI_DESHADEBLACKCOUNTNEW	0x121F
1.7	TWEI_DESHADEBLACKRLMIN	0x1220
1.7	TWEI_DESHADEBLACKRLMAX	0x1221

Version	Constant ID	Numeric ID
1.7	TWEI_DESHADEWHITECOUNTOLD	0x1222
1.7	TWEI_DESHADEWHITECOUNTNEW	0x1223
1.7	TWEI_DESHADEWHITERLMIN	0x1224
1.7	TWEI_DESHADEWHITERLAVE	0x1225
1.7	TWEI_DESHADEWHITERLMAX	0x1226
1.7	TWEI_BLACKSPECKLESREMOVED	0x1227
1.7	TWEI_WHITESPECKLESREMOVED	0x1228
1.7	TWEI_HORZLINECOUNT	0x1229
1.7	TWEI_VERTLINECOUNT	0x122A
1.7	TWEI_DESKEWSTATUS	0x122B
1.7	TWEI_SKEWORIGINALANGLE	0x122C
1.7	TWEI_SKEWFINALANGLE	0x122D
1.7	TWEI_SKEWCONFIDENCE	0x122E
1.7	TWEI_SKEWWINDOWX1	0x122F
1.7	TWEI_SKEWWINDOWY1	0x1230
1.7	TWEI_SKEWWINDOWX2	0x1231
1.7	TWEI_SKEWWINDOWY2	0x1232
1.7	TWEI_SKEWWINDOWX3	0x1233
1.7	TWEI_SKEWWINDOWY3	0x1234
1.7	TWEI_SKEWWINDOWX4	0x1235
1.7	TWEI_SKEWWINDOWY4	0x1236
1.9	TWEI_BOOKNAME	0x1238
1.9	TWEI_CHAPTERNUMBER	0x1239
1.9	TWEI_DOCUMENTNUMBER	0x123A
1.9	TWEI_PAGENUMBER	0x123B
1.9	TWEI_CAMERA	0x123C
1.9	TWEI_FRAMENUMBER	0x123D
1.9	TWEI_FRAME	0x123E
1.9	TWEI_PIXELFLAVOR	0x123F
1.91	TWEI_ICCPROFILE	0x1240
1.91	TWEI_LASTSEGMENT	0x1241
1.91	TWEI_SEGMENTNUMBER	0x1242
2.0	TWEI_MAGDATA	0x1243
2.0	TWEI_MAGTYPE	0x1244
2.0	TWEI_PAGESIDE	0x1245
2.0	TWEI_FILESYSTEMSOURCE	0x1246
2.1	TWEI_IMAGEMERGED	0x1247
2.1	TWEI_MAGDATALENGTH	0x1248
2.2	TWEI_PAPERCOUNT	0x1249

## TWEI\_BARCODEROTATION

Version	Constant ID	Numeric ID
1.7	TWBCOR_ROT0	0
1.7	TWBCOR_ROT90	1
1.7	TWBCOR_ROT180	2
1.7	TWBCOR_ROT270	3
1.7	TWBCOR_ROTXX	4



## TWEI\_DESKEWSTATUS

Version	Constant ID	Numeric ID
1.7	TWDSK_SUCCESS	0
1.7	TWDSK_REPORTONLY	1
1.7	TWDSK_FAIL	2
1.7	TWDSK_DISABLED	3

## TWEI\_MAGTYPE

Version	Constant ID	Numeric ID
2.0	TWMD_MICR	0
2.1	TWMD_RAW	1
2.1	TWMD_INVALID	2

## TWEI\_PATCHCODE

Version	Constant ID	Numeric ID
1.7	TWPCH_PATCH1	0
1.7	TWPCH_PATCH2	1
1.7	TWPCH_PATCH3	2
1.7	TWPCH_PATCH4	3
1.7	TWPCH_PATCH6	4
1.7	TWPCH_PATCHT	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
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_EXTENDED CAPS	0x1006

Version	Constant ID	Numeric ID
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_THUMBNAIENABLED	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
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

Version	Constant ID	Numeric ID
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_MICREENABLED	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
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

Version	Constant ID	Numeric ID
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
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

Version	Constant ID	Numeric ID
1.7	ICAP_MINIMUMHEIGHT	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
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_AUTOMATICCOLOREENABLED	0x1159
2.1	ICAP_AUTOMATICCOLORNONCOLORPIXELTYPE	0x115A

Version	Constant ID	Numeric ID
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	TWAL_ALARM	0
1.8	TWAL_FEEDERERROR	1
1.8	TWAL_FEEDERWARNING	2
1.8	TWAL_BARCODE	3
1.8	TWAL_DOUBLEFEED	4
1.8	TWAL_JAM	5
1.8	TWAL_PATCHCODE	6
1.8	TWAL_POWER	7
1.8	TWAL_SKEW	8

### CAP\_CAMERASIDE

Version	Constant ID	Numeric ID
1.91	TWCS_BOTH	0
1.91	TWCS_TOP	1
1.91	TWCS_BOTTOM	2

### CAP\_CLEARBUFFERS

Version	Constant ID	Numeric ID
1.8	TWCB_AUTO	0
1.8	TWCB_CLEAR	1
1.8	TWCB_NOCLEAR	2

### CAP\_DEVICEEVENT

Version	Constant ID	Numeric ID
1.8	TWDE_CUSTOMEVENTS	0x8000
1.8	TWDE_CHECKAUTOMATICCAPTURE	0
1.8	TWDE_CHECKBATTERY	1
1.8	TWDE_CHECKDEVICEONLINE	2

Version	Constant ID	Numeric ID
1.8	TWDE_CHECKFLASH	3
1.8	TWDE_CHECKPOWERSUPPLY	4
1.8	TWDE_CHECKRESOLUTION	5
1.8	TWDE_DEVICEADDED	6
1.8	TWDE_DEVICEOFFLINE	7
1.8	TWDE_DEVICEREADY	8
1.8	TWDE_DEVICEREMOVED	9
1.8	TWDE_IMAGECAPTURED	10
1.8	TWDE_IMAGEDELETED	11
1.8	TWDE_PAPERDOUBLEFEED	12
1.8	TWDE_PAPERJAM	13
1.8	TWDE_LAMPFAILURE	14
1.8	TWDE_POWERSAVE	15
1.8	TWDE_POWERSAVENOTIFY	16

### CAP\_DOUBLEFEEDDETECTION

Version	Constant ID	Numeric ID
2.2	TWDF_ULTRASONIC	0
2.2	TWDF_BYLENGTH	1
2.2	TWDF_INFRARED	2

### CAP\_DOUBLEFEEDDETECTIONRESPONSE

Version	Constant ID	Numeric ID
2.2	TWDP_STOP	0
2.2	TWDP_STOPANDWAIT	1
2.2	TWDP_SOUND	2
2.2	TWDP_DONOTIMPRINT	3

Refer to [CAP\\_DOUBLEFEEDDETECTIONRESPONSE](#) in Chapter 10.

### CAP\_DOUBLEFEEDDETECTIONSENSITIVITY

Version	Constant ID	Numeric ID
2.2	TWUS_LOW	0
2.2	TWUS_MEDIUM	1
2.2	TWUS_HIGH	2

### CAP\_DUPLEX

Version	Constant ID	Numeric ID
1.7	TWDX_NONE	0
1.7	TWDX_1PASSDUPLEX	1
1.7	TWDX_2PASSDUPLEX	2

**CAP\_FEEDERALIGNMENT**

Version	Constant ID	Numeric ID
1.8	TWFA_NONE	0
1.8	TWFA_LEFT	1
1.8	TWFA_CENTER	2
1.8	TWFA_RIGHT	3

**CAP\_FEEDERORDER**

Version	Constant ID	Numeric ID
1.8	TWFO_FIRSTPAGEFIRST	0
1.8	TWFO_LASTPAGEFIRST	1

**CAP\_FEEDERPOCKET**

Version	Constant ID	Numeric ID
2.0	TWFP_POCKETERROR	0
2.0	TWFP_POCKET1	1
2.0	TWFP_POCKET2	2
2.0	TWFP_POCKET3	3
2.0	TWFP_POCKET4	4
2.0	TWFP_POCKET5	5
2.0	TWFP_POCKET6	6
2.0	TWFP_POCKET7	7
2.0	TWFP_POCKET8	8
2.0	TWFP_POCKET9	9
2.0	TWFP_POCKET10	10
2.0	TWFP_POCKET11	11
2.0	TWFP_POCKET12	12
2.0	TWFP_POCKET13	13
2.0	TWFP_POCKET14	14
2.0	TWFP_POCKET15	15
2.0	TWFP_POCKET16	16

**CAP\_INDICATORSMODE**

Version	Constant ID	Numeric ID
2.0	TWCI_INFO	0
2.0	TWCI_WARNING	1
2.0	TWCI_ERROR	2
2.0	TWCI_WARMUP	3



## CAP\_JOBCONTROL

Version	Constant ID	Numeric ID
1.7	TWJC_NONE	0
1.7	TWJC_JSIC	1
1.7	TWJC_J SIS	2
1.7	TWJC_JSXC	3
1.7	TWJC_JSXS	4

## CAP\_LANGUAGE

See “Language Constants” on page 8-90.

## CAP\_PAPERHANDLING

Version	Constant ID	Numeric ID
2.0	TWPH_NORMAL	0
2.0	TWPH_FRAGILE	1
2.0	TWPH_THICK	2
2.0	TWPH_TRIFOLD	3
2.0	TWPH_PHOTOGRAPH	4

## CAP\_POWERSUPPLY

Version	Constant ID	Numeric ID
1.0	TWPS_EXTERNAL	0
1.0	TWPS_BATTERY	1

## CAP\_PRINTER

Version	Constant ID	Numeric ID
1.8	TWPR_IMPRINTERTOPBEFORE	0
1.8	TWPR_IMPRINTERTOPAFTER	1
1.8	TWPR_IMPRINTERBOTTOMBEFORE	2
1.8	TWPR_IMPRINTERBOTTOMAFTER	3
1.8	TWPR_ENDORSERTOPBEFORE	4
1.8	TWPR_ENDORSERTOPAFTER	5
1.8	TWPR_ENDORSERBOTTOMBEFORE	6
1.8	TWPR_ENDORSERBOTTOMAFTER	7

## CAP\_PRINTERMODE

Version	Constant ID	Numeric ID
1.8	TWPM_SINGLESTRING	0
1.8	TWPM_MULTISTRING	1
1.8	TWPM_COMPOUNDSTRING	2

**CAP\_SEGMENTED**

Version	Constant ID	Numeric ID
1.91	TWSG_NONE	0
1.91	TWSG_AUTO	1
2.2	TWSG_MANUAL	2

**ICAP\_AUTODISCARDBLANKPAGES**

Version	Constant ID	Numeric ID
2.0	TWBP_DISABLE	-2
2.0	TWBP_AUTO	-1

**ICAP\_AUTOSIZE**

Version	Constant ID	Numeric ID
2.0	TWAS_NONE	0
2.0	TWAS_AUTO	1
2.0	TWAS_CURRENT	2

**ICAP\_BARCODESEARCHMODE**

Version	Constant ID	Numeric ID
1.8	TWBD_HORZ	0
1.8	TWBD_VERT	1
1.8	TWBD_HORZVERT	2
1.8	TWBD_VERTHORZ	3

**ICAP\_SUPPORTEDBARCODETYPES**

Version	Constant ID	Numeric ID
1.7	TWBT_3OF9	0
1.7	TWBT_2OF5INTERLEAVED	1
1.7	TWBT_2OF5NONINTERLEAVED	2
1.7	TWBT_CODE93	3
1.7	TWBT_CODE128	4
1.7	TWBT_UCC128	5
1.7	TWBT_CODABAR	6
1.7	TWBT_UPCA	7
1.7	TWBT_UPCE	8
1.7	TWBT_EAN8	9
1.7	TWBT_EAN13	10
1.7	TWBT_POSTNET	11
1.7	TWBT_PDF417	12

Version	Constant ID	Numeric ID
1.8	TWBT_2OF5INDUSTRIAL	13
1.8	TWBT_2OF5MATRIX	14
1.8	TWBT_2OF5DATALOGIC	15
1.8	TWBT_2OF5IATA	16
1.8	TWBT_3OF9FULLASCII	17
1.8	TWBT_CODABARWITHSTARTSTOP	18
1.8	TWBT_MAXICODE	19
2.2	TWBT_QRCODE	20

#### ICAP\_BITDEPTHREDUCTION

Version	Constant ID	Numeric ID
1.5	TWBR_THRESHOLD	0
1.5	TWBR_HALFTONE	1
1.5	TWBR_CUSTHALFTONE	2
1.5	TWBR_DIFFUSION	3
2.2	TWBR_DYNAMICTHRESHOLD	4

#### ICAP\_BITORDER

Version	Constant ID	Numeric ID
1.0	TWBO_LSBFIRST	0
1.0	TWBO_MSBFIRST	1

#### ICAP\_COMPRESSION

Version	Constant ID	Numeric ID
1.0	TWCP_NONE	0
1.0	TWCP_PACKBITS	1
1.0	TWCP_GROUP31D	2
1.0	TWCP_GROUP31DEOL	3
1.0	TWCP_GROUP32D	4
1.0	TWCP_GROUP4	5
1.0	TWCP_JPEG	6
1.0	TWCP_LZW	7
1.7	TWCP_JBIG	8
1.8	TWCP_PNG	9
1.8	TWCP_RLE4	10
1.8	TWCP_RLE8	11
1.8	TWCP_BITFIELDS	12
2.2	TWCP_ZIP	13
2.2	TWCP_JPEG2000	14

#### ICAP\_FEEDERTYPE

Version	Constant ID	Numeric ID
1.91	TWFE_GENERAL	0
1.91	TWFE_PHOTO	1

**ICAP\_FILTER**

Version	Constant ID	Numeric ID
1.0	TWFT_RED	0
1.0	TWFT_GREEN	1
1.0	TWFT_BLUE	2
1.0	TWFT_NONE	3
1.0	TWFT_WHITE	4
1.0	TWFT_CYAN	5
1.0	TWFT_MAGENTA	6
1.0	TWFT_YELLOW	7
1.0	TWFT_BLACK	8

**ICAP\_FLASHUSED2**

Version	Constant ID	Numeric ID
1.0	TWFL_NONE	0
1.0	TWFL_OFF	1
1.0	TWFL_ON	2
1.0	TWFL_AUTO	3
1.0	TWFL_REDEYE	4

**ICAP\_FILMTYPE**

Version	Constant ID	Numeric ID
2.2	TWFM_POSITIVE	0
2.2	TWFM_NEGATIVE	1

**ICAP\_FLIPROTATION**

Version	Constant ID	Numeric ID
1.8	TWFR_BOOK	0
1.8	TWFR_FANFOLD	1

**ICAP\_ICCPROFILE**

Version	Constant ID	Numeric ID
1.91	TWIC_NONE	0
1.91	TWIC_LINK	1
1.91	TWIC_EMBED	2

## ICAP\_IMAGEFILEFORMAT

Version	Constant ID	Numeric ID
1.0	TWFF_TIFF	0
1.0	TWFF_PICT	1
1.0	TWFF_BMP	2
1.0	TWFF_XBM	3
1.0	TWFF_JFIF	4
1.0	TWFF_FPX	5
1.0	TWFF_TIFFMULTI	6
1.0	TWFF_PNG	7
1.0	TWFF_SPIFF	8
1.0	TWFF_EXIF	9
1.91	TWFF_PDF	10
1.91	TWFF_JP2	11
	removed	12
1.91	TWFF_JPX	13
1.91	TWFF_DEJAVU	14
2.0	TWFF_PDFA	15
2.1	TWFF_PDFA2	16

## ICAP\_IMAGEFILTER

Version	Constant ID	Numeric ID
1.8	TWIF_NONE	0
1.8	TWIF_AUTO	1
1.8	TWIF_LOWPASS	2
1.8	TWIF_BANDPASS	3
1.8	TWIF_HIGHPASS	4
1.8	TWIF_TEXT	TWIF_BANDPASS
1.8	TWIF_FINELINE	TWIF_HIGHPASS

## ICAP\_IMAGEMERGE

Version	Constant ID	Numeric ID
2.1	TWIM_NONE	0
2.1	TWIM_FRONTONTOP	1
2.1	TWIM_FRONTONBOTTOM	2
2.1	TWIM_FRONTONLEFT	3
2.1	TWIM_FRONTONRIGHT	4

## ICAP\_JPEGQUALITY

Version	Constant ID	Numeric ID
1.9	TWJQ_UNKNOWN	-4
1.9	TWJQ_LOW	-3
1.9	TWJQ_MEDIUM	-2
1.9	TWJQ_HIGH	-1

**ICAP\_JPEGSUBSAMPLING**

Version	Constant ID	Numeric ID
2.2	TWJS_444YCBCR	0
2.2	TWJS_444RGB	1
2.2	TWJS_422	2
2.2	TWJS_421	3
2.2	TWJS_411	4
2.2	TWJS_420	5
2.2	TWJS_410	6
2.2	TWJS_311	7

**ICAP\_LIGHTPATH**

Version	Constant ID	Numeric ID
1.0	TWLP_REFLECTIVE	0
1.0	TWLP_TRANSMISSIVE	1

**ICAP\_LIGHTSOURCE**

Version	Constant ID	Numeric ID
1.0	TWLS_RED	0
1.0	TWLS_GREEN	1
1.0	TWLS_BLUE	2
1.0	TWLS_NONE	3
1.0	TWLS_WHITE	4
1.0	TWLS_UV	5
1.0	TWLS_IR	6

**ICAP\_MIRROR**

Version	Constant ID	Numeric ID
2.2	TWMR_NONE	0
2.2	TWMR_VERTICAL	1
2.2	TWMR_HORIZONTAL	2

**ICAP\_NOISEFILTER**

Version	Constant ID	Numeric ID
1.8	TWNF_NONE	0
1.8	TWNF_AUTO	1
1.8	TWNF_LONEPIXEL	2
1.8	TWNF_MAJORITYRULE	3

## ICAP\_ORIENTATION

Version	Constant ID	Numeric ID
1.0	TWOR_ROT0	0
1.0	TWOR_ROT90	1
1.0	TWOR_ROT180	2
1.0	TWOR_ROT270	3
1.0	TWOR_PORTRAIT	TWOR_ROT0
1.0	TWOR_LANDSCAPE	TWOR_ROT270
2.0	TWOR_AUTO	4
2.0	TWOR_AUTOTEXT	5
2.0	TWOR_AUTOPICTURE	6

## ICAP\_OVERSCAN

Version	Constant ID	Numeric ID
1.8	TWOV_NONE	0
1.8	TWOV_AUTO	1
1.8	TWOV_TOPBOTTOM	2
1.8	TWOV_LEFTRIGHT	3
1.8	TWOV_ALL	4

## ICAP\_PLANARCHUNKY

Version	Constant ID	Numeric ID
1.0	TWPC_CHUNKY	0
1.0	TWPC_PLANAR	1

## ICAP\_PIXELFLAVOR

Version	Constant ID	Numeric ID
1.0	TWPF_CHOCOLATE	0
1.0	TWPF_VANILLA	1

## ICAP\_PIXELTYPE

Version	Constant ID	Numeric ID
1.0	TWPT_BW	0
1.0	TWPT_GRAY	1
1.0	TWPT_RGB	2
1.0	TWPT_PALETTE	3
1.0	TWPT_CMY	4
1.0	TWPT_CMYK	5
1.0	TWPT_YUV	6
1.0	TWPT_YUVK	7
1.0	TWPT_CIEXYZ	8
1.0	TWPT_LAB	9

Version	Constant ID	Numeric ID
1.91	TWPT_SRGB	10
1.91	TWPT_SCRGB	11
2.0	TWPT_INFRARED	16

### ICAP\_SUPPORTEDSIZES

Version	Constant ID	Numeric ID
1.0	TWSS_NONE	0
1.0	TWSS_A4	1
1.0	TWSS_JISB5	2
1.0	TWSS_USLETTER	3
1.0	TWSS_USLEGAL	4
1.5	TWSS_A5	5
1.5	TWSS_ISO4	6
1.5	TWSS_ISO6	7
	// removed	
1.7	TWSS_USLEDGER	9
1.7	TWSS_USEXECUTIVE	10
1.7	TWSS_A3	11
1.7	TWSS_ISO3	12
1.7	TWSS_A6	13
1.7	TWSS_C4	14
1.7	TWSS_C5	15
1.7	TWSS_C6	16
1.8	TWSS_4A0	17
1.8	TWSS_2A0	18
1.8	TWSS_A0	19
1.8	TWSS_A1	20
1.8	TWSS_A2	21
1.8	TWSS_A7	22
1.8	TWSS_A8	23
1.8	TWSS_A9	24
1.8	TWSS_A10	25
1.8	TWSS_ISO0	26
1.8	TWSS_ISO1	27
1.8	TWSS_ISO2	28
1.8	TWSS_ISO5	29
1.8	TWSS_ISO7	30
1.8	TWSS_ISO8	31
1.8	TWSS_ISO9	32
1.8	TWSS_ISO10	33
1.8	TWSS_JISB0	34
1.8	TWSS_JISB1	35
1.8	TWSS_JISB2	36
1.8	TWSS_JISB3	37
1.8	TWSS_JISB4	38
1.8	TWSS_JISB6	39
1.8	TWSS_JISB7	40



Version	Constant ID	Numeric ID
1.8	TWSS_JISB8	41
1.8	TWSS_JISB9	42
1.8	TWSS_JISB10	43
1.8	TWSS_C0	44
1.8	TWSS_C1	45
1.8	TWSS_C2	46
1.8	TWSS_C3	47
1.8	TWSS_C7	48
1.8	TWSS_C8	49
1.8	TWSS_C9	50
1.8	TWSS_C10	51
1.8	TWSS_USSTATEMENT	52
1.8	TWSS_BUSINESSCARD	53
2.1	TWSS_MAXSIZE	54

### ICAP\_XFERMECH

Version	Constant ID	Numeric ID
1.0	TWSX_NATIVE	0
1.0	TWSX_FILE	1
1.0	TWSX_MEMORY	2
	//removed	
1.91	TWSX_MEMFILE	4

### ICAP\_UNITS

Version	Constant ID	Numeric ID
1.0	TWUN_INCHES	0
1.0	TWUN_CENTIMETERS	1
1.0	TWUN_PICAS	2
1.0	TWUN_POINTS	3
1.0	TWUN_TWIPS	4
1.0	TWUN_PIXELS	5
1.91	TWUN_MILLIMETERS	6

## Language Constants

### Language

Version	Constant ID	Numeric ID
1.8	TWLG_USERLOCALE	-1
1.0	TWLG_DAN	0
1.0	TWLG_DUT	1
1.0	TWLG_ENG	2
1.0	TWLG_FCF	3
1.0	TWLG_FIN	4
1.0	TWLG_FRN	5
1.0	TWLG_GER	6
1.0	TWLG_ICE	7
1.0	TWLG_ITN	8
1.0	TWLG_NOR	9
1.0	TWLG_POR	10
1.0	TWLG_SPA	11
1.0	TWLG_SWE	12
1.0	TWLG_USA	13
1.8	TWLG_AFRIKAANS	14
1.8	TWLG_ALBANIA	15
1.8	TWLG_ARABIC	16
1.8	TWLG_ARABIC_ALGERIA	17
1.8	TWLG_ARABIC_BAHRAIN	18
1.8	TWLG_ARABIC_EGYPT	19
1.8	TWLG_ARABIC_IRAQ	20
1.8	TWLG_ARABIC_JORDAN	21
1.8	TWLG_ARABIC_KUWAIT	22
1.8	TWLG_ARABIC_LEBANON	23
1.8	TWLG_ARABIC_LIBYA	24
1.8	TWLG_ARABIC_MOROCCO	25
1.8	TWLG_ARABIC_OMAN	26
1.8	TWLG_ARABIC_QATAR	27
1.8	TWLG_ARABIC_SAUDIARABIA	28
1.8	TWLG_ARABIC_SYRIA	29
1.8	TWLG_ARABIC_TUNISIA	30
1.8	TWLG_ARABIC_UAE	31
1.8	TWLG_ARABIC_YEMEN	32
1.8	TWLG_BASQUE	33
1.8	TWLG_BYELORUSSIAN	34
1.8	TWLG_BULGARIAN	35
1.8	TWLG_CATALAN	36
1.8	TWLG_CHINESE	37
1.8	TWLG_CHINESE_HONGKONG	38
1.8	TWLG_CHINESE_PRC	39
1.8	TWLG_CHINESE_SINGAPORE	40
1.8	TWLG_CHINESE_SIMPLIFIED	41
1.8	TWLG_CHINESE_TAIWAN	42
1.8	TWLG_CHINESE_TRADITIONAL	43

Version	Constant ID	Numeric ID
1.8	TWLG_CROATIA	44
1.8	TWLG_CZECH	45
1.8	TWLG_DANISH	TWLG_DAN
1.8	TWLG_DUTCH	TWLG_DUT
1.8	TWLG_DUTCH_BELGIAN	46
1.8	TWLG_ENGLISH	TWLG_ENG
1.8	TWLG_ENGLISH_AUSTRALIAN	47
1.8	TWLG_ENGLISH_CANADIAN	48
1.8	TWLG_ENGLISH_IRELAND	49
1.8	TWLG_ENGLISH_NEWZEALAND	50
1.8	TWLG_ENGLISH_SOUTHAFRICA	51
1.8	TWLG_ENGLISH_UK	52
1.8	TWLG_ENGLISH_USA	TWLG_USA
1.8	TWLG_ESTONIAN	53
1.8	TWLG_FAEROESE	54
1.8	TWLG_FARSI	55
1.8	TWLG_FINNISH	TWLG_FIN
1.8	TWLG_FRENCH	TWLG_FRN
1.8	TWLG_FRENCH_BELGIAN	56
1.8	TWLG_FRENCH_CANADIAN	TWLG_FCF
1.8	TWLG_FRENCH_LUXEMBOURG	57
1.8	TWLG_FRENCH_SWISS	58
1.8	TWLG_GERMAN	TWLG_GER
1.8	TWLG_GERMAN_AUSTRIAN	59
1.8	TWLG_GERMAN_LUXEMBOURG	60
1.8	TWLG_GERMAN_LIECHTENSTEIN	61
1.8	TWLG_GERMAN_SWISS	62
1.8	TWLG_GREEK	63
1.8	TWLG_HEBREW	64
1.8	TWLG_HUNGARIAN	65
1.8	TWLG_ICELANDIC	TWLG_ICE
1.8	TWLG_INDONESIAN	66
1.8	TWLG_ITALIAN	TWLG_ITN
1.8	TWLG_ITALIAN_SWISS	67
1.8	TWLG_JAPANESE	68
1.8	TWLG_KOREAN	69
1.8	TWLG_KOREAN_JOHAB	70
1.8	TWLG_LATVIAN	71
1.8	TWLG_LITHUANIAN	72
1.8	TWLG_NORWEGIAN	TWLG_NOR
1.8	TWLG_NORWEGIAN_BOKMAL	73
1.8	TWLG_NORWEGIAN_NYNORSK	74
1.8	TWLG_POLISH	75
1.8	TWLG_PORTUGUESE	TWLG_POR
1.8	TWLG_PORTUGUESE_BRAZIL	76
1.8	TWLG_ROMANIAN	77
1.8	TWLG_RUSSIAN	78
1.8	TWLG_SERBIAN_LATIN	79
1.8	TWLG_SLOVAK	80
1.8	TWLG_SLOVENIAN	81

Version	Constant ID	Numeric ID
1.8	TWLG_SPANISH	TWLG_SPA
1.8	TWLG_SPANISH_MEXICAN	82
1.8	TWLG_SPANISH_MODERN	83
1.8	TWLG_SWEDISH	TWLG_SWE
1.8	TWLG_THAI	84
1.8	TWLG_TURKISH	85
1.8	TWLG_UKRANIAN	86
1.8	TWLG_ASSAMESE	87
1.8	TWLG_BENGALI	88
1.8	TWLG_BIHARI	89
1.8	TWLG_BODO	90
1.8	TWLG_DOGRI	91
1.8	TWLG_GUJARATI	92
1.8	TWLG_HARYANVI	93
1.8	TWLG_HINDI	94
1.8	TWLG_KANNADA	95
1.8	TWLG_KASHMIRI	96
1.8	TWLG_MALAYALAM	97
1.8	TWLG_MARATHI	98
1.8	TWLG_MARWARI	99
1.8	TWLG_MEGHALAYAN	100
1.8	TWLG_MIZO	101
1.8	TWLG_NAGA	102
1.8	TWLG_ORISSI	103
1.8	TWLG_PUNJABI	104
1.8	TWLG_PUSHTU	105
1.8	TWLG_SERBIAN_CYRILLIC	106
1.8	TWLG_SIKKIMI	107
1.8	TWLG_SWEDISH_FINLAND	108
1.8	TWLG_TAMIL	109
1.8	TWLG_TELUGU	110
1.8	TWLG_TRIPURI	111
1.8	TWLG_URDU	112
1.8	TWLG_VIETNAMESE	113

### Country [TCY\_]

Version	Constant ID	Numeric ID
1.0	TCY_AFGHANISTAN	1001
1.0	TCY_ALGERIA	213
1.0	TCY_AMERICANSAMOA	684
1.0	TCY_ANDORRA	33
1.0	TCY_ANGOLA	1002
1.0	TCY_ANGUILLA	8090
1.0	TCY_ANTIGUA	8091
1.0	TCY_ARGENTINA	54
1.0	TCY_ARUBA	297
1.0	TCY_ASCENSIONI	247
1.0	TCY_AUSTRALIA	61

Version	Constant ID	Numeric ID
1.0	TWCY_AUSTRIA	43
1.0	TWCY_BAHAMAS	8092
1.0	TWCY_BAHRAIN	973
1.0	TWCY_BANGLADESH	880
1.0	TWCY_BARBADOS	8093
1.0	TWCY_BELGIUM	32
1.0	TWCY_BELIZE	501
1.0	TWCY_BENIN	229
1.0	TWCY_BERMUDA	8094
1.0	TWCY_BHUTAN	1003
1.0	TWCY_BOLIVIA	591
1.0	TWCY_BOTSWANA	267
1.0	TWCY_BRITAIN	6
1.0	TWCY_BRITVIRGINIS	8095
1.0	TWCY_BRAZIL	55
1.0	TWCY_BRUNEI	673
1.0	TWCY_BULGARIA	359
1.0	TWCY_BURKINAFASO	1004
1.0	TWCY_BURMA	1005
1.0	TWCY_BURUNDI	1006
1.0	TWCY_CAMAROON	237
1.0	TWCY_CANADA	2
1.0	TWCY_CAPEVERDEIS	238
1.0	TWCY_CAYMANIS	8096
1.0	TWCY_CENTRALAFREP	1007
1.0	TWCY_CHAD	1008
1.0	TWCY_CHILE	56
1.0	TWCY_CHINA	86
1.0	TWCY_CHRISTMASIS	1009
1.0	TWCY_COCOSIS	1009
1.0	TWCY_COLOMBIA	57
1.0	TWCY_COMOROS	1010
1.0	TWCY_CONGO	1011
1.0	TWCY_COOKIS	1012
1.0	TWCY_COSTARICA	506
1.0	TWCY_CUBA	5
1.0	TWCY_CYPRUS	357
1.0	TWCY_CZECHOSLOVAKIA	42
1.0	TWCY_DENMARK	45
1.0	TWCY_DJIBOUTI	1013
1.0	TWCY_DOMINICA	8097
1.0	TWCY_DOMINICANREP	8098
1.0	TWCY_EASTERIS	1014
1.0	TWCY_ECUADOR	593
1.0	TWCY_EGYPT	20
1.0	TWCY_ELSALVADOR	503
1.0	TWCY_EQGUINEA	1015
1.0	TWCY_ETHIOPIA	251

Version	Constant ID	Numeric ID
1.0	TWCY_FALKLANDIS	1016
1.0	TWCY_FAEROEIS	298
1.0	TWCY_FIJIISLANDS	679
1.0	TWCY_FINLAND	358
1.0	TWCY_FRANCE	33
1.0	TWCY_FRANTILLES	596
1.0	TWCY_FRGUIANA	594
1.0	TWCY_FRPOLYNEISA	689
1.0	TWCY_FUTANAIS	1043
1.0	TWCY_GABON	241
1.0	TWCY_GAMBIA	220
1.0	TWCY_GERMANY	49
1.0	TWCY_GHANA	233
1.0	TWCY_GIBRALTER	350
1.0	TWCY_GREECE	30
1.0	TWCY_GREENLAND	299
1.0	TWCY_GRENADA	8099
1.0	TWCY_GRENEDES	8015
1.0	TWCY_GUADELOUPE	590
1.0	TWCY_GUAM	671
1.0	TWCY_GUANTANAMOBAY	5399
1.0	TWCY_GUATEMALA	502
1.0	TWCY_GUINEA	224
1.0	TWCY_GUINEABISSAU	1017
1.0	TWCY_GUYANA	592
1.0	TWCY_HAITI	509
1.0	TWCY_HONDURAS	504
1.0	TWCY_HONGKONG	852
1.0	TWCY_HUNGARY	36
1.0	TWCY_ICELAND	354
1.0	TWCY_INDIA	91
1.0	TWCY_INDONESIA	62
1.0	TWCY_IRAN	98
1.0	TWCY_IRAQ	964
1.0	TWCY_IRELAND	353
1.0	TWCY_ISRAEL	972
1.0	TWCY_ITALY	39
1.0	TWCY_IVORYCOAST	225
1.0	TWCY_JAMAICA	8010
1.0	TWCY_JAPAN	81
1.0	TWCY_JORDAN	962
1.0	TWCY_KENYA	254
1.0	TWCY_KIRIBATI	1018
1.0	TWCY_KOREA	82
1.0	TWCY_KUWAIT	965
1.0	TWCY_LAOS	1019
1.0	TWCY_LEBANON	1020
1.0	TWCY_LIBERIA	231

Version	Constant ID	Numeric ID
1.0	TWCY_LIBYA	218
1.0	TWCY_LIECHTENSTEIN	41
1.0	TWCY_LUXENBOURG	352
1.0	TWCY_MACAO	853
1.0	TWCY_MADAGASCAR	1021
1.0	TWCY_MALAWI	265
1.0	TWCY_MALAYSIA	60
1.0	TWCY_MALDIVES	960
1.0	TWCY_MALI	1022
1.0	TWCY_MALTA	356
1.0	TWCY_MARSHALLIS	692
1.0	TWCY_MAURITANIA	1023
1.0	TWCY_MAURITIUS	230
1.0	TWCY_MEXICO	3
1.0	TWCY_MICRONESIA	691
1.0	TWCY_MIQUELON	508
1.0	TWCY_MONACO	33
1.0	TWCY_MONGOLIA	1024
1.0	TWCY_MONTSERRAT	8011
1.0	TWCY_MOROCCO	212
1.0	TWCY_MOZAMBIQUE	1025
1.0	TWCY_NAMIBIA	264
1.0	TWCY_NAURU	1026
1.0	TWCY_NEPAL	977
1.0	TWCY_NETHERLANDS	31
1.0	TWCY_NETHANTILLES	599
1.0	TWCY_NEVIS	8012
1.0	TWCY_NEWCALEDONIA	687
1.0	TWCY_NEWZEALAND	64
1.0	TWCY_NICARAGUA	505
1.0	TWCY_NIGER	227
1.0	TWCY_NIGERIA	234
1.0	TWCY_NIUE	1027
1.0	TWCY_NORFOLKI	1028
1.0	TWCY_NORWAY	47
1.0	TWCY_OMAN	968
1.0	TWCY_PAKISTAN	92
1.0	TWCY_PALAU	1029
1.0	TWCY_PANAMA	507
1.0	TWCY_PARAGUAY	595
1.0	TWCY_PERU	51
1.0	TWCY_PHILLIPPINES	63
1.0	TWCY_PITCAIRNIS	1030
1.0	TWCY_PNEWGUINEA	675
1.0	TWCY_POLAND	48
1.0	TWCY_PORTUGAL	351
1.0	TWCY_QATAR	974

Version	Constant ID	Numeric ID
1.0	TWCY_REUNIONI	1031
1.0	TWCY_ROMANIA	40
1.0	TWCY_RWANDA	250
1.0	TWCY_SAIPAN	670
1.0	TWCY_SANMARINO	39
1.0	TWCY_SAOTOME	1033
1.0	TWCY_SAUDIARABIA	966
1.0	TWCY_SENEGAL	221
1.0	TWCY_SEYCHELLESIS	1034
1.0	TWCY_SIERRALEONE	1035
1.0	TWCY_SINGAPORE	65
1.0	TWCY_SOLOMONIS	1036
1.0	TWCY_SOMALI	1037
1.0	TWCY_SOUTHAFRICA	27
1.0	TWCY_SPAIN	34
1.0	TWCY_SRILANKA	94
1.0	TWCY_STHELENA	1032
1.0	TWCY_STKITTS	8013
1.0	TWCY_STLUCIA	8014
1.0	TWCY_STPIERRE	508
1.0	TWCY_STVINCENT	8015
1.0	TWCY_SUDAN	1038
1.0	TWCY_SURINAME	597
1.0	TWCY_SWAZILAND	268
1.0	TWCY_SWEDEN	46
1.0	TWCY_SWITZERLAND	41
1.0	TWCY_SYRIA	1039
1.0	TWCY_TAIWAN	886
1.0	TWCY_TANZANIA	255
1.0	TWCY_THAILAND	66
1.0	TWCY_TOBAGO	8016
1.0	TWCY_TOGO	228
1.0	TWCY_TONGAIS	676
1.0	TWCY_TRINIDAD	8016
1.0	TWCY_TUNISIA	216
1.0	TWCY_TURKEY	90
1.0	TWCY_TURKSCAICOS	8017
1.0	TWCY_TUVALU	1040
1.0	TWCY_UGANDA	256
1.0	TWCY_USSR	7
1.0	TWCY_UAEMIRATES	971
1.0	TWCY_UNITEDKINGDOM	44
1.0	TWCY_USA	1
1.0	TWCY_URUGUAY	598
1.0	TWCY_VANUATU	1041
1.0	TWCY_VATICANCITY	39
1.0	TWCY_VENEZUELA	58
1.0	TWCY_WAKE	1042



Version	Constant ID	Numeric ID
1.0	TWCY_WALLISIS	1043
1.0	TWCY_WESTERNSAHARA	1044
1.0	TWCY_WESTERNSAMOA	1045
1.0	TWCY_YEMEN	1046
1.0	TWCY_YUGOSLAVIA	38
1.0	TWCY_ZAIRE	243
1.0	TWCY_ZAMBIA	260
1.0	TWCY_ZIMBABWE	263
1.8	TWCY_ALBANIA	355
1.8	TWCY_ARMENIA	374
1.8	TWCY_AZERBAIJAN	994
1.8	TWCY_BELARUS	375
1.8	TWCY_BOSNIAHERZGO	387
1.8	TWCY_CAMBODIA	855
1.8	TWCY_CROATIA	385
1.8	TWCY_CZECHREPUBLIC	420
1.8	TWCY_DIEGOGARCIA	246
1.8	TWCY_ERITREA	291
1.8	TWCY_ESTONIA	372
1.8	TWCY_GEORGIA	995
1.8	TWCY_LATVIA	371
1.8	TWCY_LESOTHO	266
1.8	TWCY_LITHUANIA	370
1.8	TWCY_MACEDONIA	389
1.8	TWCY_MAYOTTEIS	269
1.8	TWCY_MOLDOVA	373
1.8	TWCY_MYANMAR	95
1.8	TWCY_NORTHKOREA	850
1.8	TWCY_PUERTORICO	787
1.8	TWCY_RUSSIA	7
1.8	TWCY_SERBIA	381
1.8	TWCY_SLOVAKIA	421
1.8	TWCY_SLOVENIA	386
1.8	TWCY_SOUTHKOREA	82
1.8	TWCY_UKRAINE	380
1.8	TWCY_USVIRGINIS	340
1.8	TWCY_VIETNAM	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;
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	0
TWAF_AIFF	1
TWAF_AU	2
TWAF_SND	3

Section		(defined as)
Data Argument Types (DAT_)	DAT_SETUPFILEXFER2	0x301
	DAT_TWUNKIDENTITY	0x000B
ItemTypes for Capability Container structures	TWTY_STR1024	0x000d
	TWTY_UNI512	0x000e

---

Capabilities	CAP_SUPPORTEDCAPSEXT	0x100c	
	CAP_FILESYSTEM	0x????	
	CAP_PAGEMULTIPLEACQUIRE	0x1023	/* Added 1.8 */
	CAP_PAPERBINDING	0x102f	/* Added 1.8 */
	CAP_PASSTHRU	0x1031	/* Added 1.8 */
	CAP_POWERDOWNTIME	0x1034	/* Added 1.8, deprecated */ /* 0x1034 has been reused */ /* by CAP_CAMERASIDE */
Messages	MSG_INVOKE_CALLBACK	0x0903	
	MSG_CHECKSTATUS	0x0201	
Capability values	TWSX_FILE2	3	
	TWFS_FILESYSTEM	0	
	TWFS_RECURSIVEDELETE	1	
	TWPT_BGR	12	
	TWPT_CIELAB	13	
	TWPT_CIELUV	14	
	TWPT_YCBCR	15	
	TWSS_B	8	
	TWSS_B5LETTER	TWSS_JISB5	
	TWSS_A4LETTER	TWSS_A4	
	TWSS_B3	TWSS_ISO3	
	TWSS_B4	TWSS_ISO4	
	TWSS_B6	TWSS_ISO6	
	TWLG_DAN	TWLG_DANISH	
	TWLG_DUT	TWLG_DUTCH	
	TWLG_ENG	TWLG_ENGLISH	
	TWLG_USA	TWLG_ENGLISH_USA	
	TWLG_FIN	TWLG_FINNISH	
	TWLG_FRN	TWLG_FRENCH	
	TWLG_FCF	TWLG_FRENCH_CANADIAN	
	TWLG_GER	TWLG_GERMAN	
	TWLG_ICE	TWLG_ICELANDIC	
	TWLG_ITN	TWLG_ITALIAN	
	TWLG_NOR	TWLG_NORWEGIAN	
	TWLG_POR	TWLG_PORTUGUESE	
	TWLG_SPA	TWLG_SPANISH	
	TWLG_SWE	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

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## Extended Image Information Definitions

### Chapter Contents

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The following sections contain information about extended image attributes.

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### 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_CUSTOMxxx` 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`

<b>Description</b>	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.
<b>Value Type:</b>	<code>TWTY_UINT32</code>
<b>Allowed Values:</b>	<code>&gt;=0</code>

**TWEI\_BARCODECONFIDENCE**

<b>Description</b>	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.	
<b>Value Type:</b>	TWTY_UINT32	
<b>Allowed Values:</b>	>=0	

**TWEI\_BARCODEROTATION**

<b>Description</b>	The bar code's orientation on the scanned image is described in reference to a Western-style interpretation of the image.	
<b>Value Type:</b>	TWTY_UINT32	
<b>Allowed Values:</b>	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**

<b>Description</b>	The number of ASCII characters derived from the bar code.	
<b>Value Type:</b>	TWTY_UINT32	
<b>Allowed Values:</b>	>=0	

**TWEI\_BARCODETEXT**

<b>Description</b>	The text of a bar code found on a page.	
<b>Value Type:</b>	TWTY_HANDLE	
<b>Allowed Values:</b>	Any handle to a string	

**TWEI\_BARCODEX**

<b>Description</b>	The X coordinate in pixels of a bar code found on a page.	
<b>Value Type:</b>	TWTY_UINT32	
<b>Allowed Values:</b>	>=0	

**TWEI\_BARCODEY**

<b>Description</b>	The Y coordinate in pixels of a bar code found on a page.	
<b>Value Type:</b>	TWTY_UINT32	
<b>Allowed Values:</b>	>=0	

## TWEI\_BARCODETYPE

<b>Description</b>	The type of bar code found on a page.
<b>Value Type:</b>	TWTY_UINT32
<b>Allowed Values:</b>	Any of TWBT_XXXX

## Shaded Area Detection and Removal

### TWEI\_DESHADECOUNT

<b>Description</b>	Returns the number of shaded regions found and erased in the document image. A value of 0 means the deshad engine was enabled but that no regions were processed. A value of -1 means the deshad engine was not enabled.
<b>Value Type:</b>	TWTY_UINT32
<b>Allowed Values:</b>	>=0

### TWEI\_DESHADETOP

<b>Description</b>	The top coordinate in pixels of a shaded region found on a page.
<b>Value Type:</b>	TWTY_UINT32
<b>Allowed Values:</b>	>=0

### TWEI\_DESHADELEFT

<b>Description</b>	The left coordinate in pixels of a shaded region found on a page.
<b>Value Type:</b>	TWTY_UINT32
<b>Allowed Values:</b>	>=0

### TWEI\_DESHADEHEIGHT

<b>Description</b>	The height in pixels of a shaded region found on a page.
<b>Value Type:</b>	TWTY_UINT32
<b>Allowed Values:</b>	>=0

### TWEI\_DESHADEWIDTH

<b>Description</b>	The width in pixels of a shaded region found on a page.
<b>Value Type:</b>	TWTY_UINT32
<b>Allowed Values:</b>	>=0

**TWEI\_DESHADESIZE**

<b>Description</b>	The width in pixels of the dots within the shade region.
<b>Value Type:</b>	TWTY_UINT32
<b>Allowed Values:</b>	>=0

**TWEI\_DESHADEBLACKCOUNTOLD**

<b>Description</b>	The total number of black pixels in the region prior to deshading. If this value is unknown the Source returns -1.
<b>Value Type:</b>	TWTY_UINT32
<b>Allowed Values:</b>	>=0

**TWEI\_DESHADEBLACKCOUNTNEW**

<b>Description</b>	The total number of black pixels in the region after deshading. If this value is unknown the Source returns -1.
<b>Value Type:</b>	TWTY_UINT32
<b>Allowed Values:</b>	>=0

**TWEI\_DESHADEBLACKRLMIN**

<b>Description</b>	The shortest black pixel run-length in the region prior to deshading. If this value is unknown the Source returns -1.
<b>Value Type:</b>	TWTY_UINT32
<b>Allowed Values:</b>	>=0

**TWEI\_DESHADEBLACKRLMAX**

<b>Description</b>	The longest black pixel run-length in the region prior to deshading. If this value is unknown the Source returns -1.
<b>Value Type:</b>	TWTY_UINT32
<b>Allowed Values:</b>	>=0

**TWEI\_DESHADEWHITECOUNTOLD**

<b>Description</b>	The total number of white pixels in the region prior to deshading. If this value is unknown the Source returns -1.
<b>Value Type:</b>	TWTY_UINT32
<b>Allowed Values:</b>	>=0



### TWEI\_DESHADEWHITECOUNTNEW

<b>Description</b>	The total number of white pixels in the region after deshading. If this value is unknown the Source returns -1.
<b>Value Type:</b>	TWTY_UINT32
<b>Allowed Values:</b>	>=0

### TWEI\_DESHADEWHITERLMIN

<b>Description</b>	The shortest white pixel run-length in the region prior to deshading. If this value is unknown the Source returns -1.
<b>Value Type:</b>	TWTY_UINT32
<b>Allowed Values:</b>	>=0

### TWEI\_DESHADEWHITERLAVE

<b>Description</b>	The average length of all white pixel run-lengths in the region prior to deshading. If this value is unknown the Source returns -1.
<b>Value Type:</b>	TWTY_UINT32
<b>Allowed Values:</b>	>=0

### TWEI\_DESHADEWHITERLMAX

<b>Description</b>	The longest white pixel run-length in the region prior to deshading. If this value is unknown the Source returns -1.
<b>Value Type:</b>	TWTY_UINT32
<b>Allowed Values:</b>	>=0

## Speckle Removal

### TWEI\_SPECKLESREMOVED

<b>Description</b>	The number of speckles removed from the image when de-speckle is enabled.
<b>Value Type:</b>	TWTY_UINT32
<b>Allowed Values:</b>	>=0

**TWEI\_BLACKSPECKLESREMOVED**

<b>Description</b>	The number of black speckles removed from the image when despeckle is enabled.
<b>Value Type:</b>	TWTY_UINT32
<b>Allowed Values:</b>	>=0

**TWEI\_WHITESPECKLESREMOVED**

<b>Description</b>	The number of white speckles removed (black speckles added) from the image when despeckle is enabled.
<b>Value Type:</b>	TWTY_UINT32
<b>Allowed Values:</b>	>=0

**Horizontal Line Detection and Removal****TWEI\_HORZLINECOUNT**

<b>Description</b>	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.
<b>Value Type:</b>	TWTY_UINT32
<b>Allowed Values:</b>	>=0

**TWEI\_HORZLINEXCOORD**

<b>Description</b>	The X coordinate in pixels of a horizontal line detected in the image.
<b>Value Type:</b>	TWTY_UINT32
<b>Allowed Values:</b>	>=0

**TWEI\_HORZLINEYCOORD**

<b>Description</b>	The Y coordinate in pixels of a horizontal line detected in the image
<b>Value Type:</b>	TWTY_UINT32
<b>Allowed Values:</b>	>=0

**TWEI\_HORZLINELENGTH**

<b>Description</b>	The length in pixels of a horizontal line detected in the image.
<b>Value Type:</b>	TWTY_UINT32
<b>Allowed Values:</b>	>=0

## TWEI\_HORZLINETHICKNESS

<b>Description</b>	The thickness (height) in pixels of a horizontal line detected in the image.
<b>Value Type:</b>	TWTY_UINT32
<b>Allowed Values:</b>	>=0

## Vertical Line Detection and Removal

### TWEI\_VERTLINECOUNT

<b>Description</b>	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.
<b>Value Type:</b>	TWTY_UINT32
<b>Allowed Values:</b>	>=0

### TWEI\_VERTLINEXCOORD

<b>Description</b>	The X coordinate in pixels of a vertical line detected in the image.
<b>Value Type:</b>	TWTY_UINT32
<b>Allowed Values:</b>	>=0

### TWEI\_VERTLINEYCOORD

<b>Description</b>	The Y coordinate in pixels of a vertical line detected in the image.
<b>Value Type:</b>	TWTY_UINT32
<b>Allowed Values:</b>	>=0

### TWEI\_VERTLINELENGTH

<b>Description</b>	The length in pixels of a vertical line detected in the image.
<b>Value Type:</b>	TWTY_UINT32
<b>Allowed Values:</b>	>=0

### TWEI\_VERTLINETHICKNESS

<b>Description</b>	The thickness (width) in pixels of a vertical line detected in the image.
<b>Value Type:</b>	TWTY_UINT32
<b>Allowed Values:</b>	>=0

**Patch Code Detection (Job Separation)****TWEI\_PATCHCODE**

<b>Description</b>	The patch code detected.
<b>Value Type:</b>	TWTY_UINT32
<b>Allowed Values:</b>	TWPCH_PATCH1, TWPCH_PATCH2, TWPCH_PATCH3, TWPCH_PATCH4, TWPCH_PATCH6, TWPCH_PATCH7

**Skew detection and Removal****TWEI\_DESKEWSTATUS**

<b>Description</b>	Returns the status of the deskew operation.								
<b>Value Type:</b>	TWTY_UINT32								
<b>Allowed Values:</b>	<table border="0"> <tr> <td>TWDSK_SUCCESS</td><td>Image successfully deskewed</td></tr> <tr> <td>TWDSK_REPORTONLY</td><td>Deskew information only</td></tr> <tr> <td>TWDSK_FAIL</td><td>Deskew failed</td></tr> <tr> <td>TWDSK_DISABLED</td><td>Deskew engine not enabled</td></tr> </table>	TWDSK_SUCCESS	Image successfully deskewed	TWDSK_REPORTONLY	Deskew information only	TWDSK_FAIL	Deskew failed	TWDSK_DISABLED	Deskew engine not enabled
TWDSK_SUCCESS	Image successfully deskewed								
TWDSK_REPORTONLY	Deskew information only								
TWDSK_FAIL	Deskew failed								
TWDSK_DISABLED	Deskew engine not enabled								

**TWEI\_SKEWORIGINALANGLE**

<b>Description</b>	The amount of skew in the original image.
<b>Value Type:</b>	TWTY_UINT32
<b>Allowed Values:</b>	>=0

**TWEI\_SKEWFINALANGLE**

<b>Description</b>	The amount of skew in the deskewed image. This number may not be zero.
<b>Value Type:</b>	TWTY_UINT32
<b>Allowed Values:</b>	>=0

**TWEI\_SKEWCONFIDENCE**

<b>Description</b>	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.
<b>Value Type:</b>	TWTY_UINT32
<b>Allowed Values:</b>	>=0

### TWEI\_SKEWWINDOWX1

<b>Description</b>	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.
<b>Value Type:</b>	TWTY_UINT32
<b>Allowed Values:</b>	>=0

### TWEI\_SKEWWINDOWY1

<b>Description</b>	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.
<b>Value Type:</b>	TWTY_UINT32
<b>Allowed Values:</b>	>=0

### TWEI\_SKEWWINDOWX2

<b>Description</b>	The X image coordinate in pixels of the upper right corner of the virtual deskewed image.
<b>Value Type:</b>	TWTY_UINT32
<b>Allowed Values:</b>	>=0

### TWEI\_SKEWWINDOWY2

<b>Description</b>	The Y image coordinate in pixels of the upper right corner of the virtual deskewed image.
<b>Value Type:</b>	TWTY_UINT32
<b>Allowed Values:</b>	>=0

### TWEI\_SKEWWINDOWX3

<b>Description</b>	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.
<b>Value Type:</b>	TWTY_UINT32
<b>Allowed Values:</b>	>=0

### TWEI\_SKEWWINDOWY3

<b>Description</b>	The Y image coordinate in pixels of the lower left corner of the virtual deskewed image.
<b>Value Type:</b>	TWTY_UINT32
<b>Allowed Values:</b>	>=0

**TWEI\_SKEWWINDOWX4**

<b>Description</b>	The X image coordinate in pixels of the lower right corner of the virtual deskewed image.
<b>Value Type:</b>	TWTY_UINT32
<b>Allowed Values:</b>	>=0

**TWEI\_SKEWWINDOWY4**

<b>Description</b>	The Y image coordinate in pixels of the lower right corner of the deskewed image.
<b>Value Type:</b>	TWTY_UINT32
<b>Allowed Values:</b>	>=0

**Endorsed / Imprinted Text****TWEI\_ENDORSEDTEXT**

<b>Description</b>	The text that was endorsed on the paper by the scanner.
<b>Value Type:</b>	TWTY_STR255
<b>Allowed Values:</b>	Any string

**Forms Recognition****TWEI\_FORMCONFIDENCE**

<b>Description</b>	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.
<b>Value Type:</b>	TWTY_UINT32
<b>Allowed Values:</b>	0 to 100

**TWEI\_FORMTEMPLATEMATCH**

<b>Description</b>	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.
<b>Value Type:</b>	TWTY_STR255
<b>Allowed Values:</b>	Any string

## TWEI\_FORMTEMPLATEPAGEMATCH

<b>Description</b>	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.
<b>Value Type:</b>	TWTY_UINT32
<b>Allowed Values:</b>	>=0

## TWEI\_FORMHORZDOCOFFSET

<b>Description</b>	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.
<b>Value Type:</b>	TWTY_UINT32
<b>Allowed Values:</b>	>=0

## TWEI\_FORMVERTDOCOFFSET

<b>Description</b>	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.
<b>Value Type:</b>	TWTY_UINT32
<b>Allowed Values:</b>	>= 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**

<b>Description</b>	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.
<b>Value Type:</b>	TWTY_STR255
<b>Allowed Values:</b>	Any valid string data.
<b>See Also:</b>	DAT_IMAGELAYOUT TW_IMAGELAYOUT

**TWEI\_CHAPTERNUMBER**

<b>Description</b>	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.
<b>Value Type:</b>	TWTY_UINT32
<b>Allowed Values:</b>	1 to $2^{32}-1$
<b>See Also:</b>	DAT_IMAGELAYOUT TW_IMAGELAYOUT

**TWEI\_DOCUMENTNUMBER**

<b>Description</b>	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.
<b>Value Type:</b>	TWTY_UINT32
<b>Allowed Values:</b>	1 to $2^{32}-1$
<b>See Also:</b>	DAT_IMAGELAYOUT TW_IMAGELAYOUT



## TWEI\_PAGENUMBER

<b>Description</b>	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.
<b>Value Type:</b>	TWTY_UINT32
<b>Allowed Values:</b>	1 to $2^{32}-1$
<b>See Also:</b>	DAT_IMAGELAYOUT TW_IMAGELAYOUT

## TWEI\_CAMERA

<b>Description</b>	<p>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.</p> <p>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".</p>
<b>Value Type:</b>	TWTY_STR255
<b>Allowed Values:</b>	<p>TWIFY_CAMERA, TWIFY_CAMERATOP and TWIFY_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).</p> <p>The Source must identify the exact camera used. This means that even if the Source has been set to use a TWIFY_CAMERA device, it must report the TWIFY_CAMERATOP or TWIFY_CAMERABOTTOM device as appropriate.</p> <p>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.</p>

**TWEI\_FRAMENUMBER**

<b>Description</b>	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.
<b>Value Type:</b>	TWTY_UINT32
<b>Allowed Values:</b>	1 to $2^{32}-1$
<b>See Also:</b>	DAT_IMAGELAYOUT TW_IMAGELAYOUT

**TWEI\_FRAME**

<b>Description</b>	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.
<b>Value Type:</b>	TWTY_FRAME
<b>Allowed Values:</b>	Any valid FRAME describing a segment within the boundaries of the current document
<b>See Also:</b>	TWEI_SEGMENTNUMBER DAT_IMAGELAYOUT TW_IMAGELAYOUT ICAP_FRAMES

**TWEI\_PIXELFLAVOR**

<b>Description</b>	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.
<b>Value Type:</b>	TWTY_UINT16
<b>Allowed Values:</b>	TWPF_CHOCOLATE TWPF_VANILLA
<b>See Also:</b>	ICAP_PIXELFLAVOR

---

## **TWAIN 1.91 Extended Image Attribute Capabilities**

These next items add image segmentation and ICC Profile metadata returns.

## TWEI\_ICCPROFILE

<b>Description</b>	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
<b>Value Type:</b>	TWTY_STR255
<b>Allowed Values:</b>	Any valid ICC profile file name or fully qualified path

## TWEI\_LASTSEGMENT

<b>Description</b>	Returns TRUE if the current segment is the last segment of a page.
<b>Value Type:</b>	TWTY_BOOL
<b>Allowed Values:</b>	TRUE or FALSE
<b>See Also:</b>	

## TWEI\_SEGMENTNUMBER

<b>Description</b>	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.
<b>Value Type:</b>	TWTY_UINT32
<b>Allowed Values:</b>	>=0
<b>See Also:</b>	TWEI_FRAME DAT_IMAGELAYOUT TW_IMAGELAYOUT ICAP_FRAMES

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## TWAIN 2.0 Extended Image Attribute Capabilities

These next items provide support for MICR.

### TWEI\_MAGTYPE

<b>Description</b>	Reports back that magnetic data was found and it is of a string. Data may contain placeholders for unrecognized characters.
<b>Value Type:</b>	TWTY_UINT16
<b>Allowed Values:</b>	TWMD_MICR, TWMD_RAW, or TWMD_INVALID

---

## TWAIN 2.1 Extended Image Attribute Capabilities

### TWEI\_FILESYSTEMSOURCE

<b>Description</b>	Returns a DAT_FILESYSTEM string describing the camera that captured the image data.
<b>Value Type:</b>	TWTY_STR255
<b>Allowed Values:</b>	Any of the camera values returned by DAT_FILESYSTEM / MSG_GETFIRSTFILE or MSG_GETNEXTFILE

### TWEI\_IMAGEMERGED

<b>Description</b>	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.
<b>Value Type:</b>	TWTY_BOOL
<b>Allowed Values:</b>	TRUE if the front and rear images were merged.

### TWEI\_MAGDATA

<b>Description</b>	This is a “blob” of data with a byte count retrieved from the driver/device. The interpretation of the data comes from TWEI_MAGTYPE.
<b>Value Type:</b>	TWTY_HANDLE, or TWTY_STR255
<b>Allowed Values:</b>	Any handle to a blob of data

### TWEI\_MAGDATALENGTH

<b>Description:</b>	This describes the length of the magnetic data. Either in bytes for “blob” or data or characters for string data.
<b>Value Type:</b>	TWTY_UINT32
<b>Allowed Values:</b>	$\geq 0$

### TWEI\_PAGESIDE

<b>Description</b>	Returns a value indicating if the image represents the front or rear of the sheet of paper.
<b>Value Type:</b>	TWTY_UINT16
<b>Allowed Values:</b>	TWCS_TOP (front of sheet) TWCS_BOTTOM (rear of sheet)

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## TWAIN 2.2 Extended Image Attribute Capabilities

### TWEI\_PAPERCOUNT

<b>Description</b>	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.
<b>Value Type:</b>	TWTY_UINT32
<b>Allowed Values:</b>	1 to $2^{32}-1$
<b>See Also:</b>	TWEI_PAGENUMBER



# 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:

<code>MSG_GET</code>	Returns the Current, Default and Available settings for a capability.
<code>MSG_GETCURRENT</code>	Returns the Current setting for a capability.
<code>MSG_GETDEFAULT</code>	Returns the value of the Source's preferred Default values.
<code>MSG_RESET</code>	Returns the capability to its TWAIN Default (power-on) condition (i.e. all previous negotiation is ignored).
<code>MSG_RESETALL</code>	Returns all of the current values to the default settings used when the driver was first installed.
<code>MSG_SET</code>	Allows the application to set the Current value of a capability.
<code>MSG_SETCONSTRAINT</code>	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.

## 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

<a href="#">CAP_DEVICEEVENT</a>	MSG_SET selects which events the application wants the source to report; MSG_RESET resets the capability to the empty array (no events set).
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### Audible Alarms

<a href="#">CAP_ALARMS</a>	Turns specific audible alarms on and off.
<a href="#">CAP_ALARMVOLUME</a>	Controls the volume of a device’s audible alarm.

### Audio

<a href="#">ACAP_XFERMECH</a>	Allows application and source to identify which audio transfer mechanisms they have in common.
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### Automatic Adjustments

<a href="#">CAP_AUTOMATICSENSEMEDIMUM</a>	Configures a Source to check for paper in the Automatic Document Feeder.
<a href="#">ICAP_AUTODISCARDBLANKPAGES</a>	Discards blank pages.
<a href="#">ICAP_AUTOMATICBORDERDETECTION</a>	Turns automatic border detection on and off.
<a href="#">ICAP_AUTOMATICCOLORENABLED</a>	Detects the pixel type of the image and returns either a color image or a non-color image specified by <a href="#">ICAP_AUTOMATICCOLORNONCOLORPIXELTYPE</a> .
<a href="#">ICAP_AUTOMATICCOLORNONCOLORPIXELTYPE</a>	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.
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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
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

## 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

<code>CAP_ENDORSER</code>	Allows the application to specify the starting endorser / imprinter number.
<code>CAP_PRINTER</code>	<code>MSG_GET</code> returns current list of available printer devices; <code>MSG_SET</code> selects the device for negotiation.
<code>CAP_PRINTERENABLED</code>	Turns the current <code>CAP_PRINTER</code> device on or off.
<code>CAP_PRINTERINDEX</code>	Starting number for the <code>CAP_PRINTER</code> device.
<code>CAP_PRINTERMODE</code>	Specifies appropriate current <code>CAP_PRINTER</code> device mode.
<code>CAP_PRINTERSTRING</code>	String(s) to be used in the string component when <code>CAP_PRINTER</code> device is enabled.
<code>CAP_PRINTERSUFFIX</code>	String to be used as current <code>CAP_PRINTER</code> device's suffix.
<code>CAP_PRINTERVERTICALOFFSET</code>	Y-Offset for current <code>CAP_PRINTER</code> device

### Image Information

<code>CAP_AUTHOR</code>	Author of acquired image (may include a copyright string)
<code>CAP_CAPTION</code>	General note about acquired image
<code>CAP_TIMEDATE</code>	Date and Time the image was acquired (entered State 7)
<code>ICAP_EXTIMAGEINFO</code>	Allows the application to query the data source to see if it supports the new operation triplet <code>DG_IMAGE/DAT_EXTIMAGEINFO/MSG_GET</code> .
<code>ICAP_SUPPORTEDEXTIMAGEINFO</code>	Lists all of the information that the Source is capable of returning from a call to <code>DAT_EXTIMAGEINFO</code> .

### Image Parameters for Acquire

<code>CAP_THUMBNAILSENABLED</code>	Allows an application to request the delivery of thumbnail representations for the set of images that are to be delivered.
<code>ICAP_AUTOBRIGHT</code>	Enable Source's Auto-brightness function
<code>ICAP_BRIGHTNESS</code>	Source brightness values
<code>ICAP_CONTRAST</code>	Source contrast values
<code>ICAP_HIGHLIGHT</code>	Lightest highlight, values lighter than this value will be set to this value
<code>ICAP_IMAGEDATASET</code>	Gets or sets the image indices that will be delivered during the standard image transfer done in States 6 and 7.
<code>ICAP_MIRROR</code>	Source can, or should, mirror image.
<code>ICAP_ORIENTATION</code>	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.
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## MICR

CAP_MICRENABLED	Enables actions needed to support check scanning.
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## Pages

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

## Paper Handling

CAP_AUTOFEED	MSG_SET to TRUE to enable Source's automatic feeding
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<code>CAP_CLEARPAGE</code>	MSG_SET to TRUE to eject current page and leave acquire area empty
<code>CAP_DUPLEX</code>	Indicates whether the scanner supports duplex.
<code>CAP_DUPLEXENABLED</code>	Enables the user to set the duplex option to be TRUE or FALSE.
<code>CAP_FEEDERALIGNMENT</code>	Indicates the alignment of the document feeder.
<code>CAP_FEEDERENABLED</code>	If TRUE, Source's feeder is available
<code>CAP_FEEDERLOADED</code>	If TRUE, Source has documents loaded in feeder (MSG_GET only)
<code>CAP_FEEDERORDER</code>	Specifies whether feeder starts with top of first or last page.
<code>CAP_FEEDERPOCKET</code>	Report what pockets are available as paper leaves a device.
<code>CAP_FEEDERPREP</code>	Improve the movement of paper through a scanner ADF.
<code>CAP_FEEDPAGE</code>	MSG_SET to TRUE to eject current page and feed next page
<code>CAP_PAPERDETECTABLE</code>	Determines whether source can detect documents on the ADF or flatbed.
<code>CAP_PAPERHANDLING</code>	Control paper handling
<code>CAP_REACQUIREALLOWED</code>	Capable of acquiring multiple images of the same page without changing the physical registration of that page.
<code>CAP_REWINDPAGE</code>	MSG_SET to TRUE to do a reverse feed
<code>ICAP_FEEDERTYPE</code>	Allows application to set scan parameters depending on the type of feeder being used.

### Patch Code Detection

<code>ICAP_PATCHCODEDETECTIONENABLED</code>	Turns patch code detection on and off.
<code>ICAP_SUPPORTEDPATCHCODETYPES</code>	List of patch code types that can be detected by current data source.
<code>ICAP_PATCHCODEMAXSEARCHPRIORITIES</code>	Maximum number of search priorities.
<code>ICAP_PATCHCODESEARCHPRIORITIES</code>	List of patch code types dictating the order in which patch codes will be sought.
<code>ICAP_PATCHCODESEARCHMODE</code>	Restricts patch code searching to certain orientations, or prioritizes one orientation over another.
<code>ICAP_PATCHCODEMAXRETRIES</code>	Restricts the number of times a search will be retried if none are found on a page.
<code>ICAP_PATCHCODETIMEOUT</code>	Restricts total time for searching for a patch code on a page.

### Power Monitoring

<code>CAP_BATTERYMINUTES</code>	The minutes of battery power remaining on a device.
<code>CAP_BATTERYPERCENTAGE</code>	With MSG_GET, indicates battery power status.

<code>CAP_POWERSAVETIME</code>	With <code>MSG_SET</code> , sets the camera power down timer in seconds; with <code>MSG_GET</code> , returns the current setting of the power down time.
<code>CAP_POWERSUPPLY</code>	<code>MSG_GET</code> reports the kinds of power available; <code>MSG_GETCURRENT</code> reports the current power supply to use.

## Resolution

<code>ICAP_XNATIVERESOLUTION</code>	Native optical resolution of device for x-axis
<code>ICAP_XRESOLUTION</code>	Current/ Available optical resolutions for x-axis
<code>ICAP_YNATIVERESOLUTION</code>	Native optical resolution of device for y-axis
<code>ICAP_YRESOLUTION</code>	Current/ Available optical resolutions for y-axis

## Transfers

<code>CAP_JOBCONTROL</code>	Allows multiple jobs in batch mode.
<code>CAP_XFERCOUNT</code>	Number of images the application is willing to accept this session
<code>ICAP_COMPRESSION</code>	Buffered Memory transfer compression schemes
<code>ICAP_IMAGEFILEFORMAT</code>	File formats for file transfers
<code>ICAP_TILES</code>	Tiled image data
<code>ICAP_UNDEFINEDIMAGESIZE</code>	The application will accept undefined image size
<code>ICAP_XFERMECH</code>	Transfer mechanism - used to learn options and set-up for upcoming transfer

## User Interface

<code>CAP_CAMERAPREVIEWUI</code>	Queries the source for UI support for preview mode.
<code>CAP_CUSTOMDSDATA</code>	Allows the application to query the data source to see if it supports the new operation triplets <code>DG_CONTROL/ DAT_CUSTOMDSDATA / MSG_GET</code> and <code>DG_CONTROL/ DAT_CUSTOMDSDATA / MSG_SET</code> .
<code>CAP_CUSTOMINTERFACEGUID</code>	Uniquely identifies an interface for a Data Source.
<code>CAP_ENABLEDSUIONLY</code>	Queries an application to see if it implements the new user interface settings dialog.
<code>CAP_INDICATORS</code>	Use the Source's progress indicator? (valid only when <code>ShowUI==FALSE</code> )
<code>CAP_INDICATORSMODE</code>	List of messages types that can be display if <code>ICAP_INDICATORS</code> is <code>TRUE</code>
<code>CAP_UICONTROLLABLE</code>	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.

#### Default Value:

The value the Source must use as the Current value when entering State 4 (following DG\_CONTROL / DAT\_IDENTITY / MSG\_OPENS).

This is the value the Source resets the Current value to when it receives a MSG\_RESET operation.

The Source reports its preferred Default value when it receives a MSG\_GETDEFAULT. The Source's preferred value may be different from the TWAIN Default value.

#### Allowed Values:

Definition of the values allowed for this capability.

### Containers

#### 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.

### Source Required Operations

Operations the Source is required to support.

### 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

<b>Type:</b>	TW_UINT16
<b>Default Value:</b>	TWSX_NATIVE
<b>Allowed Values:</b>	TWSX_NATIVE TWSX_FILE

### Containers

<b>MSG_GET</b>	TW_ENUMERATION TW_ONEVALUE
<b>MSG_GETCURRENT</b>	TW_ONEVALUE
<b>MSG_GETDEFAULT</b>	TW_ONEVALUE
<b>MSG_SET</b>	TW_ONEVALUE
<b>MSG_SETCONSTRAINT</b>	TW_ONEVALUE TW_ENUMERATION
<b>MSG_RESET</b>	TW_ONEVALUE
<b>MSG_QUERY SUPPORT</b>	TW_ONEVALUE

### Required By

All Audio Sources

### Source Required Operations

MSG\_GET / MSG\_GETCURRENT / MSG\_GETDEFAULT  
MSG\_SET / MSG\_RESET

### TWAIN Version Introduced

Version 1.8

### See Also

[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.

If not supported, return TWRC\_FAILURE / TWCC\_CAPUNSUPPORTED.

If Operation is not supported, return TWRC\_FAILURE, TWCC\_CAPBADOPERATION. (See [DG\\_CONTROL](#) / [DAT\\_CAPABILITY](#) / [MSG\\_QUERY SUPPORT](#))

### Values

<b>Type:</b>	TW_UINT16
<b>Default Value:</b>	No default
<b>Allowed Values:</b>	TWAL_ALARM TWAL_FEEDERERROR TWAL_FEEDERWARNING TWAL_BARCODE TWAL_DOUBLEFEED TWAL_JAM TWAL_PATCHCODE TWAL_POWER TWAL_SKEW

### Containers

MSG_GET	TW_ARRAY
---------	----------

<b>MSG_GETCURRENT</b>	TW_ARRAY
<b>MSG_GETDEFAULT</b>	TW_ARRAY
<b>MSG_SET</b>	TW_ONEVALUE
<b>MSG_RESET</b>	TW_ARRAY
<b>MSG_SETCONSTRAINT</b>	TW_ONEVALUE TW_ARRAY
<b>MSG_QUERYSUPPORT</b>	TW_ONEVALUE

#### **Required By**

None

#### **Source Required Operations**

None

#### **TWAIN Version Introduced**

Version 1.8

#### **See Also**

[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).

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_INT32
Default Value:	No default
Allowed Values:	0 - 100

## Containers

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 Required Operations

None

## TWAIN Version Introduced

Version 1.8

## See Also

[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
Default Value:	“\0”
Allowed Values:	Any string

## Containers

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_QUERY SUPPORT	TW_ONEVALUE

## Required By

None

## Source Required Operations

None

## TWAIN Version Introduced

Version 1.0

## See Also

[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\_PENDINGXFRS. 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\_CAPUNSUPPORTED (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
Default Value:	No Default
Allowed Values:	TRUE or FALSE

## Containers

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_QUERY SUPPORT	TW_ONEVALUE	

## Required By

All Sources with Feeder Devices

## Source Required Operations

MSG\_GET / MSG\_GETCURRENT / MSG\_GETDEFAULT  
MSG\_SET / MSG\_RESET

## **TWAIN Version Introduced**

Version 1.0

## **See Also**

[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.

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_INT32
Default Value:	0
Allowed Values:	0 or greater

## Containers

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 Required Operations

None

## TWAIN Version Introduced

Version 1.8

## See Also

[CAP\\_TIMEBEFOREFIRSTCAPTURE](#)  
[CAP\\_TIMEBETWEENCAPTURES](#)  
[CAP\\_XFERCOUNT](#)  
[DG\\_CONTROL](#) / [DAT\\_FILESYSTEM](#) / [MSG\\_AUTOMATICCAPTUREDIRECTORY](#)



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## 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

<b>Type:</b>	TW_BOOL
<b>Default Value:</b>	FALSE
<b>Allowed Values:</b>	TRUE, FALSE

### Containers

<b>MSG_GET</b>	TW_ONEVALUE TW_ENUMERATION
<b>MSG_GETCURRENT</b>	TW_ONEVALUE
<b>MSG_GETDEFAULT</b>	TW_ONEVALUE
<b>MSG_SET</b>	TW_ONEVALUE
<b>MSG_SETCONSTRAINT</b>	TW_ONEVALUE TW_ENUMERATION
<b>MSG_RESET</b>	TW_ONEVALUE
<b>MSG_QUERY SUPPORT</b>	TW_ONEVALUE

### Required By

All ADF/Flatbed combo scanners.

### Source Operations

MSG\_GET / MSG\_GETCURRENT / MSG\_GETDEFAULT  
MSG\_SET / MSG\_RESET  
MSG\_QUERY SUPPORT

## **TWAIN Version Introduced**

Version 2.1

## **See Also**

[CAP\\_FEEDERENABLED](#)

[CAP\\_FEEDERLOADED](#)

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## 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.

### 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\_QUERY SUPPORT)

### Values

<b>Type:</b>	TW_BOOL
<b>Default Value:</b>	No default
<b>Allowed Values:</b>	TRUE or FALSE

### Containers

<b>MSG_GET</b>	TW_ONEVALUE TW_ENUMERATION	// 2.0 and higher
<b>MSG_GETCURRENT</b>	TW_ONEVALUE	
<b>MSG_GETDEFAULT</b>	TW_ONEVALUE	
<b>MSG_SET</b>	TW_ONEVALUE	
<b>MSG_SETCONSTRAINT</b>	TW_ONEVALUE TW_ENUMERATION	// 2.0 and higher
<b>MSG_RESET</b>	TW_ONEVALUE	
<b>MSG_QUERY SUPPORT</b>	TW_ONEVALUE	

### Required By

When a mid- to high-volume Source supports transfer of multiple images ahead of retrieval.

### **Source Required Operations**

None

### **TWAIN Version Introduced**

Version 1.6

### **See Also**

[CAP\\_AUTOFEED](#)

[CAP\\_CLEARBUFFERS](#)

[CAP\\_MAXBATCHBUFFERS](#)

[DG\\_CONTROL](#) / [DAT\\_PENDINGXFERS](#) / [MSG\\_STOPFEEDER](#)

---

# CAP\_BATTERYMINUTES

## Description

The minutes of battery power remaining to the device.

## 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.  
If not supported, return TWRC\_FAILURE / TWCC\_CAPUNSUPPORTED.  
If Operation is not supported, return TWRC\_FAILURE, TWCC\_CAPBADOPERATION. (See [DG\\_CONTROL](#) / [DAT\\_CAPABILITY](#) / [MSG\\_QUERY SUPPORT](#))

## Values

Type:	TW_INT32
Default Value:	No default
Allowed Values:	-2, -1, 0, and greater

## Containers

MSG_GET	TW_ONEVALUE TW_RANGE
MSG_GETCURRENT	TW_ONEVALUE
MSG_GETDEFAULT	TW_ONEVALUE
MSG_SET	Not Allowed
MSG_SETCONSTRAINT	Not Allowed
MSG_RESET	Not Allowed
MSG_QUERY SUPPORT	TW_ONEVALUE

## Required By

None

## Source Required Operations

None

## TWAIN Version Introduced

Version 1.8

## See Also

[CAP\\_BATTERYPERCENTAGE](#)  
[CAP\\_POWER SUPPLY](#)

---

# 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.

## 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.
- If not supported, return TWRC\_FAILURE / TWCC\_CAPUNSUPPORTED.
- If Operation is not supported, return TWRC\_FAILURE, TWCC\_CAPBADOPERATION. (See [DG\\_CONTROL](#) / [DAT\\_CAPABILITY](#) / [MSG\\_QUERY SUPPORT](#))

## Values

Type:	TW_INT16
Default Value:	None
Allowed Values:	-2, -1, 0 to 100.

## Containers

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_QUERY SUPPORT	TW_ONEVALUE

## Required By

None. Highly recommended for digital cameras that are equipped with batteries.

## Source Required Operations

MSG\_GET

## TWAIN Version Introduced

Version 1.8

## See Also

- [CAP\\_BATTERYMINUTES](#)
- [CAP\\_POWERSUPPLY](#)

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## 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

<b>Type:</b>	TW_BOOL
<b>Default Value:</b>	Dependent on ICAP_PIXELTYPE
<b>Allowed Values:</b>	TRUE or FALSE

### Containers

<b>MSG_GET</b>	TW_ONEVALUE TW_ENUMERATION	<b>// 2.0 and higher</b>
<b>MSG_GETCURRENT</b>	TW_ONEVALUE	
<b>MSG_GETDEFAULT</b>	TW_ONEVALUE	
<b>MSG_SET</b>	TW_ONEVALUE	
<b>MSG_SETCONSTRAINT</b>	TW_ONEVALUE TW_ENUMERATION	<b>// 2.0 and higher</b>
<b>MSG_RESET</b>	TW_ONEVALUE	
<b>MSG_QUERY SUPPORT</b>	TW_ONEVALUE	

### Required By

None

### Source Required Operations

MSG\_GET / MSG\_GETCURRENT / MSG\_GETDEFAULT  
MSG\_SET / MSG\_RESET

### TWAIN Version Introduced

Version 2.0

### See Also

[CAP\\_CAMERAORDER](#)  
[CAP\\_CAMERASIDE](#)

[DG\\_CONTROL](#) / [DAT\\_FILESYSTEM](#) / [MSG\\_CHANGEDIRECTORY](#)



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# 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
Default Value:	Scanner specific
Allowed Values:	All applicable ICAP_PIXELTYPE values

## Containers

MSG_GET	TW_ARRAY
MSG_GETCURRENT	TW_ARRAY
MSG_GETDEFAULT	TW_ARRAY
MSG_SET	TW_ONEVALUE
MSG_SETCONSTRAINT	TW_ONEVALUE TW_ARRAY
MSG_RESET	TW_ARRAY
MSG_QUERYSUPPORT	TW_ONEVALUE

## Required By

None

### Source Required Operations

MSG\_GET / MSG\_GETCURRENT / MSG\_GETDEFAULT  
MSG\_SET / MSG\_RESET

### TWAIN Version Introduced

Version 2.0

### See Also

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.

## 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.

## 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\\_QUERY SUPPORT](#))

## Values

Type:	TW_BOOL
Default Value:	None
Allowed Values:	TRUE or FALSE

## Containers

MSG_GET	TW_ONEVALUE TW_ENUMERATION	// 2.0 and higher
MSG_GETCURRENT	TW_ONEVALUE	
MSG_GETDEFAULT	TW_ONEVALUE	
MSG_SET	Not Allowed	
MSG_SETCONSTRAINT	Not Allowed	
MSG_RESET	Not Allowed	
MSG_QUERY SUPPORT	TW_ONEVALUE	

## Required By

None. Highly recommended for digital cameras.

## Source Required Operations

MSG\_GET

## TWAIN Version Introduced

Version 1.8

## See Also

None

## 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

<b>Type:</b>	TW_UINT16
<b>Default Value:</b>	TWCS_BOTH
<b>Allowed Values:</b>	TWCS_BOTH

TWCS\_TOP  
TWCS\_BOTTOM

### Containers

<b>MSG_GET</b>	TW_ENUMERATION TW_ONEVALUE
<b>MSG_GETCURRENT</b>	TW_ONEVALUE
<b>MSG_GETDEFAULT</b>	TW_ONEVALUE
<b>MSG_SET</b>	TW_ONEVALUE
<b>MSG_SETCONSTRAINT</b>	TW_ONEVALUE TW_ENUMERATION
<b>MSG_RESET</b>	TW_ONEVALUE
<b>MSG_QUERYSUPPORT</b>	TW_ONEVALUE

### Required By

None

### Source Required Operations

None

### TWAIN Version Introduced

Version 1.91

### See Also

[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**

<b>Type:</b>	TW_STR255
<b>Default Value:</b>	"\0"
<b>Allowed Values:</b>	Any string

**Containers**

<b>MSG_GET</b>	TW_ONEVALUE
<b>MSG_GETCURRENT</b>	TW_ONEVALUE
<b>MSG_GETDEFAULT</b>	TW_ONEVALUE
<b>MSG_SET</b>	TW_ONEVALUE
<b>MSG_SETCONSTRAINT</b>	TW_ONEVALUE
<b>MSG_RESET</b>	TW_ONEVALUE
<b>MSG_QUERY SUPPORT</b>	TW_ONEVALUE

**Required By**

None

**Source Required Operations**

None

**TWAIN Version Introduced**

Version 1.0

**See Also**

[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.

If not supported, return TWRC\_FAILURE / TWCC\_CAPUNSUPPORTED.

If Operation is not supported, return TWRC\_FAILURE, TWCC\_CAPBADOPERATION. (See [DG\\_CONTROL](#) / [DAT\\_CAPABILITY](#) / [MSG\\_QUERY SUPPORT](#))

## Values

Type:	TW_UINT16
Default Value:	TWCB_AUTO
Allowed Values:	TWCB_AUTO TWCB_CLEAR TWCB_NOCLEAR

## Containers

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_QUERY SUPPORT	TW_ONEVALUE

## Required By

When a mid- to high-volume Source supports transfer of multiple images ahead of retrieval.

## Source Required Operations

None

## TWAIN Version Introduced

Version 1.8

## See Also

[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\_CAPUNSUPPORTED (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
Default Value:	FALSE
Allowed Values:	TRUE or FALSE

## Containers

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_QUERY SUPPORT	TW_ONEVALUE	

## Required By

None



**Source Required Operations**

None

**TWAIN Version Introduced**

Version 1.0

**See Also**

`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.

**Source**

If not supported, return TWRC\_FAILURE/ TWCC\_CAPUNSUPPORTED.

**Values**

Type:	TW_BOOL
Default Value:	FALSE
Allowed Values:	TRUE or FALSE

**Containers**

MSG_GET	TW_ONEVALUE TW_ENUMERATION	// 2.0 and higher
MSG_GETCURRENT	TW_ONEVALUE	
MSG_GETDEFAULT	TW_ONEVALUE	
MSG_SET	Not Allowed	
MSG_SETCONSTRAINT	Not Allowed	
MSG_RESET	Not Allowed	
MSG_QUERY SUPPORT	TW_ONEVALUE	

**Required By**

None

**Source Required Operations**

None

**TWAIN Version Introduced**

Version 1.7

**See Also**

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.

## 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

<b>Type:</b>	TW_STR255
<b>Default Value:</b>	Same as the current value
<b>Allowed Values:</b>	A string in GUID format {XXXXXXXX-XXXX-XXXX-XXXX-XXXXXXXXXXXX}

## Containers

<b>MSG_GET</b>	TW_ONEVALUE
<b>MSG_GETCURRENT</b>	TW_ONEVALUE
<b>MSG_GETDEFAULT</b>	TW_ONEVALUE
<b>MSG_SET</b>	Not Allowed
<b>MSG_RESET</b>	Not Allowed
<b>MSG_SETCONSTRAINT</b>	Not Allowed
<b>MSG_QUERYSUPPORT</b>	TW_ONEVALUE

### **Required By**

Sources that support Custom Content.

### **Source Required Operations**

MSG\_GET / MSG\_GETCURRENT / MSG\_GETDEFAULT  
MSG\_QUERY SUPPORT

### **TWAIN Version Introduced**

Version 2.1

### **See Also**

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.

If not supported, return TWRC\_FAILURE / TWCC\_CAPUNSUPPORTED.

If Operation is not supported, return TWRC\_FAILURE, TWCC\_CAPBADOPERATION. (See [DG\\_CONTROL](#) / [DAT\\_CAPABILITY](#) / [MSG\\_QUERY SUPPORT](#))

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

<b>Type:</b>	<code>TW_UINT16</code>
<b>Default Value:</b>	(empty array)
<b>Allowed Values:</b>	<code>TWDE_CHECKAUTOMATICCAPTURE</code> <code>TWDE_CHECKBATTERY</code> <code>TWDE_CHECKDEVICEONLINE</code> <code>TWDE_CHECKFLASH</code> <code>TWDE_CHECKPOWERSUPPLY</code> <code>TWDE_CHECKRESOLUTION</code> <code>TWDE_DEVICEADDED</code> <code>TWDE_DEVICEOFFLINE</code> <code>TWDE_DEVICEREADY</code> <code>TWDE_DEVICEREMOVED</code> <code>TWDE_IMAGECAPTURED</code> <code>TWDE_IMAGEDELETED</code> <code>TWDE_PAPERDOUBLEFEED</code> <code>TWDE_PAPERJAM</code> <code>TWDE_LAMPFAILURE</code> <code>TWDE_POWERSAVE</code> <code>TWDE_POWERSAVENOTIFY</code> <code>TWDE_CUSTOMEVENTS</code>
	0x8000

### Containers

<b>MSG_GET</b>	<code>TW_ARRAY</code>
<b>MSG_GETCURRENT</b>	<code>TW_ARRAY</code>
<b>MSG_GETDEFAULT</b>	<code>TW_ARRAY</code>
<b>MSG_SET</b>	<code>TW_ONEVALUE</code>
<b>MSG_SETCONSTRAINT</b>	<code>TW_ONEVALUE</code> <code>TW_ARRAY</code>
<b>MSG_RESET</b>	<code>TW_ARRAY</code>
<b>MSG_QUERY SUPPORT</b>	<code>TW_ONEVALUE</code>

### Required By

None

### Source Required Operations

None

### TWAIN Version Introduced

Version 1.8

### See Also

[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.

## 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
Default Value:	None
Allowed Values:	TRUE or FALSE

## Containers

MSG_GET	TW_ONEVALUE TW_ENUMERATION	// 2.0 and higher
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

## Source Required Operations

MSG\_GET / MSG\_GETCURRENT / MSG\_GETDEFAULT

---

# 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.

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\_STR32

**Default Value:** No Default

**Allowed Values:** Any date

**Containers**

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

**Source Required Operations**

None

**TWAIN Version Introduced**

Version 1.8

**See Also**

[CAP\\_TIMEDATE](#)



---

# CAP\_DOUBLEFEEDDETECTION

## Description

Enables or disables double feed detection.

## Values

Type:	TW_UINT16
Default Value:	Empty list (Double Feed Detection is disabled when the list is empty)
Allowed Values:	TWDF_ULTRASONIC TWDF_BYLENGTH TWDF_INFRARED

## Containers

MSG_GET	TW_ARRAY
MSG_GETCURRENT	TW_ARRAY
MSG_GETDEFAULT	TW_ARRAY
MSG_SET	TW_ONEVALUE
MSG_SETCONSTRAINT	TW_ONEVALUE TW_ARRAY
MSG_RESET	TW_ARRAY
MSG_QUERY SUPPORT	TW_ONEVALUE

## Required By

None

## Source Required Operations

None

## TWAIN Version Introduced

Version 2.2

## See Also

[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 not supported, return TWRC\_FAILURE/ TWCC\_CAPUNSUPPORTED.

If Operation is not supported, return TWRC\_FAILURE, TWCC\_CAPBADOPERATION. (See [DG\\_CONTROL](#) / [DAT\\_CAPABILITY](#) / [MSG\\_QUERY SUPPORT](#))

If value is not support, return TWRC\_CHECKSTATUS and set to the closed value.

## Values

Type:	TW_FIX32
Default Value:	No Default
Allowed Values:	0 to 32767 in ICAP_UNITS

## Containers

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_QUERY SUPPORT	TW_ONEVALUE

## Required By

None

## Source Required Operations

None

## TWAIN Version Introduced

Version 2.2

## See Also

[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 multi-feed 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
Default Value:	No Default
Allowed Values:	TWDP_STOP TWDP_STOPANDWAIT TWDP_SOUND TWDP_DONOTIMPRINT

## Containers

MSG_GET	TW_ARRAY
MSG_GETCURRENT	TW_ARRAY
MSG_GETDEFAULT	TW_ARRAY
MSG_SET	TW_ONEVALUE
MSG_SETCONSTRAINT	TW_ONEVALUE TW_ARRAY
MSG_RESET	TW_ARRAY

**MSG\_QUERY SUPPORT** TW\_ONEVALUE

**Required By**

None

**Source Required Operations**

None

**TWAIN Version Introduced**

Version 2.2

**See Also**

[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.

If not supported, return TWRC\_FAILURE/ TWCC\_CAPUNSUPPORTED.

If Operation is not supported, return TWRC\_FAILURE, TWCC\_CAPBADOPERATION. (See [DG\\_CONTROL](#) / [DAT\\_CAPABILITY](#) / [MSG\\_QUERY SUPPORT](#)).

## Values

<b>Type:</b>	TW_UINT16
<b>Default Value:</b>	No Default
<b>Allowed Values:</b>	TWUS_LOW TWUS_MEDIUM TWUS_HIGH

## Containers

<b>MSG_GET</b>	TW_ENUMERATION
<b>MSG_GETCURRENT</b>	TW_ONEVALUE
<b>MSG_GETDEFAULT</b>	TW_ONEVALUE
<b>MSG_SET</b>	TW_ONEVALUE
<b>MSG_SETCONSTRAINT</b>	TW_ONEVALUE TW_ENUMERATION
<b>MSG_RESET</b>	TW_ONEVALUE
<b>MSG_QUERY SUPPORT</b>	TW_ONEVALUE

## Required By

None

## Source Required Operations

None

## TWAIN Version Introduced

Version 2.2

## See Also

[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.

**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**

<b>Type:</b>	TW_UINT16
<b>Default Value:</b>	TWDX_NONE
<b>Allowed Values:</b>	TWDX_NONE TWDX_1PASSDUPLEX TWDX_2PASSDUPLEX

**Containers**

<b>MSG_GET</b>	TW_ONEVALUE
<b>MSG_GETCURRENT</b>	TW_ONEVALUE
<b>MSG_GETDEFAULT</b>	TW_ONEVALUE
<b>MSG_SET</b>	Not Allowed
<b>MSG_SETCONSTRAINT</b>	Not Allowed
<b>MSG_RESET</b>	Not Allowed
<b>MSG_QUERYSUPPORT</b>	TW_ONEVALUE

**Required By**

All Sources that support Duplex scanning.

**Source Required Operations**

None

**TWAIN Version Introduced**

Version 1.7

**See Also**

[CAP\\_DUPLEXENABLED](#)

---

# CAP\_DUPLEXENABLED

## Description

The user can set the duplex option to be TRUE or FALSE. If TRUE, the scanner scans both sides of a paper; otherwise, the scanner will scan only one side of the image.

## Application

The Application should send MSG\_GET or MSG\_GETCURRENT to determine if the duplex option is enabled or not.

## Source

Source should return TRUE or FALSE based on the level of duplex support; otherwise, return TWRC\_FAILURE / TWCC\_CAPUNSUPPORTED.

## Values

Type:	TW_BOOL
Default Value:	FALSE
Allowed Values:	TRUE or FALSE

## Containers

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_QUERYUPPORT	TW_ONEVALUE	

## Required By

All Sources that support Duplex scanning.

## Source Required Operations

None

## TWAIN Version Introduced

Version 1.7

## See Also

[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.

**Source**

If not supported, return TWRC\_FAILURE/ TWCC\_CAPUNSUPPORTED.

**Values**

**Type:** TW\_BOOL

**Default Value:** FALSE

**Allowed Values:** TRUE or FALSE

**Containers**

MSG_GET	TW_ONEVALUE TW_ENUMERATION	// 2.0 and higher
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 Required Operations**

None

**TWAIN Version Introduced**

Version 1.7

**See Also**

DG\_CONTROL / DAT\_USERINTERFACE / MSG\_ENABLEDSUIONLY



---

# CAP\_ENDORSER

## Description

Allows the application to specify the starting endorser / imprinter number. All other endorser/ imprinter properties should be handled through the data source’s user interface.

The user can set the starting number for the endorser.

## Source

If not supported, return TWRC\_FAILURE / TWCC\_CAPUNSUPPORTED.

## Values

Type:	TW_UINT32
Default Value:	0
Allowed Values:	Any value

## Containers

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

Sources that control an Endorser.

## Source Required Operations

None

## TWAIN Version Introduced

Version 1.7

## See Also

None

---

# CAP\_EXTENDEDCAPS

**Description**

Allows the application and Source to negotiate capabilities to be used in States 5 and 6.

**Application**

MSG\_GETCURRENT provides a list of all capabilities which the Source and application have agreed to negotiate in States 5 and 6.

MSG\_GET provides a list of all capabilities the Source is willing to negotiate in States 5 and 6.

MSG\_SET specifies which capabilities the application wants to negotiate in States 5 and 6.

**Source**

If not supported, return TWRC\_FAILURE / TWCC\_CAPUNSUPPORTED.

**Values**

<b>Type:</b>	TW_UINT16
<b>Default Value:</b>	No Default
<b>Allowed Values:</b>	Any xCAP_xxxx

**Containers**

<b>MSG_GET</b>	TW_ARRAY
<b>MSG_GETCURRENT</b>	TW_ARRAY
<b>MSG_GETDEFAULT</b>	TW_ARRAY
<b>MSG_SET</b>	TW_ONEVALUE
<b>MSG_SETCONSTRAINT</b>	TW_ONEVALUE TW_ARRAY
<b>MSG_RESET</b>	TW_ARRAY
<b>MSG_QUERYSUPPORT</b>	TW_ONEVALUE

**Required By**

None

**Source Required Operations**

None

**TWAIN Version Introduced**

Version 1.0

**See Also**

[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
Default Value:	No Default
Allowed Values:	TWFA_NONE TWFA_LEFT TWFA_CENTER TWFA_RIGHT

## Containers

MSG_GET	TW_ONEVALUE
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_QUERY SUPPORT	TW_ONEVALUE

## Required By

None

## Source Required Operations

None

## TWAIN Version Introduced

Version 1.8

## See Also

None

## 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

<b>Type:</b>	TW_BOOL
<b>Default Value:</b>	No Default
<b>Allowed Values:</b>	TRUE or FALSE

## Containers

<b>MSG_GET</b>	TW_ONEVALUE TW_ENUMERATION	// 2.0 and higher
<b>MSG_GETCURRENT</b>	TW_ONEVALUE	
<b>MSG_GETDEFAULT</b>	TW_ONEVALUE	
<b>MSG_SET</b>	TW_ONEVALUE	
<b>MSG_SETCONSTRAINT</b>	TW_ONEVALUE TW_ENUMERATION	// 2.0 and higher
<b>MSG_RESET</b>	TW_ONEVALUE	
<b>MSG_QUERY SUPPORT</b>	TW_ONEVALUE	

## Required By

All Sources with feeder devices

## Source Required Operations

MSG\_GET / MSG\_GETCURRENT / MSG\_GETDEFAULT

## TWAIN Version Introduced

Version 1.0

## See Also

CAP_AUTOFEED	CAP_FEEDERPREP
CAP_CLEARPAGE	CAP_FEEDPAGE
CAP_FEEDERLOADED	CAP_REWINDPAGE
CAP_FEEDERPOCKET	

---

# CAP\_FEEDERLOADED

## Description

Reflect whether there are documents loaded in the Source’s feeder.

## 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\_CAPUNSUPPORTED (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
Default Value:	No Default
Allowed Values:	TRUE or FALSE

## Containers

MSG_GET	TW_ONEVALUE TW_ENUMERATION	// 2.0 and higher
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

## Source Required Operations

MSG\_GET / MSG\_GETCURRENT / MSG\_GETDEFAULT

## TWAIN Version Introduced

Version 1.0

## See Also

<a href="#">CAP_AUTOFEED</a>	<a href="#">CAP_FEEDPAGE</a>
<a href="#">CAP_CLEARPAGE</a>	<a href="#">CAP_REWINDPAGE</a>
<a href="#">CAP_FEEDERENABLED</a>	

---

# 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.

If not supported, return TWRC\_FAILURE / TWCC\_CAPUNSUPPORTED.

If Operation is not supported, return TWRC\_FAILURE, TWCC\_CAPBADOPERATION. (See [DG\\_CONTROL](#) / [DAT\\_CAPABILITY](#) / [MSG\\_QUERY SUPPORT](#))

## Values

Type:	TW_UINT16
Default Value:	No Default
Allowed Values:	TWFO_FIRSTPAGEFIRST TWFO_LASTPAGEFIRST

## Containers

MSG_GET	TW_ONEVALUE
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_QUERY SUPPORT	TW_ONEVALUE

## Required By

None

## Source Required Operations

None

## TWAIN Version Introduced

Version 1.8

## See Also

[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**

<b>Type:</b>	TW_UINT16
<b>Allowed Values:</b>	TWFP_POCKET1 - TWFP_POCKET16 TWFP_POCKETERROR

**Containers**

<b>MSG_GET</b>	TW_ARRAY
<b>MSG_GETCURRENT</b>	TW_ARRAY
<b>MSG_GETDEFAULT</b>	TW_ARRAY
<b>MSG_SET</b>	TW_ONEVALUE
<b>MSG_SETCONSTRAINT</b>	TW_ONEVALUE TW_ARRAY
<b>MSG_RESET</b>	TW_ARRAY
<b>MSG_QUERYSUPPORT</b>	TW_ONEVALUE

**Required By**

None

**Source Required Operations**

MSG\_GET

**TWAIN Version Introduced**

Version 2.0

**See Also**

[CAP\\_FEEDERENABLED](#)  
[CAP\\_MICREENABLED](#)



---

# 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
Default Value:	FALSE
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 TW_ENUMERATION
MSG_RESET	TW_ONEVALUE
MSG_QUERY SUPPORT	TW_ONEVALUE

## Required By

None

## Source Required Operations

MSG\_GET / MSG\_GETCURRENT / MSG\_GETDEFAULT  
MSG\_SET / MSG\_RESET

## TWAIN Version Introduced

Version 2.0

## See Also

[CAP\\_FEEDERENABLED](#)  
[CAP\\_MICREENABLED](#)

## 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\_CAPUNSUPPORTED (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

<b>Type:</b>	TW_BOOL
<b>Default Value:</b>	FALSE
<b>Allowed Values:</b>	TRUE or FALSE

### Containers

<b>MSG_GET</b>	TW_ONEVALUE TW_ENUMERATION	<b>// 2.0 and higher</b>
<b>MSG_GETCURRENT</b>	TW_ONEVALUE	
<b>MSG_GETDEFAULT</b>	TW_ONEVALUE	
<b>MSG_SET</b>	TW_ONEVALUE	
<b>MSG_SETCONSTRAINT</b>	TW_ONEVALUE TW_ENUMERATION	
<b>MSG_RESET</b>	TW_ONEVALUE	
<b>MSG_QUERYSUPPORT</b>	TW_ONEVALUE	

**Required By**

None

**Source Required Operations**

None

**TWAIN Version Introduced**

Version 1.0

**See Also**

[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
Default Value:	TRUE
Allowed Values:	TRUE or FALSE

## Containers

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

## Source Required Operations

None

## TWAIN Version Introduced

Version 1.1

## See Also

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**

<b>Type:</b>	TW_UINT16
<b>Default Value:</b>	See source section
<b>Allowed Values:</b>	TWCI_INFO, TWCI_WARNING, TWCI_ERROR, TWCI_WARMUP

**Containers**

MSG_GET	TW_ARRAY
MSG_GETCURRENT	TW_ARRAY
MSG_GETDEFAULT	TW_ARRAY
MSG_SET	TW_ONEVALUE
MSG_SETCONSTRAINT	TW_ONEVALUE TW_ARRAY
MSG_RESET	TW_ARRAY
MSG_SETCONSTRAINT	TW_ARRAY
MSG_QUERYSUPPORT	TW_ONEVALUE

**Required By**

None

**Source Required Operations**

None

**TWAIN Version Introduced**

Version 2.2

**See Also**

[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_J SIS	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\_J SIS or TWJC\_JSXS to stop scanning and ask the user for different job name.

### Source

If not supported, return TWRC\_FAILURE/ TWCC\_CAPUNSUPPORTED.

### Values

<b>Type:</b>	TW_UINT16
<b>Default Value:</b>	TWJC_NONE
<b>Allowed Values:</b>	TWJC_NONE TWJC_JSIC TWJC_J SIS TWJC_JSXC TWJC_JSXS

### Containers

<b>MSG_GET</b>	TW_ONEVALUE TW_ENUMERATION
<b>MSG_GETCURRENT</b>	TW_ONEVALUE
<b>MSG_GETDEFAULT</b>	TW_ONEVALUE
<b>MSG_SET</b>	TW_ONEVALUE
<b>MSG_SETCONSTRAINT</b>	TW_ONEVALUE TW_ENUMERATION
<b>MSG_RESET</b>	TW_ONEVALUE
<b>MSG_QUERY SUPPORT</b>	TW_ONEVALUE

### Required By

None

### **Source Required Operations**

None

### **TWAIN Version Introduced**

Version 1.7

### **See Also**

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...).

If not supported, return TWRC\_FAILURE / TWCC\_CAPUNSUPPORTED.

If Operation is not supported, return TWRC\_FAILURE, TWCC\_CAPBADOPERATION. (See [DG\\_CONTROL](#) / [DAT\\_CAPABILITY](#) / [MSG\\_QUERY SUPPORT](#))

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:	<b>In order of priority:</b> 1) appIdentity->Version.Language 2) TWLG_USERLOCALE 3) Source's choice
Allowed Values:	TWLG_USERLOCALE <b>// pre 1.8 values...</b> 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_FRENCH_LUXEMBOURG
TWLG_ALBANIA	TWLG_FRENCH_SWISS
TWLG_ARABIC	TWLG_GERMAN
TWLG_ARABIC_ALGERIA	TWLG_GERMAN_AUSTRIAN
TWLG_ARABIC_BAHRAIN	TWLG_GERMAN_LUXEMBOURG
TWLG_ARABIC_EGYPT	TWLG_GERMAN_LIECHTENSTEIN
TWLG_ARABIC_IRAQ	TWLG_GERMAN_SWISS
TWLG_ARABIC_JORDAN	TWLG_GREEK
TWLG_ARABIC_KUWAIT	TWLG_HEBREW
TWLG_ARABIC_LEBANON	TWLG_HUNGARIAN
TWLG_ARABIC_LIBYA	TWLG_ICELANDIC
TWLG_ARABIC_MOROCCO	TWLG_INDONESIAN
TWLG_ARABIC_OMAN	TWLG_ITALIAN
TWLG_ARABIC_QATAR	TWLG_ITALIAN_SWISS
TWLG_ARABIC_SAUDIARABIA	TWLG_JAPANESE
TWLG_ARABIC_SYRIA	TWLG_KOREAN
TWLG_ARABIC_TUNISIA	TWLG_KOREAN_JOHAB
TWLG_ARABIC_UAE	TWLG_LATVIAN
TWLG_ARABIC_YEMEN	TWLG_LITHUANIAN
TWLG_BASQUE	TWLG_NORWEGIAN
TWLG_BYELORUSSIAN	TWLG_NORWEGIAN_BOKMAL
TWLG_BULGARIAN	TWLG_NORWEGIAN_NYNORSK
TWLG_CATALAN	TWLG_POLISH
TWLG_CHINESE	TWLG_PORTUGUESE
TWLG_CHINESE_HONGKONG	TWLG_PORTUGUESE_BRAZIL
TWLG_CHINESE_PRC	TWLG_ROMANIAN
TWLG_CHINESE_SINGAPORE	TWLG_RUSSIAN
TWLG_CHINESE_SIMPLIFIED	TWLG_SERBIAN_LATIN
TWLG_CHINESE_TAIWAN	TWLG_SLOVAK
TWLG_CHINESE_TRADITIONAL	TWLG_SLOVENIAN
TWLG_CROATIA	TWLG_SPANISH
TWLG_CZECH	TWLG_SPANISH_MEXICAN
TWLG_DANISH	TWLG_SPANISH_MODER
TWLG_DUTCH	TWLG_SWEDISH
TWLG_DUTCH_BELGIAN	TWLG_THAI
TWLG_ENGLISH	TWLG_TURKISH
TWLG_ENGLISH_AUSTRALIAN	TWLG_UKRANIAN
TWLG_ENGLISH_CANADIAN	TWLG_ASSAMESE
TWLG_ENGLISH_IRELAND	TWLG_BENGALI
TWLG_ENGLISH_NEWZEALAND	TWLG_BIHARI
TWLG_ENGLISH_SOUTHAFRICA	TWLG_BODO
TWLG_ENGLISH_UK	TWLG_DOGRI
TWLG_ENGLISH	TWLG_GUJARATI
TWLG_ESTONIAN	TWLG_HARYANVI
TWLG_FAEROESE	TWLG_HINDI
TWLG_FARSI	TWLG_KANNADA
TWLG_FINNISH	TWLG_KASHMIRI
TWLG_FRENCH	TWLG_MALAYALAM
TWLG_FRENCH_BELGIAN	TWLG_MARATHI
TWLG_FRENCH_CANADIAN	

TWLG_MARWARI	TWLG_SIKKIMI
TWLG_MEGHALAYAN	TWLG_SWEDISH_FINLAND
TWLG_MIZO	TWLG_TAMIL
TWLG_NAGA	TWLG_TELUGU
TWLG_ORISSI	TWLG_TRIPURI
TWLG_PUNJABI	TWLG_URDU
TWLG_PUSHTU	TWLG_VIETNAMESE
TWLG_SERBIAN_CYRILLIC	

**Containers**

<b>MSG_GET</b>	TW_ONEVALUE TW_ENUMERATION
<b>MSG_GETCURRENT</b>	TW_ONEVALUE
<b>MSG_GETDEFAULT</b>	TW_ONEVALUE
<b>MSG_SET</b>	TW_ONEVALUE
<b>MSG_SETCONSTRAINT</b>	TW_ONEVALUE TW_ENUMERATION
<b>MSG_RESET</b>	TW_ONEVALUE
<b>MSG_QUERY SUPPORT</b>	TW_ONEVALUE

**Required By**

None

**Source Required Operations**

None

**TWAIN Version Introduced**

Version 1.8

**See Also**

None

---

# 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.

If not supported, return TWRC\_FAILURE/ TWCC\_CAPUNSUPPORTED.

If Operation is not supported, return TWRC\_FAILURE, TWCC\_CAPBADOPERATION. (See [DG\\_CONTROL](#) / [DAT\\_CAPABILITY](#) / [MSG\\_QUERY SUPPORT](#))

## Values

<b>Type:</b>	TW_UINT32
<b>Default Value:</b>	No Default
<b>Allowed Values:</b>	1 to 2 <sup>32</sup> -1

## Containers

<b>MSG_GET</b>	TW_ONEVALUE TW_ENUMERATION TW_RANGE
<b>MSG_GETCURRENT</b>	TW_ONEVALUE
<b>MSG_GETDEFAULT</b>	TW_ONEVALUE
<b>MSG_SET</b>	TW_ONEVALUE
<b>MSG_SETCONSTRAINT</b>	TW_ONEVALUE TW_ENUMERATION TW_RANGE
<b>MSG_RESET</b>	TW_ONEVALUE
<b>MSG_QUERY SUPPORT</b>	TW_ONEVALUE

## Required By

When a mid- to high-volume Source supports transfer of multiple images ahead of retrieval.

## Source Required Operations

None

## TWAIN Version Introduced

Version 1.8

## See Also

[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
Default Value:	FALSE
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 TW_ENUMERATION
MSG_RESET	TW_ONEVALUE
MSG_QUERYSUPPORT	TW_ONEVALUE

## Required By

None

## Source Required Operations

MSG\_GET / MSG\_GETCURRENT / MSG\_GETDEFAULT  
MSG\_SET / MSG\_RESET

## TWAIN Version Introduced

Version 2.0

## See Also

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.

## 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.

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_BOOL
Default Value:	TRUE
Allowed Values:	TRUE or FALSE

## Containers

MSG_GET	TW_ONEVALUE TW_ENUMERATION	// 2.0 and higher
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

## Source Required Operations

None

## TWAIN Version Introduced

Version 1.6

## See Also

[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**

<b>Type:</b>	TW_UINT16
<b>Default Value:</b>	No default
<b>Allowed Values:</b>	TWPH_NORMAL TWPH_FRAGILE TWPH_THICK TWPH_TRIFOLD TWPH_PHOTOGRAPH

**Containers**

<b>MSG_GET</b>	TW_ARRAY
<b>MSG_GETCURRENT</b>	TW_ARRAY
<b>MSG_GETDEFAULT</b>	TW_ARRAY
<b>MSG_SET</b>	TW_ONEVALUE
<b>MSG_SETCONSTRAINT</b>	TW_ONEVALUE TW_ARRAY
<b>MSG_RESET</b>	TW_ARRAY
<b>MSG_QUERYSUPPORT</b>	TW_ONEVALUE

**Required By**

None

**Source Required Operations**

None

**TWAIN Version Introduced**

Version 2.2

**See Also**

None

---

# 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.

## 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\\_QUERY SUPPORT](#))

## Values

Type:	TW_INT32
Default Value:	No Default
Allowed Values:	>= -1

## Containers

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_QUERY SUPPORT	TW_ONEVALUE

## Required By

None. Highly recommended for digital cameras.

MSG\_GET  
MSG\_SET / MSG\_RESET

## Source Required Operations

None

## TWAIN Version Introduced

Version 1.8

## See Also

None

---

# CAP\_POWERSUPPLY

**Description**

MSG\_GET reports the kinds of power available to the device. MSG\_GETCURRENT reports the current power supply in use.

**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\\_QUERY SUPPORT](#))

**Values**

<b>Type:</b>	TW_UINT16
<b>Default Value:</b>	No default
<b>Allowed Values:</b>	TWPS_EXTERNAL TWPS_BATTERY

**Containers**

<b>MSG_GET</b>	TW_ONEVALUE TW_ENUMERATION
<b>MSG_GETCURRENT</b>	TW_ONEVALUE
<b>MSG_GETDEFAULT</b>	TW_ONEVALUE
<b>MSG_SET</b>	Not Allowed
<b>MSG_SETCONSTRAINT</b>	Not Allowed
<b>MSG_RESET</b>	Not Allowed
<b>MSG_QUERY SUPPORT</b>	TW_ONEVALUE

**Required By**

None

**Source Required Operations**

None

**TWAIN Version Introduced**

Version 1.8

**See Also**

None



---

## 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.

If not supported, return TWRC\_FAILURE / TWCC\_CAPUNSUPPORTED.

If Operation is not supported, return TWRC\_FAILURE, TWCC\_CAPBADOPERATION. (See [DG\\_CONTROL](#) / [DAT\\_CAPABILITY](#) / [MSG\\_QUERY SUPPORT](#))

### Values

<b>Type:</b>	TW_UINT16
<b>Default Value:</b>	No Default
<b>Allowed Values:</b>	TWPR_IMPRINTERTOPBEFORE TWPR_IMPRINTERTOPAFTER TWPR_IMPRINTERBOTTOMBEFORE TWPR_IMPRINTERBOTTOMAFTER TWPR_ENDORSERTOPBEFORE TWPR_ENDORSERTOPAFTER TWPR_ENDORSERBOTTOMBEFORE TWPR_ENDORSERBOTTOMAFTER

### Containers

<b>MSG_GET</b>	TW_ONEVALUE TW_ENUMERATION
<b>MSG_GETCURRENT</b>	TW_ONEVALUE
<b>MSG_GETDEFAULT</b>	TW_ONEVALUE
<b>MSG_SET</b>	TW_ONEVALUE
<b>MSG_SETCONSTRAINT</b>	TW_ONEVALUE TW_ENUMERATION
<b>MSG_RESET</b>	TW_ONEVALUE
<b>MSG_QUERY SUPPORT</b>	TW_ONEVALUE

**Required By**

All Sources that control a printer type device.

**Source Required Operations**

None

**TWAIN Version Introduced**

Version 1.8

**See Also**

CAP\_PRINTERENABLED  
CAP\_PRINTERINDEX  
CAP\_PRINTERMODE

CAP\_PRINTERSTRING  
CAP\_PRINTERSUFFIX  
CAP\_PRINTERVERTICALOFFSET

---

# CAP\_PRINTERENABLED

## Description

Turns the current CAP\_PRINTER device on or off.

## 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\\_QUERY SUPPORT](#))

## Values

Type:	TW_BOOL
Default Value:	FALSE
Allowed Values:	TRUE or FALSE

## Containers

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_QUERY SUPPORT	TW_ONEVALUE	

## Required By

All Sources that control a printer type device.

## Source Required Operations

None

## TWAIN Version Introduced

Version 1.8

## See Also

<a href="#">CAP_PRINTER</a>	<a href="#">CAP_PRINTERSTRING</a>
<a href="#">CAP_PRINTERINDEX</a>	<a href="#">CAP_PRINTERSUFFIX</a>
<a href="#">CAP_PRINTERMODE</a>	<a href="#">CAP_PRINTERVERTICALOFFSET</a>

---

# 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.

If not supported, return TWRC\_FAILURE / TWCC\_CAPUNSUPPORTED.

If Operation is not supported, return TWRC\_FAILURE, TWCC\_CAPBADOPERATION. (See [DG\\_CONTROL](#) / [DAT\\_CAPABILITY](#) / [MSG\\_QUERY SUPPORT](#))

**Values**

<b>Type:</b>	TW_UINT32
<b>Default Value:</b>	0
<b>Allowed Values:</b>	Any values.

**Containers**

<b>MSG_GET</b>	TW_ONEVALUE
<b>MSG_GETCURRENT</b>	TW_ONEVALUE
<b>MSG_GETDEFAULT</b>	TW_ONEVALUE
<b>MSG_SET</b>	TW_ONEVALUE
<b>MSG_SETCONSTRAINT</b>	TW_ONEVALUE
<b>MSG_RESET</b>	TW_ONEVALUE
<b>MSG_QUERY SUPPORT</b>	TW_ONEVALUE

**Required By**

None

**Source Required Operations**

None

**TWAIN Version Introduced**

Version 1.8

**See Also**

<a href="#">CAP_PRINTER</a>	<a href="#">CAP_PRINTERSTRING</a>
<a href="#">CAP_PRINTERENABLED</a>	<a href="#">CAP_PRINTERSUFFIX</a>
<a href="#">CAP_PRINTERMODE</a>	<a href="#">CAP_PRINTERVERTICALOFFSET</a>

---

# 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.

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

<b>Type:</b>	TW_UINT16
<b>Default Value:</b>	TWPM_SINGLESTRING
<b>Allowed Values:</b>	TWPM_SINGLESTRING TWPM_MULTISTRING TWPM_COMPOUNDSTRING

## Containers

<b>MSG_GET</b>	TW_ONEVALUE TW_ENUMERATION
<b>MSG_GETCURRENT</b>	TW_ONEVALUE
<b>MSG_GETDEFAULT</b>	TW_ONEVALUE
<b>MSG_SET</b>	TW_ONEVALUE
<b>MSG_SETCONSTRAINT</b>	TW_ONEVALUE TW_ENUMERATION
<b>MSG_RESET</b>	TW_ONEVALUE
<b>MSG_QUERYSUPPORT</b>	TW_ONEVALUE

## Required By

When a Source supports CAP\_PRINTERSTRING and / or CAP\_PRINTERSUFFIX.

## Source Required Operations

None

## **TWAIN Version Introduced**

Version 1.8

## **See Also**

`CAP_PRINTER`

`CAP_PRINTERENABLED`

`CAP_PRINTERINDEX`

`CAP_PRINTERSTRING`

`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.

If not supported, return TWRC\_FAILURE / TWCC\_CAPUNSUPPORTED.

If Operation is not supported, return TWRC\_FAILURE, TWCC\_CAPBADOPERATION. (See [DG\\_CONTROL](#) / [DAT\\_CAPABILITY](#) / [MSG\\_QUERY SUPPORT](#))

## Values

Type:	TW_STR255
Default Value:	No Default
Allowed Values:	Any string

## 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_QUERY SUPPORT	TW_ONEVALUE

## Required By

None

## Source Required Operations

None

## TWAIN Version Introduced

Version 1.8

## See Also

<a href="#">CAP_PRINTER</a>	<a href="#">CAP_PRINTERMODE</a>
<a href="#">CAP_PRINTERENABLED</a>	<a href="#">CAP_PRINTERSUFFIX</a>
<a href="#">CAP_PRINTERINDEX</a>	<a href="#">CAP_PRINTERVERTICALOFFSET</a>

---

# CAP\_PRINTER\_SUFFIX

**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.

**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\\_QUERY\\_SUPPORT](#))

**Values**

Type:	TW_STR255
Default Value:	No Default
Allowed Values:	Any string

**Containers**

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_QUERY_SUPPORT	TW_ONEVALUE

**Required By**

None

**Source Required Operations**

None

**TWAIN Version Introduced**

Version 1.8

**See Also**

<a href="#">CAP_PRINTER</a>	<a href="#">CAP_PRINTERMODE</a>
<a href="#">CAP_PRINTERENABLED</a>	<a href="#">CAP_PRINTERSTRING</a>
<a href="#">CAP_PRINTERINDEX</a>	<a href="#">CAP_PRINTERVERTICALOFFSET</a>



---

# 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.

If not supported, return TWRC\_FAILURE / TWCC\_CAPUNSUPPORTED.

If Operation is not supported, return TWRC\_FAILURE, TWCC\_CAPBADOPERATION. (See [DG\\_CONTROL](#) / [DAT\\_CAPABILITY](#) / [MSG\\_QUERY SUPPORT](#))

### Values

Type:	TW_FIX32
Default Value:	No Default
Allowed Values:	Any value

### Containers

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_QUERY SUPPORT	TW_ONEVALUE

### Required By

None

### Source Required Operations

None

### TWAIN Version Introduced

Version 2.2

### See Also

<a href="#">CAP_PRINTER</a>	<a href="#">CAP_PRINTERMODE</a>
<a href="#">CAP_PRINTERENABLED</a>	<a href="#">CAP_PRINTERSTRING</a>
<a href="#">CAP_PRINTERINDEX</a>	<a href="#">CAP_PRINTERSUFFIX</a>

---

# 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.

## 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.

If not supported, return TWRC\_FAILURE/ TWCC\_CAPUNSUPPORTED.

If Operation is not supported, return TWRC\_FAILURE, TWCC\_CAPBADOPERATION. (See [DG\\_CONTROL](#) / [DAT\\_CAPABILITY](#) / [MSG\\_QUERY SUPPORT](#))

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
Default Value:	No Default
Allowed Values:	TRUE or FALSE

## Containers

MSG_GET	TW_ONEVALUE TW_ENUMERATION	// 2.0 and higher
MSG_GETCURRENT	TW_ONEVALUE	
MSG_GETDEFAULT	TW_ONEVALUE	
MSG_SET	Not Allowed	
MSG_SETCONSTRAINT	Not Allowed	
MSG_RESET	Not Allowed	
MSG_QUERY SUPPORT	TW_ONEVALUE	

## Required By

None

## Source Required Operations

None

## TWAIN Version Introduced

Version 1.8

### **See Also**

CAP\_AUTOFEED  
CAP\_CLEARPAGE  
CAP\_FEEDERENABLED

CAP\_FEEDPAGE  
CAP\_REWINDPAGE

---

# 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\_CAPUNSUPPORTED (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
Default Value:	FALSE
Allowed Values:	TRUE or FALSE

## Containers

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_QUERY SUPPORT	TW_ONEVALUE	

## Required By

None

## Source Required Operations

None

## **TWAIN Version Introduced**

Version 1.0

## **See Also**

`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 / TW\_EI\_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 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

<b>Type:</b>	TW_UINT16
<b>Default Value:</b>	TWSG_NONE
<b>Allowed Values:</b>	TWSG_AUTO, TWSG_NONE, TWSG_MANUAL

### Containers

<b>MSG_GET</b>	TW_ONEVALUE TW_ENUMERATION
<b>MSG_GETCURRENT</b>	TW_ONEVALUE
<b>MSG_GETDEFAULT</b>	TW_ONEVALUE
<b>MSG_SET</b>	TW_ONEVALUE
<b>MSG_SETCONSTRAINT</b>	TW_ONEVALUE TW_ENUMERATION

<b>MSG_RESET</b>	TW_ONEVALUE
<b>MSG_QUERYSUPPORT</b>	TW_ONEVALUE

### Required By

None

### Source Required Operations

MSG\_GET / MSG\_GETCURRENT / MSG\_GETDEFAULT  
MSG\_SET / MSG\_RESET

### TWAIN Version Introduced

Version 1.91

### See Also

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.

**Application**

The value is device specific, Applications should not attempt to parse the information.

**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\\_QUERY SUPPORT](#))

**Values**

Type:	TW_STR255
Default Value:	No default
Allowed Values:	Any value

**Containers**

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_QUERY SUPPORT	TW_ONEVALUE

**Required By**

None

**Source Required Operations**

None

**TWAIN Version Introduced**

Version 1.8

**See Also**

None



---

# 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.”

## Values

<b>Type:</b>	TW_UINT16
<b>Default Value:</b>	No Default
<b>Allowed Values:</b>	Any “get-able” capability

## Containers

<b>MSG_GET</b>	TW_ARRAY
<b>MSG_GETCURRENT</b>	TW_ARRAY
<b>MSG_GETDEFAULT</b>	TW_ARRAY
<b>MSG_SET</b>	Not Allowed
<b>MSG_SETCONSTRAINT</b>	Not Allowed
<b>MSG_RESET</b>	Not Allowed
<b>MSG_QUERYSUPPORT</b>	TW_ONEVALUE

## Required By

All Sources

## Source Required Operations

MSG\_GET / MSG\_GETCURRENT / MSG\_GETDEFAULT

## TWAIN Version Introduced

Version 1.0

## See Also

[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.

**Values**

<b>Type:</b>	TW_UINT16
<b>Default Value:</b>	No Default
<b>Allowed Values:</b>	Any “get-able” capability

**Containers**

<b>MSG_GET</b>	TW_ARRAY
<b>MSG_GETCURRENT</b>	TW_ARRAY
<b>MSG_GETDEFAULT</b>	TW_ARRAY
<b>MSG_SET</b>	Not Allowed
<b>MSG_SETCONSTRAINT</b>	Not Allowed
<b>MSG_RESET</b>	Not Allowed
<b>MSG_QUERYSUPPORT</b>	TW_ONEVALUE

**Required By**

2.2 or greater sources that allow different settings for camera or segment.

**Source Required Operations**

None

**TWAIN Version Introduced**

Version 2.2

**See Also**

- [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.

## Application

MSG\_GET a quick way to determine if a DAT is supported by the Source.

## Values

Type:	TW_UINT32
Default Value:	No Default
Allowed Values:	All standard and custom DAT_XXX understood by the Source

## Containers

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_QUERY SUPPORT	TW_ONEVALUE

## Required By

All 2.2 Sources

## Source Required Operations

MSG\_GET / MSG\_GETCURRENT / MSG\_GETDEFAULT

## TWAIN Version Introduced

Version 2.2

## See Also

[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.

## 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\\_QUERY SUPPORT](#))

## Values

Type:	TW_INT32
Default Value:	0
Allowed Values:	0 or greater

## Containers

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_QUERY SUPPORT	TW_ONEVALUE

## Required By

None

## Source Required Operations

None

## TWAIN Version Introduced

Version 1.8

## See Also

[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.

## 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_INT32
Default Value:	0
Allowed Values:	0 or greater

## Containers

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 Required Operations

None

## TWAIN Version Introduced

Version 1.8

## See Also

[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\_EXTENDED CAPS capability by the data source.

## 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
Default Value:	No Default
Allowed Values:	Any date

## Containers

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_QUERY SUPPORT	TW_ONEVALUE

## Required By

None

## Source Required Operations

None

## TWAIN Version Introduced

Version 1.0

## See Also

[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
Default Value:	FALSE (do not deliver thumbnails).
Allowed Values:	TRUE or FALSE

## Containers

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_QUERYUPPORT	TW_ONEVALUE	

## Required By

All Image Store Data Sources.

## Source Required Operations

MSG\_GET / MSG\_GETCURRENT  
MSG\_SET / MSG\_RESET

## TWAIN Version Introduced

Version 1.7

## See Also

[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.

## 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.

## 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
Default Value:	No Default
Allowed Values:	TRUE or FALSE

## Containers

MSG_GET	TW_ONEVALUE TW_ENUMERATION	// 2.0 and higher
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	// 1.9 and higher
-------------	-------------------

## Source Required Operations

None

## TWAIN Version Introduced

Version 1.6

## See Also

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.

## Values

Type:	TW_INT16
Default Value:	-1
Allowed Values:	-1 to 2 <sup>15</sup>

## Containers

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_QUERY SUPPORT	TW_ONEVALUE

## Required By

All Sources and applications

## Source Required Operations

MSG\_GET / MSG\_GETCURRENT / MSG\_GETDEFAULT  
MSG\_SET / MSG\_RESET

## TWAIN Version Introduced

Version 1.0

## See Also

[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**

<b>Type:</b>	TW_BOOL
<b>Default Value:</b>	FALSE
<b>Allowed Values:</b>	TRUE or FALSE

**Containers**

<b>MSG_GET</b>	TW_ONEVALUE TW_ENUMERATION	// 2.0 and higher
<b>MSG_GETCURRENT</b>	TW_ONEVALUE	
<b>MSG_GETDEFAULT</b>	TW_ONEVALUE	
<b>MSG_SET</b>	TW_ONEVALUE	
<b>MSG_SETCONSTRAINT</b>	TW_ONEVALUE TW_ENUMERATION	
<b>MSG_RESET</b>	TW_ONEVALUE	
<b>MSG_QUERYSUPPORT</b>	TW_ONEVALUE	

**Required By**

None

**Source Required Operations**

None

**TWAIN Version Introduced**

Version 1.0

**See Also**

[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  $2^{31}-1$ , 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.

## 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\\_QUERY SUPPORT](#))

## Values

Type:	TW_INT32
Default Value:	TW_DISABLE
Allowed Values:	TWBP_DISABLE TWBP_AUTO Byte count 0 to $2^{31}-1$

## Containers

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_QUERY SUPPORT	TW_ONEVALUE

## Required By

None

## Source Required Operations

None

## TWAIN Version Introduced

Version 2.0

## See Also

[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.

If not supported, return TWRC\_FAILURE/ TWCC\_CAPUNSUPPORTED.

If Operation is not supported, return TWRC\_FAILURE, TWCC\_CAPBADOPERATION. (See DG\_CONTROL / DAT\_CAPABILITY / MSG\_QUERY SUPPORT)

## Values

Type:	TW_BOOL
Default Value:	FALSE
Allowed Values:	TRUE or FALSE

## Containers

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_QUERY SUPPORT	TW_ONEVALUE	

## Required By

None

## Source Required Operations

None

## TWAIN Version Introduced

Version 1.8

## See Also

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
Default Value:	FALSE
Allowed Values:	TRUE, FALSE

## 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 Required Operations

MSG\_GET / MSG\_GETCURRENT / MSG\_GETDEFAULT  
MSG\_SET / MSG\_RESET

## TWAIN Version Introduced

Version 2.1

## See Also

[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
Default Value:	(none)
Allowed Values:	TWPT_BW, TWPT_GRAY

## 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 Required Operations

MSG\_GET / MSG\_GETCURRENT / MSG\_GETDEFAULT  
MSG\_SET / MSG\_RESET  
MSG\_QUERYSUPPORT

## TWAIN Version Introduced

Version 2.1

## See Also

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\_AUTOMATICBORDERDETECTION is set TRUE.

### 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

<b>Type:</b>	TW_BOOL
<b>Default Value:</b>	(none)
<b>Allowed Values:</b>	TRUE or FALSE

### Containers

<b>MSG_GET</b>	TW_ONEVALUE TW_ENUMERATION
<b>MSG_GETCURRENT</b>	TW_ONEVALUE
<b>MSG_GETDEFAULT</b>	TW_ONEVALUE
<b>MSG_SET</b>	Not Allowed
<b>MSG_SETCONSTRAINT</b>	Not Allowed
<b>MSG_RESET</b>	Not Allowed
<b>MSG_QUERY SUPPORT</b>	TW_ONEVALUE

### Required By

None

### Source Operations

MSG\_GET / MSG\_GETCURRENT / MSG\_GETDEFAULT  
MSG\_QUERY SUPPORT

### TWAIN Version Introduced

Version 2.1

**See Also**

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.

If not supported, return TWRC\_FAILURE/ TWCC\_CAPUNSUPPORTED.

If Operation is not supported, return TWRC\_FAILURE, TWCC\_CAPBADOPERATION. (See [DG\\_CONTROL](#) / [DAT\\_CAPABILITY](#) / [MSG\\_QUERY SUPPORT](#))

## Values

Type:	TW_BOOL
Default Value:	FALSE
Allowed Values:	TRUE or FALSE

## Containers

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_QUERY SUPPORT	TW_ONEVALUE	

## Required By

None

## Source Required Operations

None

## TWAIN Version Introduced

Version 1.8

## See Also

[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\_QUERY SUPPORT 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\_IMAGE LAYOUT, regardless of the actual height of the captured document (for instance, a check in an A4 size area).

## Values

Type:	TW_BOOL
Default Value:	FALSE
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 TW_ENUMERATION
MSG_RESET	TW_ONEVALUE
MSG_QUERY SUPPORT	TW_ONEVALUE

## Required By

None

## Source Operations

MSG\_GET / MSG\_GETCURRENT / MSG\_GETDEFAULT  
MSG\_SET / MSG\_RESET  
MSG\_QUERY SUPPORT

## TWAIN Version Introduced

Version 2.1

## See Also

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.

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_BOOL
Default Value:	FALSE
Allowed Values:	TRUE or FALSE

## Containers

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

## Source Required Operations

None

## TWAIN Version Introduced

Version 1.8

## See Also

[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
Default Value:	TWAS_NONE
Allowed Values:	TWAS_NONE TWAS_AUTO TWAS_CURRENT

## 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 Required Operations

MSG\_GET / MSG\_GETCURRENT / MSG\_GETDEFAULT  
MSG\_SET / MSG\_RESET

## TWAIN Version Introduced

Version 2.0

## See Also

ICAP_AUTOMATICBORDERDETECTION	ICAP_ROTATION
ICAP_AUTOMATICDESKEW	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.

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_BOOL
Default Value:	No Default
Allowed Values:	TRUE or FALSE

## Containers

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

## Source Required Operations

None

## TWAIN Version Introduced

Version 1.8

## See Also

<a href="#">ICAP_SUPPORTEDBARCODETYPES</a>	<a href="#">ICAP_BARCODESEARCHMODE</a>
<a href="#">ICAP_SUPPORTEDPATCHCODETYPES</a>	<a href="#">ICAP_BARCODEMAXRETRIES</a>
<a href="#">ICAP_BARCODEMAXSEARCHPRIORITIES</a>	<a href="#">ICAP_BARCODETIMEOUT</a>
<a href="#">ICAP_BARCODESEARCHPRIORITIES</a>	

---

# 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.  
If not supported, return TWRC\_FAILURE/ TWCC\_CAPUNSUPPORTED.  
If Operation is not supported, return TWRC\_FAILURE, TWCC\_CAPBADOPERATION. (See [DG\\_CONTROL](#) / [DAT\\_CAPABILITY](#) / [MSG\\_QUERY SUPPORT](#))

## Values

Type:	TW_UINT32
Default Value:	No Default
Allowed Values:	1 to 2 <sup>32</sup> -1

## Containers

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_QUERY SUPPORT	TW_ONEVALUE

## Required By

None

## Source Required Operations

None

## TWAIN Version Introduced

Version 1.8

## See Also

<a href="#">ICAP_BARCODEDETECTIONENABLED</a>	<a href="#">ICAP_BARCODESEARCHPRIORITIES</a>
<a href="#">ICAP_SUPPORTEDBARCODETYPES</a>	<a href="#">ICAP_BARCODESEARCHMODE</a>
<a href="#">ICAP_SUPPORTEDPATCHCODETYPES</a>	<a href="#">ICAP_BARCODETIMEOUT</a>
<a href="#">ICAP_BARCODEMAXSEARCHPRIORITIES</a>	

---

# 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.

If not supported, return TWRC\_FAILURE/ TWCC\_CAPUNSUPPORTED.

If Operation is not supported, return TWRC\_FAILURE, TWCC\_CAPBADOPERATION. (See [DG\\_CONTROL](#) / [DAT\\_CAPABILITY](#) / [MSG\\_QUERY SUPPORT](#))

## Values

Type:	TW_UINT32
Default Value:	No Default
Allowed Values:	1 to 2 <sup>32</sup> -1

## Containers

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_QUERY SUPPORT	TW_ONEVALUE

## Required By

None

## Source Required Operations

None

## TWAIN Version Introduced

Version 1.8

## See Also

<a href="#">ICAP_BARCODEDETECTIONENABLED</a>	<a href="#">ICAP_BARCODESEARCHMODE</a>
<a href="#">ICAP_SUPPORTEDBARCODETYPES</a>	<a href="#">ICAP_BARCODEMAXRETRIES</a>
<a href="#">ICAP_SUPPORTEDPATCHCODETYPES</a>	<a href="#">ICAP_BARCODETIMEOUT</a>
<a href="#">ICAP_BARCODESEARCHPRIORITIES</a>	



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# 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.  
If not supported, return TWRC\_FAILURE/ TWCC\_CAPUNSUPPORTED.  
If Operation is not supported, return TWRC\_FAILURE, TWCC\_CAPBADOPERATION. (See [DG\\_CONTROL](#) / [DAT\\_CAPABILITY](#) / [MSG\\_QUERY\\_SUPPORT](#))

## Values

Type:	TW_UINT16
Default Value:	No Default
Allowed Values:	TWBD_HORZ TWBD_VERT TWBD_HORZVERT TWBD_VERTHORZ

## 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_QUERY_SUPPORT	TW_ONEVALUE

## Required By

None

## Source Required Operations

None

## TWAIN Version Introduced

Version 1.8

## See Also

<a href="#">ICAP_BARCODEDETECTIONENABLED</a>	<a href="#">ICAP_BARCODESEARCHPRIORITIES</a>
<a href="#">ICAP_SUPPORTEDBARCODETYPES</a>	<a href="#">ICAP_BARCODEMAXRETRIES</a>
<a href="#">ICAP_SUPPORTEDPATCHCODETYPES</a>	<a href="#">ICAP_BARCODETIMEOUT</a>
<a href="#">ICAP_BARCODEMAXSEARCHPRIORITIES</a>	

---

# 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.

If not supported, return TWRC\_FAILURE / TWCC\_CAPUNSUPPORTED.

If Operation is not supported, return TWRC\_FAILURE, TWCC\_CAPBADOPERATION. (See DG\_CONTROL / DAT\_CAPABILITY / MSG\_QUERY SUPPORT)

## Values

Type:	TW_UINT16
Default Value:	No Default
Allowed Values:	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

## Containers

MSG_GET	TW_ARRAY
MSG_GETCURRENT	TW_ARRAY
MSG_GETDEFAULT	TW_ARRAY
MSG_SET	TW_ONEVALUE
MSG_SETCONSTRAINT	TW_ONEVALUE TW_ARRAY

<b>MSG_RESET</b>	TW_ARRAY
<b>MSG_QUERY SUPPORT</b>	TW_ONEVALUE

**Required By**

None

**Source Required Operations**

None

**TWAIN Version Introduced**

Version 1.8

**See Also**

<a href="#">ICAP_BARCODEDETECTIONENABLED</a>	<a href="#">ICAP_BARCODESEARCHMODE</a>
<a href="#">ICAP_SUPPORTEDBARCODETYPES</a>	<a href="#">ICAP_BARCODEMAXRETRIES</a>
<a href="#">ICAP_SUPPORTEDPATCHCODETYPES</a>	<a href="#">ICAP_BARCODETIMEOUT</a>
<a href="#">ICAP_BARCODEMAXSEARCHPRIORITIES</a>	

---

# 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.  
If not supported, return TWRC\_FAILURE / TWCC\_CAPUNSUPPORTED.  
If Operation is not supported, return TWRC\_FAILURE, TWCC\_CAPBADOPERATION. (See [DG\\_CONTROL](#) / [DAT\\_CAPABILITY](#) / [MSG\\_QUERY SUPPORT](#)).

**Values**

<b>Type:</b>	TW_UINT32
<b>Default Value:</b>	No Default
<b>Allowed Values:</b>	1 to 2 <sup>32</sup> -1

**Containers**

<b>MSG_GET</b>	TW_ONEVALUE TW_RANGE TW_ENUMERATION
<b>MSG_GETCURRENT</b>	TW_ONEVALUE
<b>MSG_GETDEFAULT</b>	TW_ONEVALUE
<b>MSG_SET</b>	TW_ONEVALUE
<b>MSG_SETCONSTRAINT</b>	TW_ONEVALUE TW_RANGE TW_ENUMERATION
<b>MSG_RESET</b>	TW_ONEVALUE
<b>MSG_QUERY SUPPORT</b>	TW_ONEVALUE

**Required By**

None

**Source Required Operations**

None

**TWAIN Version Introduced**

Version 1.8

**See Also**

<a href="#">ICAP_BARCODEDETECTIONENABLED</a>	<a href="#">ICAP_BARCODESEARCHPRIORITIES</a>
<a href="#">ICAP_SUPPORTEDBARCODETYPES</a>	<a href="#">ICAP_BARCODESEARCHMODE</a>
<a href="#">ICAP_SUPPORTEDPATCHCODETYPES</a>	<a href="#">ICAP_BARCODEMAXRETRIES</a>
<a href="#">ICAP_BARCODEMAXSEARCHPRIORITIES</a>	

---

## 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

<b>Type:</b>	TW_UINT16
<b>Default Value:</b>	No Default
<b>Allowed Values:</b>	>=1

### Containers

<b>MSG_GET</b>	TW_ONEVALUE TW_ENUMERATION
<b>MSG_GETCURRENT</b>	TW_ONEVALUE
<b>MSG_GETDEFAULT</b>	TW_ONEVALUE
<b>MSG_SET</b>	TW_ONEVALUE
<b>MSG_SETCONSTRAINT</b>	TW_ONEVALUE TW_ENUMERATION
<b>MSG_RESET</b>	TW_ONEVALUE
<b>MSG_QUERY SUPPORT</b>	TW_ONEVALUE

### Required By

All Image Sources

### Source Required Operations

MSG\_GET / MSG\_GETCURRENT / MSG\_GETDEFAULT

**TWAIN Version Introduced**

Version 1.0

**See Also**

[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

<b>Type:</b>	TW_UINT16
<b>Default Value:</b>	No Default
<b>Allowed Values:</b>	TWBR_THRESHOLD TWBR_HALFTONE TWBR_CUSTHALFTONE TWBR_DIFFUSION TWBR_DYNAMICTHRESHOLD

### Containers

<b>MSG_GET</b>	TW_ONEVALUE TW_ENUMERATION
<b>MSG_GETCURRENT</b>	TW_ONEVALUE
<b>MSG_GETDEFAULT</b>	TW_ONEVALUE
<b>MSG_SET</b>	TW_ONEVALUE
<b>MSG_SETCONSTRAINT</b>	TW_ONEVALUE TW_ENUMERATION
<b>MSG_RESET</b>	TW_ONEVALUE
<b>MSG_QUERY SUPPORT</b>	TW_ONEVALUE

### Required By

All Sources when ICAP\_PIXELTYPE is TWPT\_BW.

### Source Required Operations

None

### TWAIN Version Introduced

Version 1.5

### See Also

[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
Default Value:	TWBO_MSBFIRST
Allowed Values:	TWBO_LSBFIRST TWBO_MSBFIRST

## 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_QUERY SUPPORT	TW_ONEVALUE

## Required By

All Image Sources

## Source Required Operations

MSG\_GET / MSG\_GETCURRENT / MSG\_GETDEFAULT

## TWAIN Version Introduced

Version 1.0

## See Also

[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
Default Value:	TWBO_LSBFIRST
Allowed Values:	TWBO_LSBFIRST TWBO_MSBFIRST

## 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 Required Operations

None

## TWAIN Version Introduced

Version 1.0

## See Also

[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  $\pm$  range is asymmetric about the '0' value, set range maxima to  $\pm 1000$  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
Default Value:	0
Allowed Values:	-1000 to +1000

## Containers

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_QUERY SUPPORT	TW_ONEVALUE

## Required By

None

## Source Required Operations

None

## TWAIN Version Introduced

Version 1.0

## See Also

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
Default Value:	4
Allowed Values:	0 to 216

## Containers

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

When the ICAP\_COMPRESSION value is TWCP\_GROUP32D.

## Source Required Operations

None

## TWAIN Version Introduced

Version 1.0

## See Also

[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
Default Value:	TRUE
Allowed Values:	TRUE, FALSE

## 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_QUERY SUPPORT	TW_ONEVALUE

## Required By

None

## Source Required Operations

MSG\_GET / MSG\_GETCURRENT / MSG\_GETDEFAULT  
MSG\_SET / MSG\_RESET  
MSG\_QUERY SUPPORT

## TWAIN Version Introduced

Version 2.1

## See Also

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`.

<code>TWCP_NONE</code>	All Sources must support this.
<code>TWCP_PACKBITS</code>	Can be used with TIFF or PICT
<code>TWCP_GROUP31D,</code> <code>TWCP_GROUP31DEOL,</code> <code>TWCP_GROUP32D,</code> <code>TWCP_GROUP4</code>	Are all from the CCITT specification (now ITU), intended for document images (can be used with TIFF).
<code>TWCP_JPEG</code>	Intended for the compression of color photographs (can be used with TIFF, JFIF or SPIFF).
<code>TWCP_LZW</code>	A compression licensed by UNISYS (can be used with TIFF).
<code>TWCP_JBIG</code>	Intended for bitonal and grayscale document images (can be used with TIFF or SPIFF).
<code>TWCP_PNG</code>	This compression can only be used if <code>ICAP_IMAGEFILEFORMAT</code> is set to <code>TWFF_PNG</code> .
<code>TWCP_RLE4,</code> <code>TWCP_RLE8,</code> <code>TWCP_BITFIELDS</code>	These compressions can only be used if <code>ICAP_IMAGEFILEFORMAT</code> is set to <code>TWFF_BMP</code> .
<code>TWCP_ZIP</code>	Per RFC 1951 (AKA 'Flate' and 'Deflate')
<code>TWCP_JPEG2000</code>	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.

If not supported, return `TWRC_FAILURE` / `TWCC_CAPUNSUPPORTED`.

If Operation is not supported, return `TWRC_FAILURE`, `TWCC_CAPBADOPERATION`. (See [DG\\_CONTROL](#) / [DAT\\_CAPABILITY](#) / [MSG\\_QUERY SUPPORT](#))

**Values**

<b>Type:</b>	TW_UINT16
<b>Default Value:</b>	TWCP_NONE
<b>Allowed Values:</b>	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

**Containers**

<b>MSG_GET</b>	TW_ONEVALUE TW_ENUMERATION
<b>MSG_GETCURRENT</b>	TW_ONEVALUE
<b>MSG_GETDEFAULT</b>	TW_ONEVALUE
<b>MSG_SET</b>	TW_ONEVALUE
<b>MSG_SETCONSTRAINT</b>	TW_ONEVALUE TW_ENUMERATION
<b>MSG_RESET</b>	TW_ONEVALUE
<b>MSG_QUERY SUPPORT</b>	TW_ONEVALUE

**Required By**

All Image Sources

**Source Required Operations**

MSG\_GET/CURRENT/DEFAULT

**TWAIN Version Introduced**

Version 1.0

**See Also**

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  $\pm$  range is asymmetric about the '0' value, set range maxima to  $\pm 1000$  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

<b>Type:</b>	TW_FIX32
<b>Default Value:</b>	0
<b>Allowed Values:</b>	-1000 to +1000

## Containers

<b>MSG_GET</b>	TW_ONEVALUE TW_RANGE TW_ENUMERATION
<b>MSG_GETCURRENT</b>	TW_ONEVALUE
<b>MSG_GETDEFAULT</b>	TW_ONEVALUE
<b>MSG_SET</b>	TW_ONEVALUE
<b>MSG_SETCONSTRAINT</b>	TW_ONEVALUE TW_RANGE TW_ENUMERATION
<b>MSG_RESET</b>	TW_ONEVALUE
<b>MSG_QUERY SUPPORT</b>	TW_ONEVALUE

## Required By

None

## Source Required Operations

None

## TWAIN Version Introduced

Version 1.0

## See Also

[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**

<b>Type:</b>	TW_UINT8
<b>Default Value:</b>	No Default
<b>Allowed Values:</b>	Any rectangular array

**Containers**

<b>MSG_GET</b>	TW_ARRAY
<b>MSG_GETCURRENT</b>	TW_ARRAY
<b>MSG_GETDEFAULT</b>	TW_ARRAY
<b>MSG_SET</b>	TW_ONEVALUE
<b>MSG_SETCONSTRAINT</b>	TW_ARRAY
<b>MSG_RESET</b>	TW_ARRAY
<b>MSG_QUERY SUPPORT</b>	TW_ONEVALUE

**Required By**

When the ICAP\_BITDEPTHREDUCTION value is TWBR\_CUSTHALFTONE.

**Source Required Operations**

None

**TWAIN Version Introduced**

Version 1.0

**See Also**

[ICAP\\_BITDEPTHREDUCTION](#)



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## 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

**Default Value:** No Default

**Allowed Values:** >0

### Containers

**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\_QUERY SUPPORT** TW\_ONEVALUE

### Required By

None

### Source Required Operations

None

### TWAIN Version Introduced

Version 1.0

### See Also

[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

Default Value: FALSE

Allowed Values: TRUE or FALSE

## Containers

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_QUERYUPPORT	TW_ONEVALUE	

## Required By

None

**Source Required Operations**

None

**TWAIN Version Introduced**

Version 1.7

**See Also**

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

<b>Type:</b>	TW_UINT16
<b>Default Value:</b>	No Default
<b>Allowed Values:</b>	TWFE_GENERAL TWFE_PHOTO

## Containers

<b>MSG_GET</b>	TW_ONEVALUE TW_ENUMERATION
<b>MSG_GETCURRENT</b>	TW_ONEVALUE
<b>MSG_GETDEFAULT</b>	TW_ONEVALUE
<b>MSG_SET</b>	TW_ONEVALUE
<b>MSG_SETCONSTRAINT</b>	TW_ONEVALUE TW_ENUMERATION
<b>MSG_RESET</b>	TW_ONEVALUE
<b>MSG_QUERYSUPPORT</b>	TW_ONEVALUE

### Required By

None

## Source Required Operations

None

## Twain Version Introduced

Version 1.91

## See Also

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.

If not supported, return TWRC\_FAILURE/ TWCC\_CAPUNSUPPORTED.

If Operation is not supported, return TWRC\_FAILURE, TWCC\_CAPBADOPERATION. (See [DG\\_CONTROL](#) / [DAT\\_CAPABILITY](#) / [MSG\\_QUERY SUPPORT](#))

## Values

Type:	TW_UINT16
Default Value:	No Default
Allowed Values:	TWFM_POSITIVE TWFM_NEGATIVE

## Containers

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_QUERY SUPPORT	TW_ONEVALUE

## Required By

None

## Source Required Operations

None

## TWAIN Version Introduced

Version 2.2

## See Also

[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

<b>Type:</b>	TW_UINT16
<b>Default Value:</b>	No Default
<b>Allowed Values:</b>	TWFT_RED TWFT_GREEN TWFT_BLUE TWFT_NONE TWFT_WHITE TWFT_CYAN TWFT_MAGENTA TWFT_YELLOW TWFT_BLACK

### Containers

<b>MSG_GET</b>	TW_ONEVALUE TW_ARRAY
<b>MSG_GETCURRENT</b>	TW_ARRAY
<b>MSG_GETDEFAULT</b>	TW_ARRAY
<b>MSG_SET</b>	TW_ONEVALUE
<b>MSG_SETCONSTRAINT</b>	TW_ONEVALUE TW_ARRAY
<b>MSG_RESET</b>	TW_ARRAY
<b>MSG_QUERY SUPPORT</b>	TW_ONEVALUE

### Required By

None

### Source Required Operations

None

### TWAIN Version Introduced

Version 1.0

### **See Also**

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.

## 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\\_QUERY SUPPORT](#))

## Values

Type:	TW_UINT16
Default Value:	TWFL_NONE
Allowed Values:	TWFL_NONE TWFL_OFF TWFL_ON TWFL_AUTO TWFL_REDEYE

## 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_QUERY SUPPORT	TW_ONEVALUE

## Required By

None

## Source Required Operations

None

## TWAIN Version Introduced

Version 1.8

## See Also

ICAP\_FLASHUSED in the TWAIN 2.0 Specification



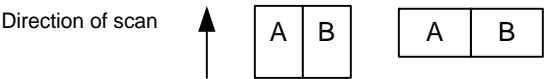
---

# ICAP\_FLIPROTATION

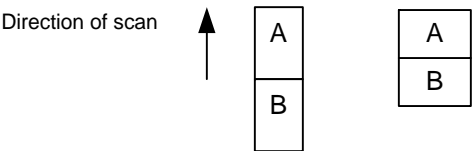
## Description

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.



**TWFR\_FANFOLD**                      The images to be scanned are viewed in fanfold paper style, flipping each page up or down.



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.

## 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

<b>Type:</b>	TW_UINT16
<b>Default Value:</b>	TWFR_BOOK
<b>Allowed Values:</b>	TWFR_BOOK TWFR_FANFOLD

## Containers

<b>MSG_GET</b>	TW_ONEVALUE TW_ENUMERATION
<b>MSG_GETCURRENT</b>	TW_ONEVALUE
<b>MSG_GETDEFAULT</b>	TW_ONEVALUE
<b>MSG_SET</b>	TW_ONEVALUE
<b>MSG_SETCONSTRAINT</b>	TW_ONEVALUE TW_ENUMERATION
<b>MSG_RESET</b>	TW_ONEVALUE
<b>MSG_QUERYSUPPORT</b>	TW_ONEVALUE

**Required By**

None

**Source Required Operations**

None

**TWAIN Version Introduced**

Version 1.8

**See Also**

None

---

# 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
Default Value:	No Default
Allowed Values:	Device dependent

## 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_QUERY SUPPORT	TW_ONEVALUE

## Required By

None

## Source Required Operations

None

## TWAIN Version Introduced

Version 1.0

## See Also

<a href="#">TW_IMAGE LAYOUT</a>	<a href="#">ICAP_MAXFRAMES</a>
<a href="#">CAP_SEGMENTED</a>	<a href="#">ICAP_SUPPORTED SIZES</a>
<a href="#">CAP_SUPPORTED CAPS SEGMENT UNIQUE</a>	

---

# 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 not supported, return TWRC\_FAILURE / TWCC\_CAPUNSUPPORTED.

**Values**

Type:	TW_FIX32
Default Value:	2.2
Allowed Values:	Any value

**Containers**

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_QUERY SUPPORT	TW_ONEVALUE

**Required By**

None

**Source Required Operations**

None

**TWAIN Version Introduced**

Version 1.0

**See Also**

None

---

## 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

<b>Type:</b>	<code>TW_STR32</code>
<b>Default Value:</b>	No Default
<b>Allowed Values:</b>	Any halftone name

### Containers

<b>MSG_GET</b>	<code>TW_ENUMERATION</code> <code>TW_ONEVALUE</code>
<b>MSG_GETCURRENT</b>	<code>TW_ONEVALUE</code>
<b>MSG_GETDEFAULT</b>	<code>TW_ONEVALUE</code>
<b>MSG_SET</b>	<code>TW_ENUMERATION</code>
<b>MSG_SETCONSTRAINT</b>	<code>TW_ENUMERATION</code> <code>TW_ONEVALUE</code>
<b>MSG_RESET</b>	<code>TW_ONEVALUE</code>
<b>MSG_QUERY SUPPORT</b>	<code>TW_ONEVALUE</code>

### Required By

When the `ICAP_BITDEPTHREDUCTION` value is `TWBR_HALFTONE`.

### Source Required Operations

None

### TWAIN Version Introduced

Version 1.0

### See Also

[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
Default Value:	255
Allowed Values:	0 to 255

## Containers

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

## Source Required Operations

None

## TWAIN Version Introduced

Version 1.0

## See Also

[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

If not supported, return TWRC\_FAILURE/TWCC\_CAP\_UNSUPPORTED. 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.

If operation is not supported, return TWRC\_FAILURE, TWCC\_CAPBADOPERATION. (See [DG\\_CONTROL](#) / [DAT\\_CAPABILITY](#) / [MSG\\_QUERY SUPPORT](#))

## Values

Type:	TW_UNIT16
Default Value:	No default
Allowed Value:	TWIC_NONE TWIC_EMBED TWIC_LINK

## 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_QUERY SUPPORT	TW_ONEVALUE

## Required By

None

## Source Required Operations

None

### **TWAIN Version Introduced**

Version 1.91

### **See Also**

[DG\\_IMAGE](#) / [DAT\\_ICCPROFILE](#) / [MSG\\_GET](#)



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## 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 where 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

<b>Type:</b>	TW_UINT32
<b>Default Value:</b>	Entire range or set of available images
<b>Allowed Values:</b>	0 to $2^{32}-1$ (for MSG_GET) 1 to $2^{32}-1$ (for MSG_SET)

### Containers

<b>MSG_GET</b>	TW_ARRAY (see note below) TW_RANGE (see note below) TW_ONEVALUE (see note below)
<b>MSG_GETCURRENT</b>	TW_ARRAY
<b>MSG_GETDEFAULT</b>	TW_ARRAY
<b>MSG_SET</b>	TW_ONEVALUE (see note below)
<b>MSG_SETCONSTRAINT</b>	TW_ONEVALUE (see note below) TW_ARRAY (see note below) TW_RANGE (see note below)
<b>MSG_RESET</b>	TW_ARRAY
<b>MSG_QUERYSUPPORT</b>	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.

**Source Required Operations**

MSG\_GET  
MSG\_SET / MSG\_RESET

**TWAIN Version Introduced**

Version 1.7

**See Also**

None

---

## 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\\_QUERY SUPPORT](#))

### Values

<b>Type:</b>	TW_UINT16
<b>Default Value:</b>	TWFF_BMP (Windows) TWFF_PICT (Macintosh)
<b>Allowed Values:</b>	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

<b>MSG_GET</b>	TW_ONEVALUE TW_ENUMERATION
<b>MSG_GETCURRENT</b>	TW_ONEVALUE
<b>MSG_GETDEFAULT</b>	TW_ONEVALUE
<b>MSG_SET</b>	TW_ONEVALUE
<b>MSG_SETCONSTRAINT</b>	TW_ONEVALUE TW_ENUMERATION
<b>MSG_RESET</b>	TW_ONEVALUE
<b>MSG_QUERY SUPPORT</b>	TW_ONEVALUE

### Required By

None

### Source Required Operations

None

### TWAIN Version Introduced

Version 1.0

### See Also

[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.

## 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\\_QUERY SUPPORT](#))

## Values

Type:	TW_UINT16
Default Value:	TWIF_NONE
Allowed Values:	TWIF_NONE TWIF_AUTO TWIF_LOWPASS TWIF_BANDPASS TWIF_HIGHPASS TWIF_TEXT TWIF_FINELINE

## 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_QUERY SUPPORT	TW_ONEVALUE

## Required By

None

## Source Required Operations

None

## TWAIN Version Introduced

Version 1.8

## See Also

None

# 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	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.
Rear or Front	

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
Default Value:	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

<b>MSG_SET</b>	TW_ONEVALUE
<b>MSG_SETCONSTRAINT</b>	TW_ONEVALUE TW_ENUMERATION
<b>MSG_RESET</b>	TW_ONEVALUE
<b>MSG_QUERY SUPPORT</b>	TW_ONEVALUE

### Required By

None

### Source Operations

MSG\_GET / MSG\_GETCURRENT / MSG\_GETDEFAULT  
MSG\_SET / MSG\_RESET  
MSG\_QUERY SUPPORT

### TWAIN Version Introduced

Version 2.1

### See Also

[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
Default Value:	0.0
Allowed Values:	0.0 to ICAP_PHYSICALHEIGHT

## Containers

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_QUERY SUPPORT	TW_ONEVALUE

## Required By

None

## Source Operations

MSG\_GET / MSG\_GETCURRENT / MSG\_GETDEFAULT  
MSG\_SET / MSG\_RESET  
MSG\_QUERY SUPPORT

## TWAIN Version Introduced

Version 2.1

## See Also

CAP\_INDICATORS



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## 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

<b>Type:</b>	TW_UINT16
<b>Default Value:</b>	No Default
<b>Allowed Values:</b>	TWPT_BW TWPT_GRAY TWPT_RGB TWPT_PALETTE TWPT_CMY TWPT_CMYK TWPT_YUV TWPT_YUVK TWPT_CIEXYZ

### Containers

<b>MSG_GET</b>	TW_ONEVALUE TW_ENUMERATION
<b>MSG_GETCURRENT</b>	TW_ONEVALUE
<b>MSG_GETDEFAULT</b>	TW_ONEVALUE
<b>MSG_SET</b>	TW_ONEVALUE
<b>MSG_SETCONSTRAINT</b>	TW_ONEVALUE TW_ENUMERATION
<b>MSG_RESET</b>	TW_ONEVALUE
<b>MSG_QUERYSUPPORT</b>	TW_ONEVALUE

### Required By

When the ICAP\_COMPRESSION value is TWCP\_JPEG.

### Source Required Operations

None

### TWAIN Version Introduced

Version 1.0

### See Also

[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\_JPEGCOMPRESSION 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.

### 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\\_QUERY SUPPORT](#))

### Values

<b>Type:</b>	TW_INT16
<b>Default Value:</b>	No default
<b>Allowed Values:</b>	TWJQ_UNKNOWN TWJQ_LOW TWJQ_MEDIUM TWJQ_HIGH 0 - 100

## Containers

<b>MSG_GET</b>	TW_ONEVALUE TW_RANGE TW_ENUMERATION
<b>MSG_GETCURRENT</b>	TW_ONEVALUE
<b>MSG_GETDEFAULT</b>	TW_ONEVALUE
<b>MSG_SET</b>	TW_ONEVALUE
<b>MSG_SETCONSTRAINT</b>	TW_ONEVALUE TW_RANGE TW_ENUMERATION
<b>MSG_RESET</b>	TW_ONEVALUE
<b>MSG_QUERY SUPPORT</b>	TW_ONEVALUE

## Required By

When the ICAP\_COMPRESSION value is TWCP\_JPEG.

## Source Required Operations

None

## TWAIN Version Introduced

Version 1.9

## See Also

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\_JPEGCOMPRESSION 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

<b>Type:</b>	TW_UINT16
<b>Default Value:</b>	No Default
<b>Allowed Values:</b>	TWJS_444YCBCR TWJS_444RGB TWJS_422 TWJS_421 TWJS_411 TWJS_420 TWJS_410 TWJS_311

### Containers

<b>MSG_GET</b>	TW_ENUMERATION
<b>MSG_GETCURRENT</b>	TW_ONEVALUE
<b>MSG_GETDEFAULT</b>	TW_ONEVALUE
<b>MSG_SET</b>	TW_ONEVALUE
<b>MSG_SETCONSTRAINT</b>	TW_ONEVALUE TW_ENUMERATION
<b>MSG_RESET</b>	TW_ONEVALUE
<b>MSG_QUERYSUPPORT</b>	TW_ONEVALUE

### Required By

None

### Source Required Operations

None

### TWAIN Version Introduced

Version 2.2

### See Also

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

<b>Type:</b>	TW_BOOL
<b>Default Value:</b>	No Default
<b>Allowed Values:</b>	TRUE or FALSE

### Containers

<b>MSG_GET</b>	TW_ONEVALUE TW_ENUMERATION	// 2.0 and higher
<b>MSG_GETCURRENT</b>	TW_ONEVALUE	
<b>MSG_GETDEFAULT</b>	TW_ONEVALUE	
<b>MSG_SET</b>	TW_ONEVALUE	
<b>MSG_SETCONSTRAINT</b>	TW_ONEVALUE TW_ENUMERATION	
<b>MSG_RESET</b>	TW_ONEVALUE	
<b>MSG_QUERY SUPPORT</b>	TW_ONEVALUE	

### Required By

None

### Source Required Operations

None

### TWAIN Version Introduced

Version 1.0

### See Also

[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**

<b>Type:</b>	TW_UINT16
<b>Default Value:</b>	No Default
<b>Allowed Values:</b>	TWLP_REFLECTIVE TWLP_TRANSMISSIVE

**Containers**

<b>MSG_GET</b>	TW_ONEVALUE TW_ENUMERATION
<b>MSG_GETCURRENT</b>	TW_ONEVALUE
<b>MSG_GETDEFAULT</b>	TW_ONEVALUE
<b>MSG_SET</b>	TW_ONEVALUE
<b>MSG_SETCONSTRAINT</b>	TW_ONEVALUE TW_ENUMERATION
<b>MSG_RESET</b>	TW_ONEVALUE
<b>MSG_QUERY SUPPORT</b>	TW_ONEVALUE

**Required By**

None

**Source Required Operations**

None

**TWAIN Version Introduced**

Version 1.0

**See Also**

- 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

<b>Type:</b>	TW_UINT16
<b>Default Value:</b>	No Default
<b>Allowed Values:</b>	TWLS_RED TWLS_GREEN TWLS_BLUE TWLS_NONE TWLS_WHITE TWLS_UV TWLS_IR

### Containers

<b>MSG_GET</b>	TW_ONEVALUE TW_ENUMERATION
<b>MSG_GETCURRENT</b>	TW_ONEVALUE
<b>MSG_GETDEFAULT</b>	TW_ONEVALUE
<b>MSG_SET</b>	TW_ONEVALUE
<b>MSG_SETCONSTRAINT</b>	TW_ONEVALUE TW_ENUMERATION
<b>MSG_RESET</b>	TW_ONEVALUE
<b>MSG_QUERY SUPPORT</b>	TW_ONEVALUE

### Required By

None

### Source Required Operations

None

### TWAIN Version Introduced

Version 1.0

### See Also

[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**

<b>Type:</b>	TW_UINT16
<b>Default Value:</b>	No Default
<b>Allowed Values:</b>	1 to 216

**Containers**

<b>MSG_GET</b>	TW_ONEVALUE
<b>MSG_GETCURRENT</b>	TW_ONEVALUE
<b>MSG_GETDEFAULT</b>	TW_ONEVALUE
<b>MSG_SET</b>	TW_ONEVALUE
<b>MSG_SETCONSTRAINT</b>	TW_ONEVALUE
<b>MSG_RESET</b>	TW_ONEVALUE
<b>MSG_QUERYSUPPORT</b>	TW_ONEVALUE

**Required By**

None

**Source Required Operations**

None

**TWAIN Version Introduced**

Version 1.0

**See Also**

- ICAP\_FRAMES
- TW\_IMAGELAYOUT



---

# ICAP\_MINIMUMHEIGHT

## Description

Allows the source to define the minimum height (Y-axis) that the source can acquire.

## Source

The minimum height that the device can scan. This may be different depending on the value of CAP\_FEEDERENABLED.

## Values

Type:	TW_FIX32
Default Value:	No Default
Allowed Values:	0 to 32767 in ICAP_UNITS

## Containers

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_QUERY SUPPORT	TW_ONEVALUE

## Required By

None

## Source Required Operations

None

## TWAIN Version Introduced

Version 1.7

## See Also

[CAP\\_FEEDERENABLED](#)  
[ICAP\\_PHYSICALHEIGHT](#)  
[ICAP\\_UNITS](#)

---

# ICAP\_MINIMUMWIDTH

## Description

Allows the source to define the minimum width (X-axis) that the source can acquire.

## Source

The minimum width that the device can scan. This may be different depending on the value of CAP\_FEEDERENABLED.

## Values

Type:	TW_FIX32
Default Value:	No Default
Allowed Values:	0 to 32767 in ICAP_UNITS

## Containers

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_QUERY SUPPORT	TW_ONEVALUE

## Required By

None

## Source Required Operations

None

## TWAIN Version Introduced

Version 1.7

## See Also

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

<b>Type:</b>	TW_UINT16
<b>Default Value:</b>	TWNF_NONE
<b>Allowed Values:</b>	TWNF_NONE TWMR_VERTICAL TWMR_HORIZONTAL

### Containers

<b>MSG_GET</b>	TW_ENUMERATION
<b>MSG_GETCURRENT</b>	TW_ONEVALUE
<b>MSG_GETDEFAULT</b>	TW_ONEVALUE
<b>MSG_SET</b>	TW_ONEVALUE
<b>MSG_SETCONSTRAINT</b>	TW_ONEVALUE TW_ENUMERATION
<b>MSG_RESET</b>	TW_ONEVALUE
<b>MSG_QUERY SUPPORT</b>	TW_ONEVALUE

### Required By

None

### Source Required Operations

None

### TWAIN Version Introduced

Version 2.2

### See Also

[ICAP\\_ORIENTATION](#)  
[ICAP\\_ROTATION](#)

---

# ICAP\_NOISEFILTER

## Description

For devices that support noise filtering. This capability selects the algorithm used to remove noise.

## 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\\_QUERY SUPPORT](#))

## Values

Type:	TW_UINT16
Default Value:	TWNF_NONE
Allowed Values:	TWNF_NONE TWNF_AUTO TWNF_LONEPIXEL TWNF_MAJORITYRULE

## 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_QUERY SUPPORT	TW_ONEVALUE

## Required By

None

## Source Required Operations

None

## TWAIN Version Introduced

Version 1.8

## See Also

None

---

## 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\_ISO4 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 capacity to be set.

If not supported, return TWRC\_FAILURE / TWCC\_CAPUNSUPPORTED.

### Values

<b>Type:</b>	TW_UINT16	
<b>Default Value:</b>	TWOR_PORTRAIT	
<b>Allowed Values:</b>	TWOR_ROT0	
	TWOR_ROT90	
	TWOR_ROT180	
	TWOR_ROT270	
	TWOR_PORTRAIT	(equals TWOR_ROT0)
	TWOR_LANDSCAPE	(equals TWOR_ROT270)

### Containers

<b>MSG_GET</b>	TW_ONEVALUE TW_ENUMERATION
<b>MSG_GETCURRENT</b>	TW_ONEVALUE
<b>MSG_GETDEFAULT</b>	TW_ONEVALUE
<b>MSG_SET</b>	TW_ONEVALUE
<b>MSG_SETCONSTRAINT</b>	TW_ONEVALUE TW_ENUMERATION

<b>MSG_RESET</b>	TW_ONEVALUE
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<b>MSG_QUERY SUPPORT</b>	TW_ONEVALUE
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**Required By**

None

**Source Required Operations**

None

**TWAIN Version Introduced**

Version 1.0

**See Also**

[ICAP\\_AUTOSIZE](#)

[ICAP\\_MIRROR](#)

[ICAP\\_ROTATION](#)

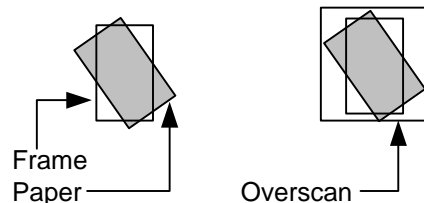
---

## 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:



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.

### 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\\_QUERY SUPPORT](#))

### Values

<b>Type:</b>	TW_UINT16
<b>Default Value:</b>	TWOV_NONE
<b>Allowed Values:</b>	TWOV_NONE TWOV_AUTO TWOV_TOPBOTTOM TWOV_LEFTRIGHT TWOV_ALL

### Containers

<b>MSG_GET</b>	TW_ONEVALUE TW_ENUMERATION
<b>MSG_GETCURRENT</b>	TW_ONEVALUE
<b>MSG_GETDEFAULT</b>	TW_ONEVALUE
<b>MSG_SET</b>	TW_ONEVALUE
<b>MSG_SETCONSTRAINT</b>	TW_ONEVALUE TW_ENUMERATION
<b>MSG_RESET</b>	TW_ONEVALUE
<b>MSG_QUERY SUPPORT</b>	TW_ONEVALUE

**Required By**

None

**Source Required Operations**

None

**TWAIN Version Introduced**

Version 1.8

**See Also**

None



---

# 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.

If not supported, return TWRC\_FAILURE / TWCC\_CAPUNSUPPORTED.

If Operation is not supported, return TWRC\_FAILURE, TWCC\_CAPBADOPERATION. (See [DG\\_CONTROL](#) / [DAT\\_CAPABILITY](#) / [MSG\\_QUERY SUPPORT](#))

## Values

Type:	TW_BOOL
Default Value:	No Default
Allowed Values:	TRUE or FALSE

## Containers

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_QUERY SUPPORT	TW_ONEVALUE	

## Required By

None

## Source Required Operations

None

## TWAIN Version Introduced

Version 1.8

## See Also

<a href="#">ICAP_PATCHCODEMAXSEARCHPRIORITIES</a>	<a href="#">ICAP_PATCHCODEMAXRETRIES</a>
<a href="#">ICAP_PATCHCODESEARCHPRIORITIES</a>	<a href="#">ICAP_PATCHCODETIMEOUT</a>
<a href="#">ICAP_PATCHCODESEARCHMODE</a>	<a href="#">ICAP_SUPPORTEDPATCHCODETYPES</a>

---

# 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.  
If not supported, return TWRC\_FAILURE / TWCC\_CAPUNSUPPORTED.  
If Operation is not supported, return TWRC\_FAILURE, TWCC\_CAPBADOPERATION. (See [DG\\_CONTROL](#) / [DAT\\_CAPABILITY](#) / [MSG\\_QUERY SUPPORT](#))

## Values

Type:	TW_UINT32
Default Value:	No Default
Allowed Values:	1 to 2 <sup>32</sup> -1

## Containers

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_QUERY SUPPORT	TW_ONEVALUE

## Required By

None

## Source Required Operations

None

## TWAIN Version Introduced

Version 1.8

## See Also

<a href="#">ICAP_PATCHCODEDETECTIONENABLED</a>	<a href="#">ICAP_PATCHCODESEARCHPRIORITIES</a>
<a href="#">ICAP_SUPPORTEDPATCHCODETYPES</a>	<a href="#">ICAP_PATCHCODESEARCHMODE</a>
<a href="#">ICAP_PATCHCODEMAXSEARCHPRIORITIES</a>	<a href="#">ICAP_PATCHCODETIMEOUT</a>

---

# 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.

If not supported, return TWRC\_FAILURE / TWCC\_CAPUNSUPPORTED.

If Operation is not supported, return TWRC\_FAILURE, TWCC\_CAPBADOPERATION. (See [DG\\_CONTROL](#) / [DAT\\_CAPABILITY](#) / [MSG\\_QUERY SUPPORT](#))

## Values

Type:	TW_UINT32
Default Value:	No Default
Allowed Values:	1 to $2^{32}-1$

## Containers

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_QUERY SUPPORT	TW_ONEVALUE

## Required By

None

## Source Required Operations

None

## TWAIN Version Introduced

Version 1.8

## See Also

<a href="#">ICAP_PATCHCODEDETECTIONENABLED</a>	<a href="#">ICAP_PATCHCODESEARCHMODE</a>
<a href="#">ICAP_SUPPORTEDPATCHCODETYPES</a>	<a href="#">ICAP_PATCHCODEMAXRETRIES</a>
<a href="#">ICAP_PATCHCODESEARCHPRIORITIES</a>	<a href="#">ICAP_PATCHCODETIMEOUT</a>

---

# 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.  
If not supported, return TWRC\_FAILURE / TWCC\_CAPUNSUPPORTED.  
If Operation is not supported, return TWRC\_FAILURE, TWCC\_CAPBADOPERATION. (See [DG\\_CONTROL](#) / [DAT\\_CAPABILITY](#) / [MSG\\_QUERY SUPPORT](#))

## Values

Type:	TW_UINT16
Default Value:	No Default
Allowed Values:	TWBD_HORZ TWBD_VERT TWBD_HORZVERT TWBD_VERTHORZ

## 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_QUERY SUPPORT	TW_ONEVALUE

## Required By

None

## Source Required Operations

None

## TWAIN Version Introduced

Version 1.8

## See Also

<a href="#">ICAP_PATCHCODEDETECTIONENABLED</a>	<a href="#">ICAP_PATCHCODESEARCHPRIORITIES</a>
<a href="#">ICAP_SUPPORTEDPATCHCODETYPES</a>	<a href="#">ICAP_PATCHCODEMAXRETRIES</a>
<a href="#">ICAP_PATCHCODEMAXSEARCHPRIORITIES</a>	<a href="#">ICAP_PATCHCODETIMEOUT</a>

---

# 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.  
If not supported, return TWRC\_FAILURE / TWCC\_CAPUNSUPPORTED.  
If Operation is not supported, return TWRC\_FAILURE, TWCC\_CAPBADOPERATION. (See [DG\\_CONTROL](#) / [DAT\\_CAPABILITY](#) / [MSG\\_QUERY SUPPORT](#))

## Values

Type:	TW_UINT16
Default Value:	No Default
Allowed Values:	TWPCH_PATCH1 TWPCH_PATCH2 TWPCH_PATCH3 TWPCH_PATCH4 TWPCH_PATCH6 TWPCH_PATCHT

## Containers

MSG_GET	TW_ARRAY
MSG_GETCURRENT	TW_ARRAY
MSG_GETDEFAULT	TW_ARRAY
MSG_SET	TW_ONEVALUE
MSG_SETCONSTRAINT	TW_ONEVALUE TW_ARRAY
MSG_RESET	TW_ARRAY
MSG_SETCONSTRAINT	TW_ARRAY
MSG_QUERY SUPPORT	TW_ONEVALUE

## Required By

None

## Source Required Operations

None

## TWAIN Version Introduced

Version 1.8

## See Also

<a href="#">ICAP_PATCHCODEDETECTIONENABLED</a>	<a href="#">ICAP_PATCHCODESEARCHMODE</a>
<a href="#">ICAP_SUPPORTEDPATCHCODETYPES</a>	<a href="#">ICAP_PATCHCODEMAXRETRIES</a>
<a href="#">ICAP_PATCHCODEMAXSEARCHPRIORITIES</a>	<a href="#">ICAP_PATCHCODETIMEOUT</a>

---

# 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.

If not supported, return TWRC\_FAILURE / TWCC\_CAPUNSUPPORTED.

If Operation is not supported, return TWRC\_FAILURE, TWCC\_CAPBADOPERATION. (See [DG\\_CONTROL](#) / [DAT\\_CAPABILITY](#) / [MSG\\_QUERY SUPPORT](#))

## Values

Type:	TW_UINT32
Default Value:	No Default
Allowed Values:	1 to 2 <sup>32</sup> -1

## Containers

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_QUERY SUPPORT	TW_ONEVALUE

## Required By

None

## Source Required Operations

None

## TWAIN Version Introduced

Version 1.8

## See Also

<a href="#">ICAP_PATCHCODEDETECTIONENABLED</a>	<a href="#">ICAP_PATCHCODESEARCHPRIORITIES</a>
<a href="#">ICAP_SUPPORTEDPATCHCODETYPES</a>	<a href="#">ICAP_PATCHCODESEARCHMODE</a>
<a href="#">ICAP_PATCHCODEMAXSEARCHPRIORITIES</a>	<a href="#">ICAP_PATCHCODEMAXRETRIES</a>

---

# ICAP\_PHYSICALHEIGHT

## Description

The maximum physical height (Y-axis) the Source can acquire (measured in units of ICAP\_UNITS).

## Source

For a flatbed scanner, the scannable height of the platen. For a handheld 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

<b>Type:</b>	TW_FIX32
<b>Default Value:</b>	No Default
<b>Allowed Values:</b>	0 to 65535 in ICAP_UNITS

## Containers

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_QUERY SUPPORT	TW_ONEVALUE

## Required By

All Image Sources

## Source Required Operations

MSG\_GET / MSG\_GETCURRENT / MSG\_GETDEFAULT

## TWAIN Version Introduced

Version 1.0

## See Also

CAP\_FEEDERENABLED  
ICAP\_UNITS

---

## ICAP\_PHYSICALWIDTH

### Description

The maximum physical width (X-axis) the Source can acquire (measured in units of ICAP\_UNITS).

### Source

For a flatbed scanner, the scannable width of the platen. For a handheld 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

<b>Type:</b>	TW_FIX32
<b>Default Value:</b>	No Default
<b>Allowed Values:</b>	0 to 65535 in ICAP_UNITS

### Containers

<b>MSG_GET</b>	TW_ONEVALUE
<b>MSG_GETCURRENT</b>	TW_ONEVALUE
<b>MSG_GETDEFAULT</b>	TW_ONEVALUE
<b>MSG_SET</b>	Not Allowed
<b>MSG_SETCONSTRAINT</b>	Not Allowed
<b>MSG_RESET</b>	Not Allowed
<b>MSG_QUERY SUPPORT</b>	TW_ONEVALUE

### Required By

All Image Sources

### Source Required Operations

MSG\_GET / MSG\_GETCURRENT / MSG\_GETDEFAULT

### TWAIN Version Introduced

Version 1.0

### See Also

[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

<b>Type:</b>	TW_UINT16
<b>Default Value:</b>	TWPF_CHOCOLATE
<b>Allowed Values:</b>	TWPF_CHOCOLATE TWPF_VANILLA

### Containers

<b>MSG_GET</b>	TW_ONEVALUE TW_ENUMERATION
<b>MSG_GETCURRENT</b>	TW_ONEVALUE
<b>MSG_GETDEFAULT</b>	TW_ONEVALUE
<b>MSG_SET</b>	TW_ONEVALUE
<b>MSG_SETCONSTRAINT</b>	TW_ONEVALUE TW_ENUMERATION
<b>MSG_RESET</b>	TW_ONEVALUE
<b>MSG_QUERY SUPPORT</b>	TW_ONEVALUE

### Required By

All Image Sources

### Source Required Operations

MSG\_GET / MSG\_GETCURRENT / MSG\_GETDEFAULT  
MSG\_SET / MSG\_RESET

### TWAIN Version Introduced

Version 1.0

### See Also

[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**

<b>Type:</b>	TW_UINT16
<b>Default Value:</b>	TWPF_CHOCOLATE
<b>Allowed Values:</b>	TWPF_CHOCOLATE TWPF_VANILLA

**Containers**

<b>MSG_GET</b>	TW_ONEVALUE TW_ENUMERATION
<b>MSG_GETCURRENT</b>	TW_ONEVALUE
<b>MSG_GETDEFAULT</b>	TW_ONEVALUE
<b>MSG_SET</b>	TW_ONEVALUE
<b>MSG_SETCONSTRAINT</b>	TW_ONEVALUE TW_ENUMERATION
<b>MSG_RESET</b>	TW_ONEVALUE
<b>MSG_QUERYSUPPORT</b>	TW_ONEVALUE

**Required By**

None

**Source Required Operations**

None

**TWAIN Version Introduced**

Version 1.0

**See Also**

[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

<b>Type:</b>	TW_UINT16
<b>Default Value:</b>	No Default
<b>Allowed Values:</b>	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

### Containers

<b>MSG_GET</b>	TW_ONEVALUE TW_ENUMERATION
<b>MSG_GETCURRENT</b>	TW_ONEVALUE
<b>MSG_GETDEFAULT</b>	TW_ONEVALUE
<b>MSG_SET</b>	TW_ONEVALUE
<b>MSG_SETCONSTRAINT</b>	TW_ONEVALUE TW_ENUMERATION
<b>MSG_RESET</b>	TW_ONEVALUE

**MSG\_QUERY SUPPORT** TW\_ONEVALUE

**Required By**

All Image Sources

**Source Required Operations**

MSG\_GET / MSG\_GETCURRENT / MSG\_GETDEFAULT  
MSG\_SET / MSG\_RESET

**TWAIN Version Introduced**

Version 1.0

**See Also**

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-G-B...) (typical for one-pass scanners).

### Source

If not supported, return TWRC\_FAILURE / TWCC\_CAPUNSUPPORTED.

### Values

<b>Type:</b>	TW_UINT16
<b>Default Value:</b>	No Default
<b>Allowed Values:</b>	TWPC_CHUNKY TWPC_PLANAR

### Containers

<b>MSG_GET</b>	TW_ONEVALUE TW_ENUMERATION
<b>MSG_GETCURRENT</b>	TW_ONEVALUE
<b>MSG_GETDEFAULT</b>	TW_ONEVALUE
<b>MSG_SET</b>	TW_ONEVALUE
<b>MSG_SETCONSTRAINT</b>	TW_ONEVALUE TW_ENUMERATION
<b>MSG_RESET</b>	TW_ONEVALUE
<b>MSG_QUERYSUPPORT</b>	TW_ONEVALUE

### Required By

All Image Sources

### Source Required Operations

MSG\_GET / MSG\_GETCURRENT / MSG\_GETDEFAULT

### TWAIN Version Introduced

Version 1.0

### See Also

[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
Default Value:	0
Allowed Values:	+/- 360 degrees

## Containers

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

## Source Required Operations

None

## TWAIN Version Introduced

Version 1.0

## See Also

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

<b>Type:</b>	TW_FIX32
<b>Default Value:</b>	0
<b>Allowed Values:</b>	0 to 255

## Containers

<b>MSG_GET</b>	TW_ONEVALUE TW_RANGE TW_ENUMERATION
<b>MSG_GETCURRENT</b>	TW_ONEVALUE
<b>MSG_GETDEFAULT</b>	TW_ONEVALUE
<b>MSG_SET</b>	TW_ONEVALUE
<b>MSG_SETCONSTRAINT</b>	TW_ONEVALUE TW_RANGE TW_ENUMERATION
<b>MSG_RESET</b>	TW_ONEVALUE
<b>MSG_QUERY SUPPORT</b>	TW_ONEVALUE

## Required By

None

## Source Required Operations

None

## TWAIN Version Introduced

Version 1.0

## See Also

[ICAP\\_PIXELFLAVOR](#)

## ICAP\_SUPPORTEDBARCODETYPES

### Description

Provides a list of bar code types that can be detected by the current Data Source.

### 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.

If not supported, return TWRC\_FAILURE / TWCC\_CAPUNSUPPORTED.

If Operation is not supported, return TWRC\_FAILURE, TWCC\_CAPBADOPERATION. (See [DG\\_CONTROL](#) / [DAT\\_CAPABILITY](#) / [MSG\\_QUERY SUPPORT](#))

### Values

<b>Type:</b>	TW_UINT16
<b>Default Value:</b>	No Default
<b>Allowed Values:</b>	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

### Containers

<b>MSG_GET</b>	TW_ARRAY
<b>MSG_GETCURRENT</b>	TW_ARRAY
<b>MSG_GETDEFAULT</b>	TW_ARRAY
<b>MSG_SET</b>	Not Allowed
<b>MSG_SETCONSTRAINT</b>	Not Allowed
<b>MSG_RESET</b>	Not Allowed
<b>MSG_QUERY SUPPORT</b>	TW_ONEVALUE



**Required By**

None

**Source Required Operations**

None

**TWAIN Version Introduced**

Version 1.8

**See Also**

ICAP_BARCODEDETECTIONENABLED	ICAP_BARCODESEARCHMODE
ICAP_SUPPORTEDPATCHCODETYPES	ICAP_BARCODEMAXRETRIES
ICAP_BARCODEMAXSEARCHPRIORITIES	ICAP_BARCODETIMEOUT
ICAP_BARCODESEARCHPRIORITIES	

---

# ICAP\_SUPPORTEDEXTIMAGEINFO

## Description

Lists all of the information that the Source is capable of returning from a call to DAT\_EXTIMAGEINFO.

## 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
Default Value:	Same as the current value
Allowed Values:	An array of TWEI_* values

## Containers

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_QUERY SUPPORT	TW_ONEVALUE

## Required By

None

## Source Required Operations

MSG\_GET / MSG\_GETCURRENT / MSG\_GETDEFAULT  
MSG\_QUERY SUPPORT

## TWAIN Version Introduced

Version 2.1

## See Also

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.

## 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.

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

<b>Type:</b>	TW_UINT16
<b>Default Value:</b>	No Default
<b>Allowed Values:</b>	TWPCH_PATCH1 TWPCH_PATCH2 TWPCH_PATCH3 TWPCH_PATCH4 TWPCH_PATCH6 TWPCH_PATCHT

## Containers

<b>MSG_GET</b>	TW_ARRAY
<b>MSG_GETCURRENT</b>	TW_ARRAY
<b>MSG_GETDEFAULT</b>	TW_ARRAY
<b>MSG_SET</b>	Not Allowed
<b>MSG_SETCONSTRAINT</b>	Not Allowed
<b>MSG_RESET</b>	Not Allowed
<b>MSG_QUERYSUPPORT</b>	TW_ONEVALUE

## Required By

None

## Source Required Operations

None

## TWAIN Version Introduced

Version 1.8

## See Also

<a href="#">ICAP_PATCHCODEDETECTIONENABLED</a>	<a href="#">ICAP_PATCHCODESEARCHMODE</a>
<a href="#">ICAP_PATCHCODEMAXSEARCHPRIORITIES</a>	<a href="#">ICAP_PATCHCODEMAXRETRIES</a>
<a href="#">ICAP_PATCHCODESEARCHPRIORITIES</a>	<a href="#">ICAP_PATCHCODETIMEOUT</a>

# 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.”

If not supported, return TWRC\_FAILURE / TWCC\_CAPUNSUPPORTED.

If Operation is not supported, return TWRC\_FAILURE, TWCC\_CAPBADOPERATION. (See [DG\\_CONTROL](#) / [DAT\\_CAPABILITY](#) / [MSG\\_QUERY](#)SUPPORT)

## Values

Type:	TW_UINT16	
Default Value:	No Default	
Allowed Values:	<div><div><div>TWSS_NONE</div><div>*TWSS_A4LETTER</div><div>*TWSS_B5LETTER</div><div>TWSS_USLETTER</div><div>TWSS_USLEGAL</div><div>TWSS_A5</div><div>*TWSS_B4</div><div>*TWSS_B6</div></div><div><div>TWSS_USLEDGER</div><div>TWSS_USEXECUTIVE</div><div>TWSS_A3</div><div>*TWSS_B3</div><div>*TWSS_A6</div><div>TWSS_C4</div><div>TWSS_C5</div><div>TWSS_C6</div></div></div>	

(\*) 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	TWSS_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_ISOBO	TWSS_C0
TWSS_ISOBI	TWSS_C1
TWSS_ISOBI2	TWSS_C2
TWSS_ISOBI3 (TWSS_B3)	TWSS_C3
TWSS_ISOBI4 (TWSS_B4)	TWSS_C7
TWSS_ISOBI5	TWSS_C8
TWSS_ISOBI6 (TWSS_B6)	TWSS_C9
TWSS_ISOBI7	TWSS_C10
TWSS_ISOBI8	TWSS_USSTATEMENT
TWSS_ISOBI9	TWSS_BUSINESSCARD
TWSS_ISOBI10	TWSS_MAXSIZE
TWSS_JISBO	

## 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_QUERY SUPPORT	TW_ONEVALUE

## Required By

All Image Sources that support fixed frame sizes.

## Source Required Operations

MSG\_GET / MSG\_GETCURRENT / MSG\_GETDEFAULT  
MSG\_SET / MSG\_RESET

## TWAIN Version Introduced

Version 1.0

## See Also

ICAP\_FRAMES  
ICAP\_AUTOSIZE  
TW\_IMAGEINFO  
TW\_IMAGE LAYOUT

---

# 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
Default Value:	128
Allowed Values:	0 to 255

**Containers**

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**

When the ICAP\_BITDEPTHREDUCTION value is TWBR\_THRESHOLD.

**Source Required Operations**

None

**TWAIN Version Introduced**

Version 1.0

**See Also**

[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

<b>Type:</b>	TW_BOOL
<b>Default Value:</b>	No Default
<b>Allowed Values:</b>	TRUE or FALSE

### Containers

<b>MSG_GET</b>	TW_ONEVALUE TW_ENUMERATION	<b>// 2.0 and higher</b>
<b>MSG_GETCURRENT</b>	TW_ONEVALUE	
<b>MSG_GETDEFAULT</b>	TW_ONEVALUE	
<b>MSG_SET</b>	TW_ONEVALUE	
<b>MSG_SETCONSTRAINT</b>	TW_ONEVALUE TW_ENUMERATION	
<b>MSG_RESET</b>	TW_ONEVALUE	
<b>MSG_QUERYSUPPORT</b>	TW_ONEVALUE	

### Required By

None

### Source Required Operations

None

### TWAIN Version Introduced

Version 1.0

### See Also

[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
Default Value:	1
Allowed Values:	1 to 216

## Containers

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 Required Operations

None

## TWAIN Version Introduced

Version 1.0

## See Also

[ICAP\\_COMPRESSION](#)



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# ICAP\_UNDEFINEDIMAGE SIZE

## 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
Default Value:	FALSE
Allowed Values:	TRUE or FALSE

## Containers

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_QUERY SUPPORT	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

## Source Required Operations

None

## TWAIN Version Introduced

Version 1.6

## See Also

[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		
Default Value:	TWUN_INCHES		
Allowed Values:	TWUN_INCHES	TWUN_TWIPS	
	TWUN_CENTIMETERS	TWUN_PIXELS	
	TWUN_PICAS	TWUN_MILLIMETERS	
	TWUN_POINTS		

## 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_QUERY SUPPORT	TW_ONEVALUE

## Required By

All Image Sources

## Source Required Operations

MSG\_GET / MSG\_GETCURRENT / MSG\_GETDEFAULT  
MSG\_SET / MSG\_RESET

## TWAIN Version Introduced

Version 1.0

## See Also

ICAP\_FRAMES  
DG\_IMAGE / DAT\_IMAGE LAYOUT / MSG\_GET  
DG\_IMAGE / DAT\_IMAGE LAYOUT / MSG\_GETDEFAULT  
DG\_IMAGE / DAT\_IMAGE LAYOUT / MSG\_RESET  
DG\_IMAGE / DAT\_IMAGE LAYOUT / 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

<b>Type:</b>	TW_UINT16
<b>Default Value:</b>	TWSX_NATIVE
<b>Allowed Values:</b>	TWSX_NATIVE TWSX_FILE TWSX_MEMORY TWSX_MEMFILE

### Containers

<b>MSG_GET</b>	TW_ONEVALUE TW_ENUMERATION
<b>MSG_GETCURRENT</b>	TW_ONEVALUE
<b>MSG_GETDEFAULT</b>	TW_ONEVALUE
<b>MSG_SET</b>	TW_ONEVALUE
<b>MSG_SETCONSTRAINT</b>	TW_ONEVALUE TW_ENUMERATION
<b>MSG_RESET</b>	TW_ONEVALUE
<b>MSG_QUERY SUPPORT</b>	TW_ONEVALUE

### Required By

All Image Sources

### Source Required Operations

MSG\_GET / MSG\_GETCURRENT / MSG\_GETDEFAULT  
MSG\_SET / MSG\_RESET

### TWAIN Version Introduced

Version 1.0

### See Also

[DG\\_IMAGE](#) / [DAT\\_IMAGEFILEXFER](#) / [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).

**Source**

If not supported, return TWRC\_FAILURE / TWCC\_CAPUNSUPPORTED.

**Values**

Type:	TW_FIX32
Default Value:	No Default
Allowed Values:	>0

**Containers**

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_QUERY SUPPORT	TW_ONEVALUE

**Required By**

All 2.2 Scanner Sources

**Source Required Operations**

None

**TWAIN Version Introduced**

Version 1.0

**See Also**

- 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

<b>Type:</b>	TW_FIX32
<b>Default Value:</b>	No Default
<b>Allowed Values:</b>	>0

### Containers

<b>MSG_GET</b>	TW_ONEVALUE TW_RANGE TW_ENUMERATION
<b>MSG_GETCURRENT</b>	TW_ONEVALUE
<b>MSG_GETDEFAULT</b>	TW_ONEVALUE
<b>MSG_SET</b>	TW_ONEVALUE
<b>MSG_SETCONSTRAINT</b>	TW_ONEVALUE TW_RANGE TW_ENUMERATION
<b>MSG_RESET</b>	TW_ONEVALUE
<b>MSG_QUERYSUPPORT</b>	TW_ONEVALUE

### Required By

All Image Sources

### Source Required Operations

MSG\_GET / MSG\_GETCURRENT / MSG\_GETDEFAULT  
MSG\_SET / MSG\_RESET

### TWAIN Version Introduced

Version 1.0

### See Also

[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
Default Value:	1.0
Allowed Values:	> 0

**Containers**

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

**Source Required Operations**

None

**TWAIN Version Introduced**

Version 1.0

**See Also**

[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).

## 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
Default Value:	No Default
Allowed Values:	> 0

## Containers

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_QUERY SUPPORT	TW_ONEVALUE

## Required By

All 2.2 Scanner Sources

## Source Required Operations

None

## TWAIN Version Introduced

Version 1.0

## See Also

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

<b>Type:</b>	TW_FIX32
<b>Default Value:</b>	No Default
<b>Allowed Values:</b>	> 0

### Containers

<b>MSG_GET</b>	TW_ONEVALUE TW_RANGE TW_ENUMERATION
<b>MSG_GETCURRENT</b>	TW_ONEVALUE
<b>MSG_GETDEFAULT</b>	TW_ONEVALUE
<b>MSG_SET</b>	TW_ONEVALUE
<b>MSG_SETCONSTRAINT</b>	TW_ONEVALUE TW_RANGE TW_ENUMERATION
<b>MSG_RESET</b>	TW_ONEVALUE
<b>MSG_QUERY SUPPORT</b>	TW_ONEVALUE

### Required By

All Image Sources

### Source Required Operations

MSG\_GET / MSG\_GETCURRENT / MSG\_GETDEFAULT  
MSG\_SET / MSG\_RESET

### TWAIN Version Introduced

Version 1.0

### See Also

ICAP\_UNITS      ICAP\_XRESOLUTION      ICAP\_YNATIVE RESOLUTION



---

## 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

<b>Type:</b>	TW_FIX32
<b>Default Value:</b>	1.0
<b>Allowed Values:</b>	> 0

### Containers

<b>MSG_GET</b>	TW_ONEVALUE TW_RANGE TW_ENUMERATION
<b>MSG_GETCURRENT</b>	TW_ONEVALUE
<b>MSG_GETDEFAULT</b>	TW_ONEVALUE
<b>MSG_SET</b>	TW_ONEVALUE
<b>MSG_SETCONSTRAINT</b>	TW_ONEVALUE TW_RANGE TW_ENUMERATION
<b>MSG_RESET</b>	TW_ONEVALUE
<b>MSG_QUERY SUPPORT</b>	TW_ONEVALUE

### Required By

None

### Source Required Operations

None

### TWAIN Version Introduced

Version 1.0

### See Also

[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.

**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\\_QUERY SUPPORT](#))

**Values**

<b>Type:</b>	TW_INT16
<b>Default Value:</b>	0
<b>Allowed Values:</b>	Source dependent.

**Containers**

<b>MSG_GET</b>	TW_ONEVALUE TW_RANGE TW_ENUMERATION
<b>MSG_GETCURRENT</b>	TW_ONEVALUE
<b>MSG_GETDEFAULT</b>	TW_ONEVALUE
<b>MSG_SET</b>	TW_ONEVALUE
<b>MSG_SETCONSTRAINT</b>	TW_ONEVALUE TW_RANGE TW_ENUMERATION
<b>MSG_RESET</b>	TW_ONEVALUE
<b>MSG_QUERY SUPPORT</b>	TW_ONEVALUE

**Required By**

None. Highly recommended for digital cameras that are equipped with zoom lenses.

**Source Required Operations**

MSG\_GET / MSG\_GETCURRENT  
MSG\_SET / MSG\_RESET

**TWAIN Version Introduced**

Version 1.8

**See Also**

None

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## Return Codes and Condition Codes

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Currently Defined Condition Codes. ....	11-3
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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_CLOSEDREQ` to the application’s event loop.

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_DISABLED
DG_CONTROL / DAT_IDENTITY / MSG_CLOSED
DG_CONTROL / DAT_IDENTITY / MSG_CLOSEDM
```

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.
TTWRC_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.

---

---

## 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_FOCUSERERROR	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.

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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## 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>.

### 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>, 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> 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 be 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 `lDSM_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>). 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:

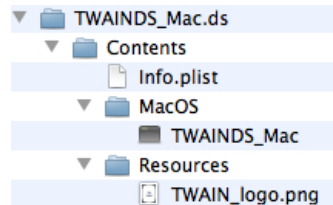
- Memory allocation - `NewHandle`
- Memory free - `DisposeHandle`
- Memory lock - dereference the handle
- Memory unlock - `is a no op`

### 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>.

## 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_DISABLED` operations. Use



EnableWindow(NULL, FALSE) to disable the window and EnableWindow(NULL, TRUE) to re-enable 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



# 13

---

## 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 Vista, Windows 7 and Macintosh OS X. A native 64-bit data source is one that interfaces with a native 64-bit 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](http://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 Self-Certification

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 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 self-certification. 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, Windows 7, Windows 2008 R2, or any later version of Windows, or Macintosh OS X 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 self-certification, 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](http://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 submission to 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.

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 submission to this email address? (circle one) ☒ [Yes] ☐ [No]

The following fields will be posted on the TWAIN Working Group website.

Company:	<u>Not A Real Company</u>
Division: (optional)	<u>Scanner Group</u>
Company/Division URL: (optional)	<u>www.notarealcompany.com/scanners</u>
Hardware Model Name:	<u>Business Scanner</u>
Hardware Model Number:	<u>123</u>
Hardware Model Revision: (optional)	<u>6.0</u>
TW_IDENTITY.Manufacturer:	<u>Not A Real Company</u>
TW_IDENTITY.ProductFamily:	<u>Business Scanner</u>
TW_IDENTITY.ProductName:	<u>Not A Real Scanner: 123</u>
TW_IDENTITY.Protocol:	<u>2 . 1</u>
TWAIN Data Source Version:	<u>5 . 3 . 0 . 0</u>
Installer Version:	<u>Not A Real Scanner: 123, CD v3.4.0.0</u>
URL to Data Source: (optional)	<u>www.notarealcompany.com/scanners/123</u>
Processor:	<u>x86 x x64 x other</u>
Operating System/Revision:	<u>Windows Vista / SP2</u>
Self-Certification Software: (optional)	<u>Inspector TWAIN 3.1.14</u>

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

---

## 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](http://www.twain.org/self_certification_congratulations.shtm)

---

## TWAIN Self-Certification Tests

The tests are broken down into the following groups:

<b>TWAIN Standard Capability Tests</b>	Exercise DAT_CAPABILITY operations for all standard TWAIN capabilities reported by CAP_SUPPORTEDCAPS. Confirm use of containers and supported operations.
<b>Vendor Custom Capability Tests</b>	Exercise DAT_CAPABILITY operations for any vendor specific custom capabilities reported by CAP_SUPPORTEDCAPS.
<b>Status Return Tests</b>	Confirm that the expected status return is reported by certain operations.
<b>Stress Tests</b>	Stress aspects of data sources that have been reported as common problems.
<b>Non-UI Image Transfer Tests</b>	Confirm that multiple MSG_ENABLEDS and MSG_DISABLED calls can be made in the context of one MSG_OPENS / MSG_CLOSEDS. This test focuses on image capture with no UI.
<b>UI Image Transfer Tests</b>	Confirm that multiple MSG_ENABLEDS and MSG_DISABLED calls can be made in the context of one MSG_OPENS / MSG_CLOSEDS. This test focuses on image capture with the UI.
<b>ICAP_XFERMECH</b>	Test the ability of the data source to transfer the correct number of images based on the value of ICAP_XFERMECH.
<b>Version Test</b>	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 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, Windows 7 or Macintosh OS X 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)
  - 1.1. **Test:** If result is not TWRC\_SUCCESS, then end with error
  - 1.2. **Test:** If TW\_CAPABILITY.Cap is not CAP\_SUPPORTEDCAPS, then end with error
  - 1.3. **Test:** If TW\_CAPABILITY.ConType is not TWON\_ARRAY, then end with error
  - 1.4. **Test:** If TW\_CAPABILITY.hContainer is not a valid TW\_HANDLE value, then end with error
  - 1.5. **Test:** If TW\_ARRAY.ItemType is not TWTY\_UINT16, then end with error
  - 1.6. **Test:** If TW\_ARRAY.NumItems is equal to zero, then end with error
  - 1.7. **Action:** Confirm the presence of the following capabilities in TW\_ARRAY.ItemList
    - 1.7.1. **Test:** If CAP\_SUPPORTEDCAPS not found, then end with error
    - 1.7.2. **Test:** If ICAP\_PIXELTYPE not found, then end with error
    - 1.7.3. **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.

2. **Action:** MSG\_GET ICAP\_PIXELTYPE

- 2.1. **Test:** If result is not TWRC\_SUCCESS, then end with error
- 2.2. **Test:** If TW\_CAPABILITY.Cap is not ICAP\_PIXELTYPE, then end with error
- 2.3. **Test:** If TW\_CAPABILITY.ConType is not TWON\_ENUMERATION, then end with error
- 2.4. **Test:** If TW\_CAPABILITY.hContainer is not a valid TW\_HANDLE value, then end with error
- 2.5. **Test:** If TW\_ENUMERATION.ItemType is not TWTY\_UINT16, then end with error
- 2.6. **Test:** If TW\_ENUMERATION.NumItems is equal to zero, 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.

3. **Action:** MSG\_GET ICAP\_XFERMECH
  - 3.1. **Test:** If result is not TWRC\_SUCCESS, then end with error
  - 3.2. **Test:** If TW\_CAPABILITY.Cap is not ICAP\_XFERMECH, then end with error
  - 3.3. **Test:** If TW\_CAPABILITY.ConType is not TWON\_ENUMERATION, then end with error
  - 3.4. **Test:** If TW\_CAPABILITY.hContainer is not a valid TW\_HANDLE value, then end with error
  - 3.5. **Test:** If TW\_ENUMERATION.ItemType is not TWTY\_UINT16, then end with error
  - 3.6. **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 "Capabilities".

4. **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)
  - 4.1. **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)
    - 4.1.1. **Action:** MSG\_QUERY SUPPORT #CAP#
      - 4.1.1.1. **Test:** If result is not TWRC\_SUCCESS, then end with error
      - 4.1.1.2. **Test:** If TW\_CAPABILITY.Cap is not #CAP#, then end with error
      - 4.1.1.3. **Test:** If TW\_CAPABILITY.ConType is not TWON\_ONEVALUE, then end with error

- 4.1.1.4. **Test:** If TW\_ONEVALUE.ItemType is not TWTY\_UINT32, then end with error
- 4.1.1.5. **Test:** If TW\_CAPABILITY.hContainer is not a valid TW\_HANDLE value, then end with error
- 4.1.1.6. **Test:** If the value of TW\_ONEVALUE.Item doesn't match the TWQC values for this capability, then end with error
- 4.1.1.7. **Test:** If TWQC\_GET, TWQC\_GETCURRENT or TWQC\_GETDEFAULT is detected, then all three must be present, if any are missing end with error
- 4.1.1.8. **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
- 4.1.2. **Action:** If TWQC\_GET is reported, then call MSG\_GET #CAP#
- 4.1.2.1. **Test:** If result is TWRC\_FAILURE / TWCC\_CAPSEQERROR, then skip to the next capability
- 4.1.2.2. **Test:** If result is not TWRC\_SUCCESS, then end with error
- 4.1.2.3. **Test:** If TW\_CAPABILITY.Cap is not #CAP#, then end with error
- 4.1.2.4. **Test:** If TW\_CAPABILITY.hContainer is not a valid TW\_HANDLE value, then end with error
- 4.1.2.5. **Test:** If the value of TW\_CAPABILITY.ConType doesn't match the Specification's MSG\_GET container for this capability, then end with error
- 4.1.2.6. **Test:** If container's ItemType doesn't match the Specification's ItemType for this capability, then end with error
- 4.1.3. **Action:** If TWQC\_GETCURRENT is reported, then call MSG\_GETCURRENT #CAP#
- 4.1.3.1. **Test:** If result is not TWRC\_SUCCESS, then end with error
- 4.1.3.2. **Test:** If TW\_CAPABILITY.Cap is not #CAP#, then end with error
- 4.1.3.3. **Test:** If TW\_CAPABILITY.hContainer is not a valid TW\_HANDLE value, then end with error
- 4.1.3.4. **Action:** If TWQC\_GET was reported by MSG\_QUERY SUPPORT then do the following:
- 4.1.3.4.1. **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
- 4.1.3.4.2. **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



- 4.1.3.4.3. **Test:** If container's ItemType for MSG\_GET doesn't match container's ItemType for MSG\_GETCURRENT, then end with error
- 4.1.4. **Action:** If TWQC\_GETDEFAULT is reported, then call MSG\_GETDEFAULT #CAP#
- 4.1.4.1. **Test:** If result is not TWRC\_SUCCESS, then end with error
- 4.1.4.2. **Test:** If TW\_CAPABILITY.Cap is not #CAP#, then end with error
- 4.1.4.3. **Test:** If TW\_CAPABILITY.hContainer is not a valid TW\_HANDLE value, then end with error
- 4.1.4.4. **Action:** If TWQC\_GET was reported by MSG\_QUERY SUPPORT then do the following:
- 4.1.4.4.1. **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
- 4.1.4.4.2. **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
- 4.1.4.4.3. **Test:** If container's ItemType for MSG\_GET doesn't match container's ItemType for MSG\_GETDEFAULT, then end with error
- 4.1.5. **Action:** If TWQC\_RESET is reported, then call MSG\_RESET #CAP#
- 4.1.5.1. **Test:** If result is not TWRC\_SUCCESS, then end with error
- 4.1.5.2. **Test:** If TW\_CAPABILITY.Cap is not #CAP#, then end with error
- 4.1.5.3. **Test:** If TW\_CAPABILITY.hContainer is not a valid TW\_HANDLE value, then end with error
- 4.1.6. **Action:** If TWQC\_GET was reported by MSG\_QUERY SUPPORT then do the following:
- 4.1.6.1. **Test:** If TW\_CAPABILITY.ConType for MSG\_GET doesn't match TW\_CAPABILITY.ConType for MSG\_RESET, then end with error
- 4.1.6.2. **Test:** If container's ItemType for MSG\_GET doesn't match container's ItemType for MSG\_RESET, then end with error
- 4.1.7. **Action:** If TWQC\_SET is reported then do the following:
- 4.1.7.1. **Action:** If TWQC\_GET was reported by MSG\_QUERY SUPPORT then do the following:
- 4.1.7.1.1. **Action:** MSG\_GET #CAP#
- 4.1.7.1.1.1. **Test:** If result is not TWRC\_SUCCESS, then end with error
- 4.1.7.1.2. **Action:** MSG\_SET with TW\_CAPABILITY from MSG\_GET

4.1.7.1.2.1. **Test:** If result is TWRC\_FAILURE / TWCC\_CAPSEQERROR, then skip to next capability

4.1.7.1.2.2. **Test:** If result is not TWRC\_SUCCESS or TWRC\_CHECKSTATUS, then end with error

4.1.7.2. **Action:** If TWQC\_GETCURRENT was reported by MSG\_QUERY SUPPORT then do the following:

4.1.7.2.1. **Action:** MSG\_GETCURRENT #CAP#

4.1.7.2.1.1. **Test:** If result is not TWRC\_SUCCESS, then end with error

4.1.7.2.1.2. **Action:** MSG\_SET with TW\_CAPABILITY from MSG\_GETCURRENT

4.1.7.2.1.3. **Test:** If result is TWRC\_FAILURE / TWCC\_CAPSEQERROR, then skip to next capability

4.1.7.2.1.4. **Test:** If result is not TWRC\_SUCCESS or TWRC\_CHECKSTATUS, then end with error

4.1.7.3. **Action:** If TWQC\_GETDEFAULT was reported by MSG\_QUERY SUPPORT then do the following:

4.1.7.3.1. **Action:** MSG\_GETDEFAULT #CAP#

4.1.7.3.1.1.1. **Test:** If result is not TWRC\_SUCCESS, then end with error

4.1.7.3.2. **Action:** MSG\_SET with TW\_CAPABILITY from MSG\_GETDEFAULT

4.1.7.3.2.1. **Test:** If result is TWRC\_FAILURE / TWCC\_CAPSEQERROR, then skip to next capability

4.1.7.3.2.2. **Test:** If result is not TWRC\_SUCCESS or TWRC\_CHECKSTATUS, then end with error

4.1.7.4. **Action:** If TWQC\_RESET was reported by MSG\_QUERY SUPPORT then do the following:

4.1.7.4.1. **Action:** MSG\_RESET #CAP#

4.1.7.4.1.1. **Test:** If result is not TWRC\_SUCCESS, then end with error

4.1.7.4.2. **Action:** MSG\_SET with TW\_CAPABILITY from MSG\_RESET

4.1.7.4.2.1. **Test:** If result is TWRC\_FAILURE / TWCC\_CAPSEQERROR, then skip to next capability

4.1.7.4.2.2. **Test:** If result is not TWRC\_SUCCESS, then end with error

4.1.7.5. **Action:** If TWQC\_GET was reported by MSG\_QUERY SUPPORT then do the following:

4.1.7.5.1. **Action:** MSG\_GET #CAP#

4.1.7.5.1.1. **Test:** If result is not TWRC\_SUCCESS, then end with error

4.1.7.5.1.2. **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

4.1.7.5.1.3. **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

4.1.7.5.2. **Action:** If TW\_CAPABILITY.ConType is TWON\_ARRAY then repeat following for each value in the array:

4.1.7.5.2.1. **Action:** MSG\_SET the value using a TW\_ARRAY container

4.1.7.5.2.1.1. **Test:** If result is not TWRC\_SUCCESS or TWRC\_CHECKSTATUS, then end with error

4.1.7.5.2.2. **Action:** If TW\_CAPABILITY.ConType is TWON\_ARRAY then do the following:

4.1.7.5.2.2.1. **Action:** MSG\_SET the value using a TW\_ARRAY container, setting the value to 22222 (which is expected to be an illegal value)

4.1.7.5.2.2.2. **Test:** If result is not TWRC\_BADVALUE or TWRC\_CHECKSTATUS, then end with error

4.1.7.5.3. **Action:** If TW\_CAPABILITY.ConType is TWON\_ENUMERATION then repeat following for each value in the enumeration:

4.1.7.5.4. **Action:** MSG\_SET the value using a TW\_ENUMERATION container

4.1.7.5.4.1. **Test:** If result is not TWRC\_SUCCESS or TWRC\_CHECKSTATUS, then end with error

4.1.7.5.5. **Action:** If TW\_CAPABILITY.ConType is TWON\_ENUMERATION then do the following:

4.1.7.5.5.1. **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

4.1.7.5.5.1.1. **Test:** If result is not TWRC\_BADVALUE, then end with error

4.1.7.5.6. **Action:** If TW\_CAPABILITY.ConType is TWON\_RANGE then repeat the following for the TW\_RANGE.MinValue, TW\_RANGE.CurrentValue and TW\_RANGE.MaxValue:

4.1.7.5.6.1. **Action:** MSG\_SET the current value using a TW\_RANGE container

4.1.7.5.6.1.1. **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.

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## 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, Windows 7 or Macintosh OS X 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 (gets the list of capabilities to be tested)
  - 1.1. **Test:** If result is not TWRC\_SUCCESS, then end with error
  - 1.2. **Test:** If TW\_CAPABILITY.Cap is not CAP\_SUPPORTEDCAPS, then end with error
  - 1.3. **Test:** If TW\_CAPABILITY.ConType is not TWON\_ARRAY, then end with error
  - 1.4. **Test:** If TW\_CAPABILITY.hContainer is not a valid TW\_HANDLE value, then end with error
  - 1.5. **Test:** If TW\_ARRAY.ItemType is not TWTY\_UINT16, then end with error
  - 1.6. **Test:** If TW\_ARRAY.NumItems is equal to zero, then end with error
  - 1.7. **Action:** Confirm the presence of the following capabilities in TW\_ARRAY.ItemList
    - 1.7.1. **Test:** If CAP\_SUPPORTEDCAPS not found, then end with error

1.7.2. **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.

2. **Action:** MSG\_GET ICAP\_PIXELTYPE

2.1. **Test:** If result is not TWRC\_SUCCESS, then end with error

2.2. **Test:** If TW\_CAPABILITY.Cap is not ICAP\_PIXELTYPE, then end with error

2.3. **Test:** If TW\_CAPABILITY.ConType is not TWON\_ENUMERATION, then end with error

2.4. **Test:** If TW\_CAPABILITY.hContainer is not a valid TW\_HANDLE value, then end with error

2.5. **Test:** If TW\_ENUMERATION.ItemType is not TWTY\_UINT16, then end with error

2.6. **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).

3. **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)

3.1. **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)

3.1.1. **Action:** MSG\_QUERY SUPPORT #CAP#

3.1.1.1. **Test:** If result is not TWRC\_SUCCESS, then end with error

3.1.1.2. **Test:** If TW\_CAPABILITY.Cap is not #CAP#, then end with error

3.1.1.3. **Test:** If TW\_CAPABILITY.ConType is not TWON\_ONEVALUE, then end with error

3.1.1.4. **Test:** If TW\_ONEVALUE.ItemType is not TWTY\_UINT32, then end with error

3.1.1.5. **Test:** If TW\_CAPABILITY.hContainer is not a valid TW\_HANDLE value, then end with error

3.1.2. **Action:** If TWQC\_GET is reported, then call MSG\_GET #CAP#

3.1.2.1. **Test:** If result is TWRC\_FAILURE / TWCC\_CAPSEQERROR, then skip to the next capability

3.1.2.2. **Test:** If result is not TWRC\_SUCCESS, then end with error

3.1.2.3. **Test:** If TW\_CAPABILITY.Cap is not #CAP#, then end with error

3.1.2.4. **Test:** If TW\_CAPABILITY.hContainer is not a valid TW\_HANDLE value, then end with error

3.1.3. **Action:** If TWQC\_GETCURRENT is reported, then call MSG\_GETCURRENT #CAP#

3.1.3.1. **Test:** If result is not TWRC\_SUCCESS, then end with error

3.1.3.2. **Test:** If TW\_CAPABILITY.Cap is not #CAP#, then end with error

3.1.3.3. **Test:** If TW\_CAPABILITY.hContainer is not a valid TW\_HANDLE value, then end with error

3.1.3.4. **Action:** If TWQC\_GET was reported by MSG\_QUERY SUPPORT then do the following:

3.1.3.4.1. **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

3.1.3.4.2. **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

3.1.3.4.3. **Test:** If container's ItemType for MSG\_GET doesn't match container's ItemType for MSG\_GETCURRENT, then end with error

3.1.4. **Action:** If TWQC\_GETDEFAULT is reported, then call MSG\_GETDEFAULT #CAP#

3.1.4.1. **Test:** If result is not TWRC\_SUCCESS, then end with error

3.1.4.2. **Test:** If TW\_CAPABILITY.Cap is not #CAP#, then end with error

3.1.4.3. **Test:** If TW\_CAPABILITY.hContainer is not a valid TW\_HANDLE value, then end with error

3.1.4.4. **Action:** If TWQC\_GET was reported by MSG\_QUERY SUPPORT then do the following:

3.1.4.4.1. **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

3.1.4.4.2. **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

3.1.4.4.3. **Test:** If container's ItemType for MSG\_GET doesn't match container's ItemType for MSG\_GETDEFAULT, then end with error

- 3.1.5. **Action:** If TWQC\_RESET is reported, then call MSG\_RESET #CAP#
- 3.1.5.1. **Test:** If result is not TWRC\_SUCCESS, then end with error
- 3.1.5.2. **Test:** If TW\_CAPABILITY.Cap is not #CAP#, then end with error
- 3.1.5.3. **Test:** If TW\_CAPABILITY.hContainer is not a valid TW\_HANDLE value, then end with error
- 3.1.5.4. **Action:** If TWQC\_GET was reported by MSG\_QUERY SUPPORT then do the following:
- 3.1.5.4.1. **Test:** If TW\_CAPABILITY.ConType for MSG\_GET doesn't match TW\_CAPABILITY.ConType for MSG\_RESET, then end with error
- 3.1.5.4.2. **Test:** If container's ItemType for MSG\_GET doesn't match container's ItemType for MSG\_RESET, then end with error
- 3.1.6. **Action:** If TWQC\_SET is reported then do the following:
- 3.1.6.1. **Action:** If TWQC\_GET was reported by MSG\_QUERY SUPPORT then do the following:
- 3.1.6.1.1. **Action:** MSG\_GET #CAP#
- 3.1.6.1.1.1. **Test:** If result is not TWRC\_SUCCESS, then end with error
- 3.1.6.1.2. **Action:** MSG\_SET with TW\_CAPABILITY from MSG\_GET
- 3.1.6.1.2.1. **Test:** If result is TWRC\_FAILURE / TWCC\_CAPSEQERROR, then skip to next capability
- 3.1.6.1.2.2. **Test:** If result is not TWRC\_SUCCESS or TWRC\_CHECKSTATUS, then end with error
- 3.1.6.2. **Action:** If TWQC\_GETCURRENT was reported by MSG\_QUERY SUPPORT then do the following:
- 3.1.6.2.1. **Action:** MSG\_GETCURRENT #CAP#
- 3.1.6.2.1.1. **Test:** If result is not TWRC\_SUCCESS, then end with error
- 3.1.6.2.2. **Action:** MSG\_SET with TW\_CAPABILITY from MSG\_GETCURRENT
- 3.1.6.2.2.1. **Test:** If result is TWRC\_FAILURE / TWCC\_CAPSEQERROR, then skip to next capability
- 3.1.6.2.2.2. **Test:** If result is not TWRC\_SUCCESS or TWRC\_CHECKSTATUS, then end with error
- 3.1.6.3. **Action:** If TWQC\_GETDEFAULT was reported by MSG\_QUERY SUPPORT then do the following:
- 3.1.6.3.1. **Action:** MSG\_GETDEFAULT #CAP#

3.1.6.3.1.1. **Test:** If result is not TWRC\_SUCCESS, then end with error

3.1.6.3.2. **Action:** MSG\_SET with TW\_CAPABILITY from MSG\_GETDEFAULT

3.1.6.3.2.1. **Test:** If result is TWRC\_FAILURE / TWCC\_CAPSEQERROR, then skip to next capability

3.1.6.3.2.2. **Test:** If result is not TWRC\_SUCCESS or TWRC\_CHECKSTATUS, then end with error

3.1.6.4. **Action:** If TWQC\_RESET was reported by MSG\_QUERY SUPPORT then do the following:

3.1.6.4.1. **Action:** MSG\_RESET #CAP#

3.1.6.4.1.1. **Test:** If result is not TWRC\_SUCCESS, then end with error

3.1.6.4.2. **Action:** MSG\_SET with TW\_CAPABILITY from MSG\_RESET

3.1.6.4.2.1. **Test:** If result is TWRC\_FAILURE / TWCC\_CAPSEQERROR, then skip to next capability

3.1.6.4.2.2. **Test:** If result is not TWRC\_SUCCESS, then end with error

3.1.6.5. **Action:** If TWQC\_GET was reported by MSG\_QUERY SUPPORT then do the following:

3.1.6.5.1. **Action:** MSG\_GET #CAP#

3.1.6.5.1.1. **Test:** If result is not TWRC\_SUCCESS, then end with error

3.1.6.5.1.2. **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

3.1.6.5.1.3. **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

3.1.6.5.2. **Action:** If TW\_CAPABILITY.ConType is TWON\_ARRAY then repeat following for each value in the array:

3.1.6.5.2.1. **Action:** MSG\_SET the value using a TW\_ARRAY container

3.1.6.5.2.1.1. **Test:** If result is not TWRC\_SUCCESS or TWRC\_CHECKSTATUS, then end with error

3.1.6.5.3. **Action:** If TW\_CAPABILITY.ConType is TWON\_ARRAY then do the following:



3.1.6.5.3.1. **Action:** MSG\_SET the value using a TW\_ARRAY container, setting the value to 22222 (which is expected to be an illegal value)

3.1.6.5.3.1.1. **Test:** If result is not TWRC\_BADVALUE or TWRC\_CHECKSTATUS, then end with error

3.1.6.5.4. **Action:** If TW\_CAPABILITY.ConType is TWON\_ENUMERATION then repeat following for each value in the enumeration:

3.1.6.5.5. **Action:** MSG\_SET the value using a TW\_ENUMERATION container

3.1.6.5.5.1.1.1. **Test:** If result is not TWRC\_SUCCESS or TWRC\_CHECKSTATUS, then end with error

3.1.6.5.6. **Action:** If TW\_CAPABILITY.ConType is TWON\_ENUMERATION then do the following:

3.1.6.5.6.1. **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

3.1.6.5.6.1.1. **Test:** If result is not TWRC\_BADVALUE, then end with error

3.1.6.5.7. **Action:** If TW\_CAPABILITY.ConType is TWON\_RANGE then repeat the following for the TW\_RANGE.MinValue, TW\_RANGE.CurrentValue and TW\_RANGE.MaxValue:

3.1.6.5.7.1. **Action:** MSG\_SET the current value using a TW\_RANGE container

3.1.6.5.7.1.1. **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, Windows 7 or Macintosh OS X 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)...
  - 1.1. Confirm that the proper statuses are returned for bad protocols and attempts to perform image transfers in State 4.
  - 1.2. **Action:** Call DG\_IMAGE / DAT\_IMAGENATIVEXFER / MSG\_SET
    - 1.2.1. **Test:** If result is not TWRC\_FAILURE / TWCC\_BADPROTOCOL, then end with error
  - 1.3. **Action:** Call DG\_IMAGE / DAT\_IMAGENATIVEXFER / MSG\_GET
    - 1.3.1. **Test:** If result is not TWRC\_FAILURE / TWCC\_SEQERROR, then end with error
  - 1.4. **Action:** Call DG\_IMAGE / DAT\_IMAGEMEMXFER / MSG\_SET
    - 1.4.1. **Test:** If result is not TWRC\_FAILURE / TWCC\_BADPROTOCOL, then end with error
  - 1.5. **Action:** Call DG\_IMAGE / DAT\_IMAGEMEMXFER / MSG\_GET
    - 1.5.1. **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.

2. **Action:** Call DG\_CONTROL / DAT\_USERINTERFACE / MSG\_ENABLEDS with ShowUI = TRUE
  - 2.1. **Test:** If result is not TWRC\_SUCCESS, then end with error
  - 2.2. **Action:** Call DG\_IMAGE / DAT\_IMAGELAYOUT / MSG\_GET
    - 2.2.1. **Test:** If result is not TWRC\_SUCCESS, then end with error
  - 2.3. **Action:** Call DG\_IMAGE / DAT\_IMAGELAYOUT / MSG\_SET using the TW\_IMAGELAYOUT values from the previous MSG\_GET call
    - 2.3.1. **Test:** If result is not TWRC\_FAILURE / TWRC\_SEQERROR, then end with error
  - 2.4. **Action:** Call DG\_IMAGE / DAT\_IMAGELAYOUT / MSG\_RESET
    - 2.4.1. **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.

3. **Action:** Call DG\_CONTROL / DAT\_USERINTERFACE / MSG\_ENABLEDS with ShowUI = TRUE

3.1. **Test:** If result is not TWRC\_SUCCESS, then end with error

3.2. **Action:** MSG\_GET CAP\_SUPPORTEDCAPS

3.2.1. **Test:** If result is not TWRC\_SUCCESS, then end with error

3.3. **Action:** MSG\_GET CAP\_EXTENDED CAPS

3.3.1. **Test:** If result is not TWRC\_SUCCESS or the TW\_ARRAY is empty, then skip any checks of CAP\_EXTENDED CAPS referenced in the rest of this section

3.4. **Action:** For each value found in CAP\_SUPPORTED CAPS that is not in CAP\_EXTENDED CAPS do the following sections (each capability ID is referred to as #CAP# for the rest of this section):

3.4.1. **Action:** MSG\_GET #CAP#

3.4.1.1. **Test:** If result is not TWRC\_SUCCESS, then skip to next capability

3.4.2. **Action:** MSG\_SET #CAP# with results of previous MSG\_GET

3.4.2.1. **Test:** If result is TWRC\_SUCCESS or TWRC\_CHECKSTATUS, then end with error

3.4.3. **Action:** MSG\_RESET #CAP#

3.4.3.1. **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 recommended 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, Windows 7 or Macintosh OS X 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
  - 1.1. Confirm that the data source can successfully open and close repeated times from a single instance of an application.
  - 1.2. **Action:** Call DG\_CONTROL / DAT\_IDENTITY / MSG\_OPENDS
    - 1.2.1. **Test:** If result is not TWRC\_SUCCESS, then end with error
  - 1.3. **Action:** Call DG\_CONTROL / DAT\_IDENTITY / MSG\_CLOSED
    - 1.3.1. **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\_DISABLED calls can be made in the context of one MSG\_OPENDS / MSG\_CLOSED. 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, Windows 7 or Macintosh OS X 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\_SET ICAP\_XFERMECH to TWSX\_NATIVE
  - 1.1. **Action:** MSG\_GETCURRENT ICAP\_XFERMECH
  - 1.2. **Test:** If return code is not TWRC\_SUCCESS, end with an error
  - 1.3. **Test:** If value is not TWSX\_NATIVE, end with an error.

- 1.4. **Action:** If CAP\_FEEDERENABLED is TRUE, set CAP\_AUTOFEED to TRUE
- 1.5. **Action:** MSG\_SET CAP\_DUPLEXENABLED to FALSE
- 1.6. **Action:** MSG\_SET CAP\_XFERCOUNT to 1
- 1.7. **Action:** Do the following for each supported ICAP\_PIXELTYPE
  - 1.7.1. **Action:** MSG\_SET ICAP\_PIXELTYPE
  - 1.7.2. **Action:** MSG\_GET ICAP\_BITDEPTH
  - 1.7.3. **Action:** Do the following for each supported ICAP\_BITDEPTH
    - 1.7.3.1. **Action:** MSG\_SET ICAP\_BITDEPTH
    - 1.7.3.2. **Action:** Do the following for the minimum, maximum and 300 (or nearest) resolution values.
      - 1.7.3.2.1. **Action:** MSG\_SET ICAP\_XRESOLUTION and ICAP\_YRESOLUTION
      - 1.7.3.2.2. **Action:** DG\_CONTROL / DAT\_USERINTERFACE / MSG\_ENABLEDS with ShowUI = FALSE and ModalUI = FALSE
      - 1.7.3.2.3. **Test:** If return code is not TWRC\_SUCCESS, end with an error
      - 1.7.3.2.4. **Action:** Wait for MSG\_XFERREADY
      - 1.7.3.2.5. **Action:** MSG\_GET ICAP\_XFERMECH
      - 1.7.3.2.6. **Test:** If return code is not TWRC\_SUCCESS, end with an error
      - 1.7.3.2.7. **Action:** DG\_IMAGE / DAT\_IMAGENATIVEXFER / MSG\_GET
      - 1.7.3.2.8. **Test:** If return code is not TWRC\_XFERDONE, end with an error
      - 1.7.3.2.9. **Test:** If the handle does not point to a valid image, end with an error
      - 1.7.3.2.10. **Test:** If the bit depth of the image is not what was requested, end with an error
      - 1.7.3.2.11. **Action:** Free handle returned by DAT\_IMAGENATIVEXFER
      - 1.7.3.2.12. **Action:** DG\_CONTROL / DAT\_PENDINGXFERS / MSG\_ENDXFER
      - 1.7.3.2.13. **Action:** DG\_CONTROL / DAT\_USERINTERFACE / MSG\_DISABLED
      - 1.7.3.2.14. **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.

2. **Action:** MSG\_SET ICAP\_XFERMECH to TWSX\_MEMORY
  - 2.1. **Action:** MSG\_GETCURRENT ICAP\_XFERMECH
  - 2.2. **Test:** If return code is not TWRC\_SUCCESS, end with an error
  - 2.3. **Test:** If value is not TWSX\_MEMORY, end with an error
  - 2.4. **Action:** If CAP\_FEEDERENABLED is TRUE, set CAP\_AUTOFEED to TRUE
  - 2.5. **Action:** MSG\_SET CAP\_DUPLEXENABLED to FALSE
  - 2.6. **Action:** MSG\_SET CAP\_XFERCOUNT to 1
  - 2.7. **Action:** Do the following for each supported ICAP\_PIXELTYPE
    - 2.7.1. **Action:** MSG\_SET ICAP\_PIXELTYPE
    - 2.7.2. **Action:** MSG\_GET ICAP\_BITDEPTH
    - 2.7.3. **Action:** Do the following for each supported ICAP\_BITDEPTH
      - 2.7.3.1. **Action:** MSG\_SET ICAP\_BITDEPTH
      - 2.7.3.2. **Action:** MSG\_GET ICAP\_COMPRESSION
      - 2.7.3.3. **Action:** Do the following for each supported ICAP\_COMPRESSION
        - 2.7.3.3.1. **Action:** MSG\_SET ICAP\_COMPRESSION
        - 2.7.3.3.2. **Action:** Do the following for the minimum, maximum and 300 (or nearest) resolution values.
          - 2.7.3.3.2.1. **Action:** MSG\_SET ICAP\_XRESOLUTION and ICAP\_YRESOLUTION
          - 2.7.3.3.2.2. **Action:** DG\_CONTROL / DAT\_USERINTERFACE / MSG\_ENABLEDS with ShowUI = FALSE and ModalUI = FALSE
          - 2.7.3.3.2.3. **Test:** If return code is not TWRC\_SUCCESS, end with an error
          - 2.7.3.3.2.4. **Action:** Wait for MSG\_XFERREADY
          - 2.7.3.3.2.5. **Action:** MSG\_GET ICAP\_XFERMECH
          - 2.7.3.3.2.6. **Test:** If return code is not TWRC\_SUCCESS, end with an error
          - 2.7.3.3.2.7. **Action:** DG\_CONTROL / DAT\_SETUPMEMXFER / MSG\_GET
          - 2.7.3.3.2.8. **Test:** If return code is not TWRC\_SUCCESS, end with an error
          - 2.7.3.3.2.9. **Action:** DG\_IMAGE / DAT\_IMAGEMEMXFER / MSG\_GET with the preferred buffer size
          - 2.7.3.3.2.10. **Test:** if the return code is TWRC\_SUCCESS, repeat previous step

2.7.3.3.2.11. **Test:** if the return code is not TWRC\_XFERDONE, end with an error

2.7.3.3.2.12. **Action:** DG\_CONTROL / DAT\_PENDINGXFERS / MSG\_ENDXFER

2.7.3.3.2.13. **Action:** DG\_CONTROL / DAT\_USERINTERFACE / MSG\_DISABLED

2.7.3.3.2.14. **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.

3. **Action:** MSG\_SET ICAP\_XFERMECH to TWSX\_FILE

3.1. **Action:** If CAP\_FEEDERENABLED is TRUE, set CAP\_AUTOFEED to TRUE

3.2. **Action:** MSG\_SET CAP\_DUPLEXENABLED to FALSE

3.3. **Action:** MSG\_SET CAP\_XFERCOUNT to 1

3.4. **Action:** MSG\_GET ICAP\_IMAGEFILEFORMAT

3.5. **Action:** Do the following for each supported ICAP\_IMAGEFILEFORMAT

3.5.1. **Action:** MSG\_SET ICAP\_IMAGEFILEFORMAT

3.5.2. **Action:** MSG\_GET ICAP\_PIXELTYPE

3.5.3. **Action:** Do the following for each supported ICAP\_PIXELTYPE

3.5.3.1. **Action:** MSG\_SET ICAP\_PIXELTYPE

3.5.3.2. **Action:** MSG\_GET ICAP\_BITDEPTH

3.5.3.3. **Action:** Do the following for each supported ICAP\_BITDEPTH

3.5.3.3.1. **Action:** MSG\_SET ICAP\_BITDEPTH

3.5.3.3.2. **Action:** MSG\_GET ICAP\_COMPRESSION

3.5.3.3.3. **Action:** Do the following for each supported ICAP\_COMPRESSION

3.5.3.3.3.1. **Action:** MSG\_SET ICAP\_COMPRESSION

3.5.3.3.3.2. **Action:** Do the following for the minimum, maximum and 300 (or nearest) resolution values.

3.5.3.3.3.2.1. **Action:** MSG\_SET ICAP\_XRESOLUTION and ICAP\_YRESOLUTION

3.5.3.3.2.2. **Action:** DG\_CONTROL / DAT\_USERINTERFACE / MSG\_ENABLEDS with ShowUI = FALSE and ModalUI = FALSE

3.5.3.3.2.3. **Test:** If return code is not TWRC\_SUCCESS, end with an error

3.5.3.3.2.4. **Action:** Wait for MSG\_XFERREADY

3.5.3.3.2.5. **Action:** MSG\_GET ICAP\_XFERMECH

3.5.3.3.2.6. **Test:** If return code is not TWRC\_SUCCESS, end with an error

3.5.3.3.2.7. **Action:** DG\_CONTROL / DAT\_SETUPFILEXFER / MSG\_SET

3.5.3.3.2.8. **Action:** DG\_IMAGE / DAT\_IMAGEFILEXFER / MSG\_GET

3.5.3.3.2.9. **Test:** If return code is not TWRC\_XFERDONE, end with an error

3.5.3.3.2.10. **Action:** DG\_CONTROL / DAT\_PENDINGXFERS / MSG\_ENDXFER

3.5.3.3.2.11. **Action:** DG\_CONTROL / DAT\_USERINTERFACE / MSG\_DISABLED

3.5.3.3.2.12. **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.

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## UI Image Transfer Tests

### Purpose

Confirm that multiple MSG\_ENABLEDS and MSG\_DISABLED 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, Windows 7 or Macintosh OS X it must be successfully completed using both a native 32-bit and a native 64-bit data source.



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# 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, Windows 7 or Macintosh OS X 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\_SET CAP\_FEEDERENABLED to FALSE
  - 1.1. **Test:** If return is TWRC\_FAILURE / TWCC\_BADVALUE, then scanner does not have a flatbed, proceed to the Test Document Feeder Scanning section
  - 1.2. **Test:** If return is not TWRC\_SUCCESS and not TWRC\_FAILURE / TWCC\_CAPUNSUPPORTED, end with error
  - 1.3. **Action:** MSG\_SET ICAP\_XFERMECH to TWSX\_NATIVE
    - 1.3.1. **Test:** If return is not TWRC\_SUCCESS, end with error
  - 1.4. **Action:** MSG\_SET CAP\_XFERCOUNT to 0
    - 1.4.1. **Test:** If return code is not TWRC\_FAILURE / TWCC\_BADVALUE, end with an error
  - 1.5. **Action:** MSG\_SET CAP\_XFERCOUNT to 1
    - 1.5.1. **Test:** If return is not TWRC\_SUCCESS, end with error
  - 1.6. **Action:** DG\_CONTROL / DAT\_USERINTERFACE / MSG\_ENABLEDS with ShowUI = FALSE and ModalUI = FALSE
    - 1.6.1. **Test:** If return code is not TWRC\_SUCCESS, end with an error
  - 1.7. **Action:** Wait for MSG\_XFERREADY
  - 1.8. **Action:** DG\_IMAGE / DAT\_IMAGENATIVEXFER / MSG\_GET
    - 1.8.1. **Test:** If return code is not TWRC\_XFERDONE, end with an error
  - 1.9. **Action:** DG\_CONTROL / DAT\_PENDINGXFERS / MSG\_ENDXFER

- 1.9.1. **Test:** If return code is not TWRC\_SUCCESS, end with an error
- 1.9.2. **Test:** If TW\_PENDINGXFERS.Count is not 0, end with error
- 1.10. **Action:** DG\_CONTROL / DAT\_USERINTERFACE / MSG\_DISABLED
- 1.10.1. **Test:** If return code is not TWRC\_SUCCESS, end with an error
- 1.11. **Action:** MSG\_SET CAP\_XFERCOUNT to -1
- 1.11.1. **Test:** If return is not TWRC\_SUCCESS, end with error
- 1.12. **Action:** DG\_CONTROL / DAT\_USERINTERFACE / MSG\_ENABLED with ShowUI = FALSE and ModalUI = FALSE
- 1.12.1. **Test:** If return code is not TWRC\_SUCCESS, end with an error
- 1.13. **Action:** Wait for MSG\_XFERREADY
- 1.14. **Action:** DG\_IMAGE / DAT\_IMAGENATIVEXFER / MSG\_GET
- 1.14.1. **Test:** If return code is not TWRC\_XFERDONE, end with an error
- 1.15. **Action:** DG\_CONTROL / DAT\_PENDINGXFERS / MSG\_ENDXFER
- 1.15.1. **Test:** If return code is not TWRC\_SUCCESS, end with an error
- 1.15.2. **Test:** If TW\_PENDINGXFERS.Count is not 0, end with error
- 1.16. **Action:** DG\_CONTROL / DAT\_USERINTERFACE / MSG\_DISABLED
- 1.16.1. **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.

- 2. **Action:** MSG\_SET CAP\_FEEDERENABLED to TRUE
- 2.1. **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
- 2.2. **Test:** If return is not TWRC\_SUCCESS, end with error
- 2.3. **Action:** MSG\_SET ICAP\_XFERMECH to TWSX\_NATIVE
- 2.3.1. **Test:** If return is not TWRC\_SUCCESS, end with error
- 2.4. **Action:** MSG\_SET CAP\_XFERCOUNT to 3
- 2.4.1. **Test:** If return is not TWRC\_SUCCESS or TWRC\_CHECKSTATUS, end with error
- 2.5. **Action:** MSG\_GET CAP\_XFERCOUNT
- 2.5.1. **Test:** If return is not TWRC\_SUCCESS, end with error

2.5.2. **Test:** If value is not equal to 3 do this section

2.5.2.1. **Action:** MSG\_SET CAP\_XFERCOUNT to 0

2.5.2.1.1. **Test:** If return code is not TWRC\_FAILURE / TWCC\_BADVALUE, end with an error

2.5.2.2. **Action:** MSG\_SET CAP\_XFERCOUNT to 1

2.5.2.2.1. **Test:** If return is not TWRC\_SUCCESS, end with error

2.5.2.3. **Action:** Ask user to place one sheet of paper in the document feeder

2.5.2.4. DG\_CONTROL / DAT\_USERINTERFACE / MSG\_ENABLEDS with ShowUI = FALSE and ModalUI = FALSE

2.5.2.4.1. **Test:** If return code is not TWRC\_SUCCESS, end with an error

2.5.2.5. **Action:** Wait for MSG\_XFERREADY

2.5.2.6. **Action:** DG\_IMAGE / DAT\_IMAGENATIVEXFER / MSG\_GET

2.5.2.6.1. **Test:** If return code is not TWRC\_XFERDONE, end with an error

2.5.2.7. **Action:** DG\_CONTROL / DAT\_PENDINGXFERS / MSG\_ENDXFER

2.5.2.7.1. **Test:** If return code is not TWRC\_SUCCESS, end with an error

2.5.2.7.2. **Test:** If TW\_PENDINGXFERS.Count is not 0, end with error

2.5.2.8. **Action:** DG\_CONTROL / DAT\_USERINTERFACE / MSG\_DISABLED

2.5.2.8.1. **Test:** If return code is not TWRC\_SUCCESS, end with an error

2.5.2.9. **Action:** MSG\_SET CAP\_XFERCOUNT to -1

2.5.2.9.1. **Test:** If return is not TWRC\_SUCCESS, end with error

2.5.2.10. **Action:** Ask user to place one sheet of paper in the document feeder

2.5.2.11. **Action:** DG\_CONTROL / DAT\_USERINTERFACE / MSG\_ENABLEDS with ShowUI = FALSE and ModalUI = FALSE

2.5.2.11.1. **Test:** If return code is not TWRC\_SUCCESS, end with an error

2.5.2.12. **Action:** Wait for MSG\_XFERREADY

2.5.2.13. **Action:** DG\_IMAGE / DAT\_IMAGENATIVEXFER / MSG\_GET

2.5.2.13.1. **Test:** If return code is not TWRC\_XFERDONE, end with an error

2.5.2.14. **Action:** DG\_CONTROL / DAT\_PENDINGXFERS / MSG\_ENDXFER

2.5.2.14.1. **Test:** If return code is not TWRC\_SUCCESS, end with an error

- 2.5.2.14.2. **Test:** If TW\_PENDINGXFERS.Count is not 0, end with error
- 2.5.2.15. **Action:** DG\_CONTROL / DAT\_USERINTERFACE / MSG\_DISABLED
- 2.5.2.15.1. **Test:** If return code is not TWRC\_SUCCESS, end with an error
- 2.5.3. **Test:** If value is equal to 3 do this section
  - 2.5.3.1. **Action:** Ask user to place three sheets of paper in the document feeder
  - 2.5.3.2. **Action:** MSG\_SET CAP\_DUPLEXENABLED to FALSE
    - 2.5.3.2.1. **Test:** If return code is not TWRC\_SUCCESS or TWRC\_FAILURE / TWCC\_CAPUNSUPPORTED, end with error
  - 2.5.3.3. **Action:** MSG\_SET CAP\_XFERCOUNT to 0
    - 2.5.3.3.1. **Test:** If return code is not TWRC\_FAILURE / TWCC\_BADVALUE, end with an error
  - 2.5.3.4. **Action:** MSG\_SET CAP\_XFERCOUNT to 1
    - 2.5.3.4.1. **Test:** If return is not TWRC\_SUCCESS, end with error
  - 2.5.3.5. **Action:** DG\_CONTROL / DAT\_USERINTERFACE / MSG\_ENABLEDS with ShowUI = FALSE and ModalUI = FALSE
    - 2.5.3.5.1. **Test:** If return code is not TWRC\_SUCCESS, end with an error
  - 2.5.3.6. **Action:** Wait for MSG\_XFERREADY
  - 2.5.3.7. **Action:** DG\_IMAGE / DAT\_IMAGENATIVEXFER / MSG\_GET
    - 2.5.3.7.1. **Test:** If return code is not TWRC\_XFERDONE, end with an error
  - 2.5.3.8. **Action:** DG\_CONTROL / DAT\_PENDINGXFERS / MSG\_ENDXFER
    - 2.5.3.8.1. **Test:** If return code is not TWRC\_SUCCESS, end with an error
    - 2.5.3.8.2. **Test:** If TW\_PENDINGXFERS.Count is not 0, end with error
  - 2.5.3.9. **Action:** DG\_CONTROL / DAT\_USERINTERFACE / MSG\_DISABLED
    - 2.5.3.9.1. **Test:** If return code is not TWRC\_SUCCESS, end with an error
  - 2.5.3.10. **Action:** MSG\_SET CAP\_XFERCOUNT to -1
    - 2.5.3.10.1. **Test:** If return is not TWRC\_SUCCESS, end with error
  - 2.5.3.11. **Action:** DG\_CONTROL / DAT\_USERINTERFACE / MSG\_ENABLEDS with ShowUI = FALSE and ModalUI = FALSE
    - 2.5.3.11.1. **Test:** If return code is not TWRC\_SUCCESS, end with an error

- 2.5.3.12. **Action:** Wait for MSG\_XFERREADY
- 2.5.3.13. **Action:** DG\_IMAGE / DAT\_IMAGENATIVEXFER / MSG\_GET
- 2.5.3.13.1. **Test:** If return code is not TWRC\_XFERDONE, end with an error
- 2.5.3.14. **Action:** DG\_CONTROL / DAT\_PENDINGXFERS / MSG\_ENDXFER
- 2.5.3.14.1. **Test:** If return code is not TWRC\_SUCCESS, end with an error
- 2.5.3.14.2. **Test:** If TW\_PENDINGXFERS.Count is not 1 or -1, end with error
- 2.5.3.15. **Action:** DG\_IMAGE / DAT\_IMAGENATIVEXFER / MSG\_GET
- 2.5.3.15.1. **Test:** If return code is not TWRC\_XFERDONE, end with an error
- 2.5.3.16. **Action:** DG\_CONTROL / DAT\_PENDINGXFERS / MSG\_ENDXFER
- 2.5.3.16.1. **Test:** If return code is not TWRC\_SUCCESS, end with an error
- 2.5.3.16.2. **Test:** If TW\_PENDINGXFERS.Count is not 0, end with error
- 2.5.3.17. **Action:** DG\_CONTROL / DAT\_USERINTERFACE / MSG\_DISABLED
- 2.5.3.17.1. **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,
  - 1.1. **Action:** Attempt to scan
  - 1.2. **Test:** Confirm that the scan succeeds without hanging.
  - 1.3. **Test:** If the application does not receive MSG\_XFERREADY, then end with error
  - 1.4. **Action:** MSG\_CLOSEDISM
2. **Action:** MSG\_OPENDSM using old DSM as TWAIN version 2.x application, with DF\_APP2 not set,
  - 2.1. **Action:** Attempt to scan
  - 2.2. **Test:** Confirm that the scan succeeds without hanging.
  - 2.3. **Test:** If the application does not receive MSG\_XFERREADY, then end with error
  - 2.4. **Action:** MSG\_CLOSEDISM
3. **Action:** MSG\_OPENDSM using old DSM as TWAIN version 2.x application, with DF\_APP2 set,
  - 3.1. **Action:** Attempt to scan
  - 3.2. **Test:** Confirm that the scan succeeds without hanging.
  - 3.3. **Test:** If the application does not receive MSG\_XFERREADY, then end with error
  - 3.4. **Action:** MSG\_CLOSEDISM
4. **Action:** MSG\_OPENDSM using TWAIN 2 DSM as TWAIN version 1.9 application, with DF\_APP2 set,
  - 4.1. **Action:** Attempt to scan
  - 4.2. **Test:** Confirm that the scan succeeds without hanging.
  - 4.3. **Test:** If the application does not receive MSG\_XFERREADY, then end with error
  - 4.4. **Action:** MSG\_CLOSEDISM
5. **Action:** MSG\_OPENDSM using TWAIN 2 DSM as TWAIN version 2.x application, with DF\_APP2 not set,
  - 5.1. **Action:** Attempt to scan
  - 5.2. **Test:** Confirm that the scan succeeds without hanging.
  - 5.3. **Test:** If the application does not receive MSG\_XFERREADY, then end with error
  - 5.4. **Action:** MSG\_CLOSEDISM
6. **Action:** MSG\_OPENDSM using TWAIN 2 DSM as TWAIN version 1.9 application, with DF\_APP2 not set,
  - 6.1. **Action:** Attempt to scan

- 6.2. **Test:** Confirm that the scan succeeds without hanging.
- 6.3. **Test:** If the application does not receive MSG\_XFERREADY, then end with error
- 6.4. **Action:** MSG\_CLOSEDISM

#### **Post-Test Procedure**

Nothing to do.





# A

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## TWAIN Articles

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The articles in this appendix provide additional information about some of the features described in this specification.

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## 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 / DAT_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 / DAT_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.

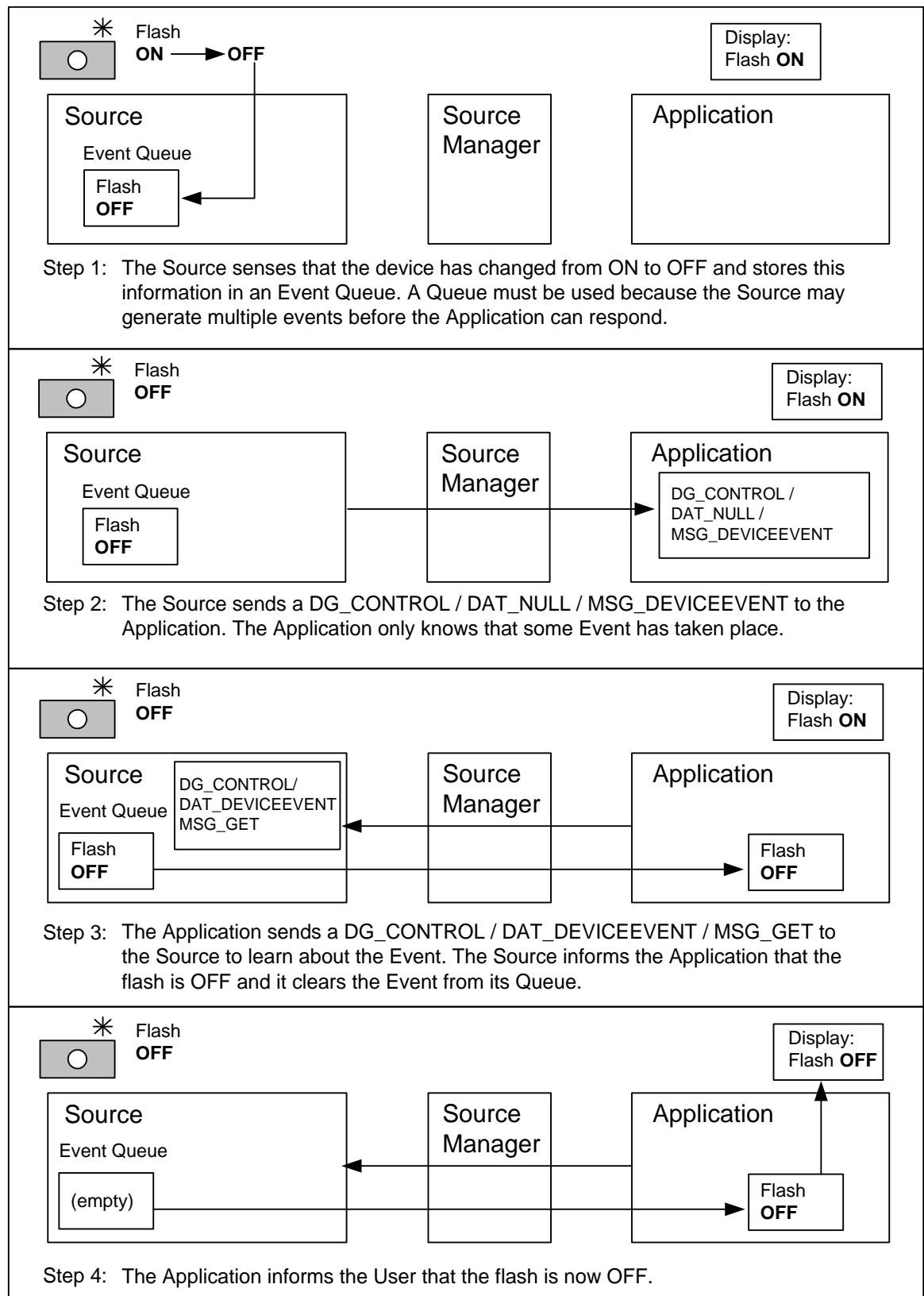


Figure A-1 Device Events

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_ISOBO	1000mm x 1414mm
TWSS_ISOBI	707mm x 1000mm
TWSS_ISOBI2	500mm x 707mm
TWSS_ISOBI3	353mm x 500mm
TWSS_ISOBI4	250mm x 353mm
TWSS_ISOBI5	176mm x 250mm
TWSS_ISOBI6	125mm x 176mm
TWSS_ISOBI7	88mm x 125mm
TWSS_ISOBI8	62mm x 88mm

TWSS_ISO9	44mm x 62mm
TWSS_ISO10	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\_AUTOMATICCAPTUREDIRECTIONS

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\_AUTOMATICCAPTUREDIRECTIONS 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\_CLOSEDOK back to the application.
2. **Cancel preview** – if the user decides to exit from preview mode, then the Source should send the DAT\_NULL command MSG\_CLOSEDREQ back to the application. The application should then send MSG\_DISABLED 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.
3. The application sends MSG\_DISABLED to the Source, transitioning from State 5 to State 4.

4. The application uses `MSG_CHANGEDIRECTORY` to switch from the `TWIFY_CAMERAPREVIEW` device to the `TWIFY_CAMERA` device.
5. The application uses `MSG_ENABLEDS (ShowUI == FALSE)` to enable the `TWIFY_CAMERA` device.
6. The application sends one of the `MSG_IMAGExxxxXFER` commands to the Source.
7. 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\_AUTOMATICCAPTUREDDIRECTORY operations are the only ones that accept absolute or relative directory paths. All other operations occur within the current directory.
9. MSG\_CHANGEDIRECTORY and MSG\_AUTOMATICCAPTUREDDIRECTORY can use dot '.' to address the current directory (ex: ./abc).
10. MSG\_CHANGEDIRECTORY and MSG\_AUTOMATICCAPTUREDDIRECTORY can use dot-dot '..' to address the parent directory (ex: ../abc).
11. In the root directory a MSG\_CHANGEDIRECTORY or AUTOMATICCAPTUREDDIRECTORY to dot-dot '..' 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 (TWIFY\_CAMERA), which must be the default device when the Source starts.
3. Zero or more additional devices (TWIFY\_CAMERATOP, TWIFY\_CAMERATOP, TWIFY\_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 TWIFY\_CAMERA, both with a supporting TWIFY\_CAMERATOP and TWIFY\_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	TWIFY_CAMERA	0x0001
/camera_1_top	TWIFY_CAMERATOP	0x0001
/camera_1_bottom	TWIFY_CAMERABOTTOM	0x0001
/camera_2	TWIFY_CAMERA	0x0002
/camera_2_top	TWIFY_CAMERATOP	0x0002
/camera_2_bottom	TWIFY_CAMERABOTTOM	0x0002

5. 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 TWIFY\_DOMAIN directory contains only TWIFY\_HOST directories

A TWIFY\_HOST directory contains only TWIFY\_DIRECTORY directories

A TWIFY\_DIRECTORY contains TWIFY\_IMAGE files and/or TWIFY\_DIRECTORY directories.

Sources that provide image storage must provide at least one TWIFY\_DIRECTORY. TWIFY\_DOMAIN and TWIFY\_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 TWIFY\_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 TWIFY\_DIRECTORY can contain 0 or more TWIFY\_DIRECTORYs (sub-directories).
2. Can contain 0 or more TWIFY\_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:

<code>TWCC_DENIED</code>	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.
<code>TWCC_FILEEXISTS</code>	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.
<code>TWCC_FILENOTFOUND</code>	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 <code>MSG_GETFIRSTFILE</code> for an empty directory; or <code>MSG_GETNEXTFILE</code> when it finds no more files in the current directory; and, finally, from <code>MSG_GETINFO</code> if it is requested to provide information on a file that has been deleted.
<code>TWCC_NOTEMPTY</code>	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 <code>FALSE</code> to delete a non-empty directory.

## File Types

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`).

<code>TWIFY_CAMERA</code>	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...

TWIFY\_CAMERATOP / TWIFY\_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 TWIFY\_CAMERATOP, then only top images will be passed to the Application.

TWIFY\_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.

TWIFY_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.
TWIFY_IMAGE	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.

### DAT\_FILESYSTEM Operations

MSG_AUTOMATICCAPTUREDDIRECTORY	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	Copies the specified file from one directory to another. If the Recursive flag is TRUE and the file type specified is TWIFY_DIRECTORY then that directory and all the files and directories under it are copied. The Application cannot copy files into the root directory.
MSG_CREATEDIRECTORY	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 TWIFY_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 primarily 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_FILESYSTEM 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 `applIdentity->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 `applIdentity`. 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 // address of flag set when default char. used
);

int MultiByteToWideChar(
    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)
{
#ifdef _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 MultiByte 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`:

<b>DAT_AUDIOFILEXFER</b>	transfer audio in file format
<b>DAT_AUDIOINFO</b>	info about an audio snippet
<b>DAT_AUDIONATIVEXFER</b>	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, <b>MSG_GETDEFAULT</b> and MSG_GETCURRENT added to allow switching between data groups. The default value for <b>MSG_GETDEFAULT</b> 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 `TWIFY_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_DISABLED`s, 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.

2. 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<sup>1</sup>.
3. Source issues MSG\_XFERREADY, indicating that an image is present, and state moves to 6.

LOOP:

4. Application issues DAT\_IMAGENATIVEXFER to get image and goes to state 7.
5. 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

6. 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.
7. The application can then issue MSG\_DISABLED, 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.

---

1. The Source takes a picture as soon as it receives MSG\_ENABLEDS and each time it receives MSG\_ENDXFER

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 document-printing 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.

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## 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 rest 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 re-negotiation 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 it 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_CHANGEDIRECTORY`.

## 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

This is an appropriate time to negotiate the extended capabilities `CAP_EXTENDED CAPS` as indicated by `CAP_SUPPORTED EXTCAPS` (ones that are settable in state 6), though there is no implied dependency in locating it here.



## 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 bar-code 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
```

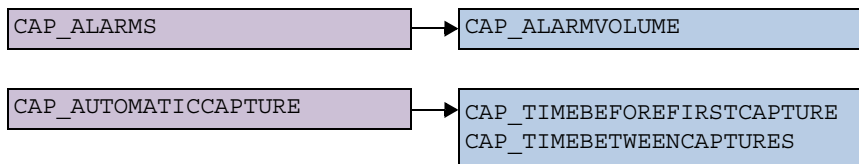
## Independent Capabilities

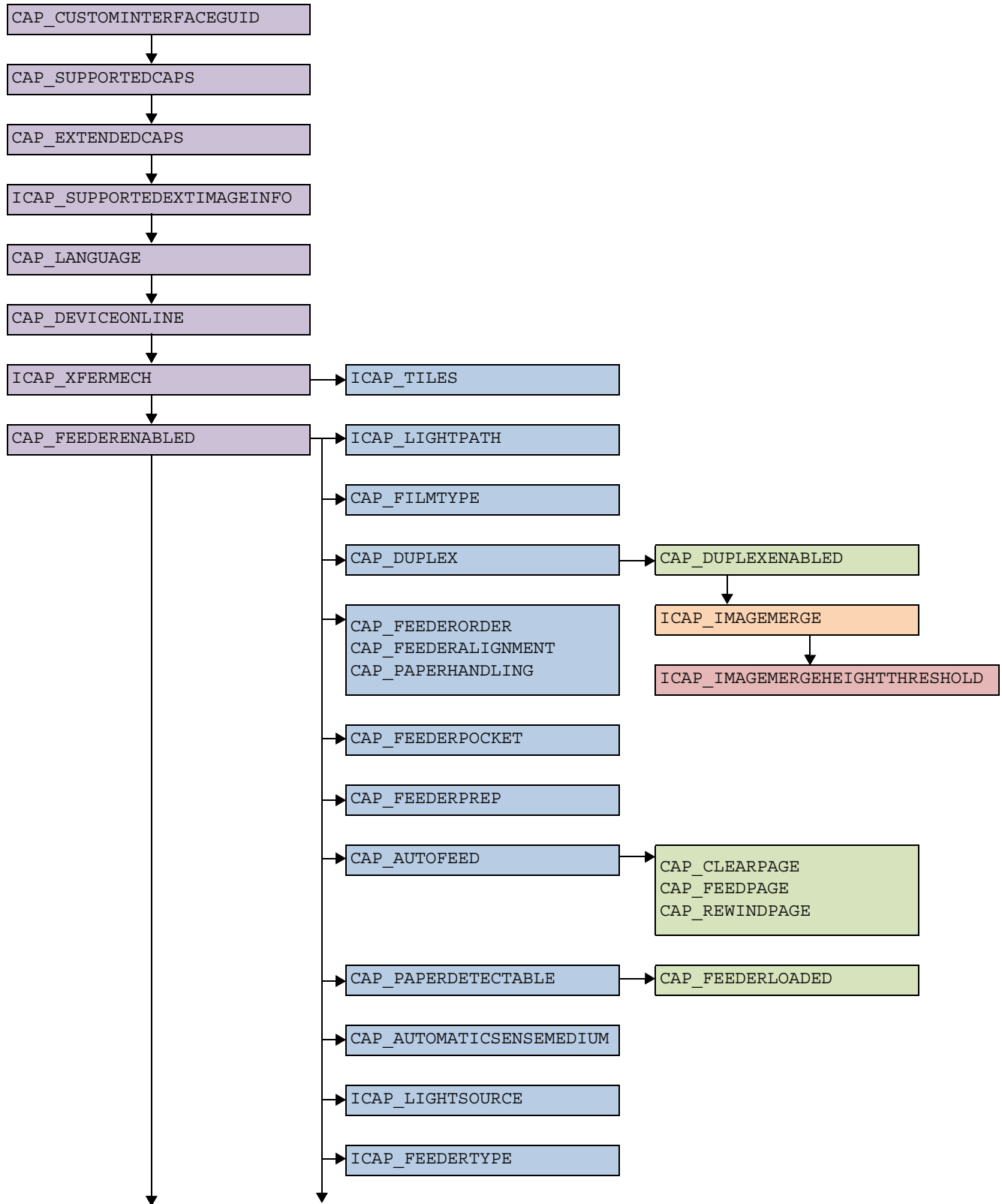
These capabilities are considered independent because they do not affect other capabilities and they are not affected by changes in other capabilities.

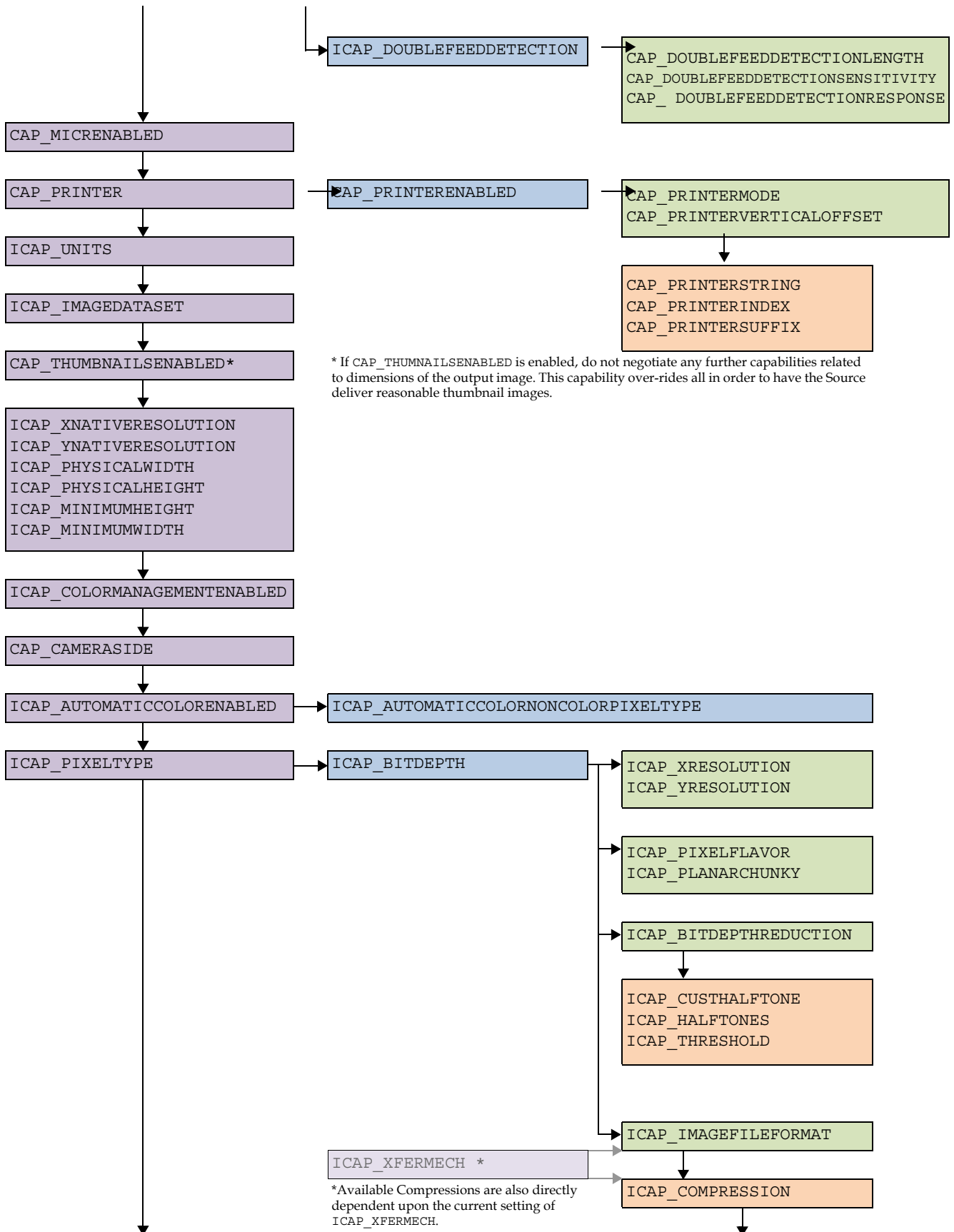
CAP\_ENABLEDSUIONLY  
 CAP\_CUSTOMDSDATA  
 CAP\_INDICATORS  
 CAP\_INDICATORSMODE  
 CAP\_UICONTROLLABLE  
 CAP\_SERIALNUMBER  
 ICAP\_LAMPSTATE  
 CAP\_BATTERYMINUTES  
 CAP\_BATTERYPERCENTAGE  
 CAP\_POWERSUPPLY  
 ICAP\_BITORDER  
 CAP\_DEVICETIMEDATE  
 CAP\_DEVICEEVENT  
 CAP\_CAMERAPREVIEWUI  
 CAP\_POWERSAVETIME  
 ICAP\_AUTODISCARDBLANKPAGES  
 ACAP\_XFERMECH

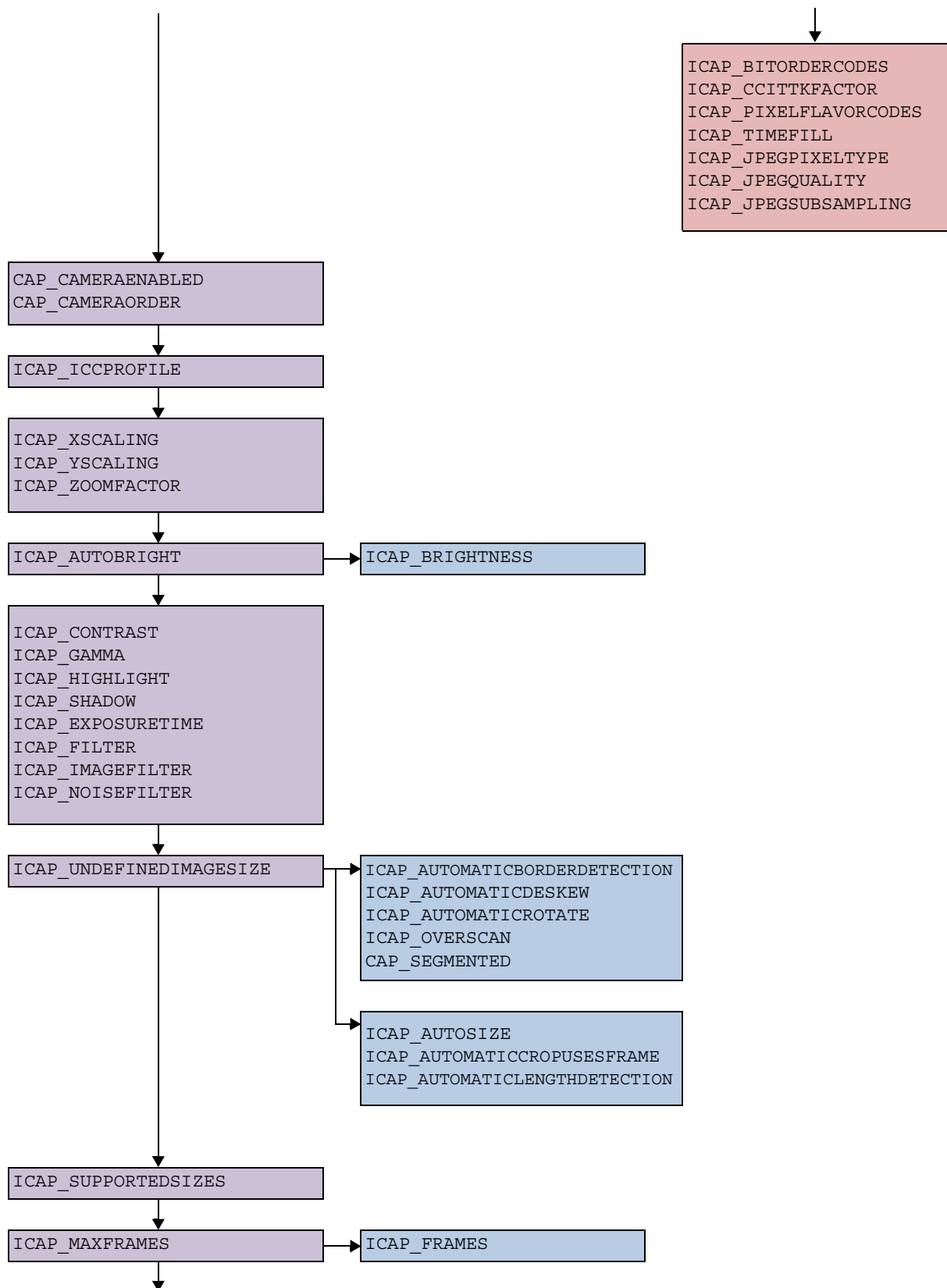
## Semi-Independent Capabilities

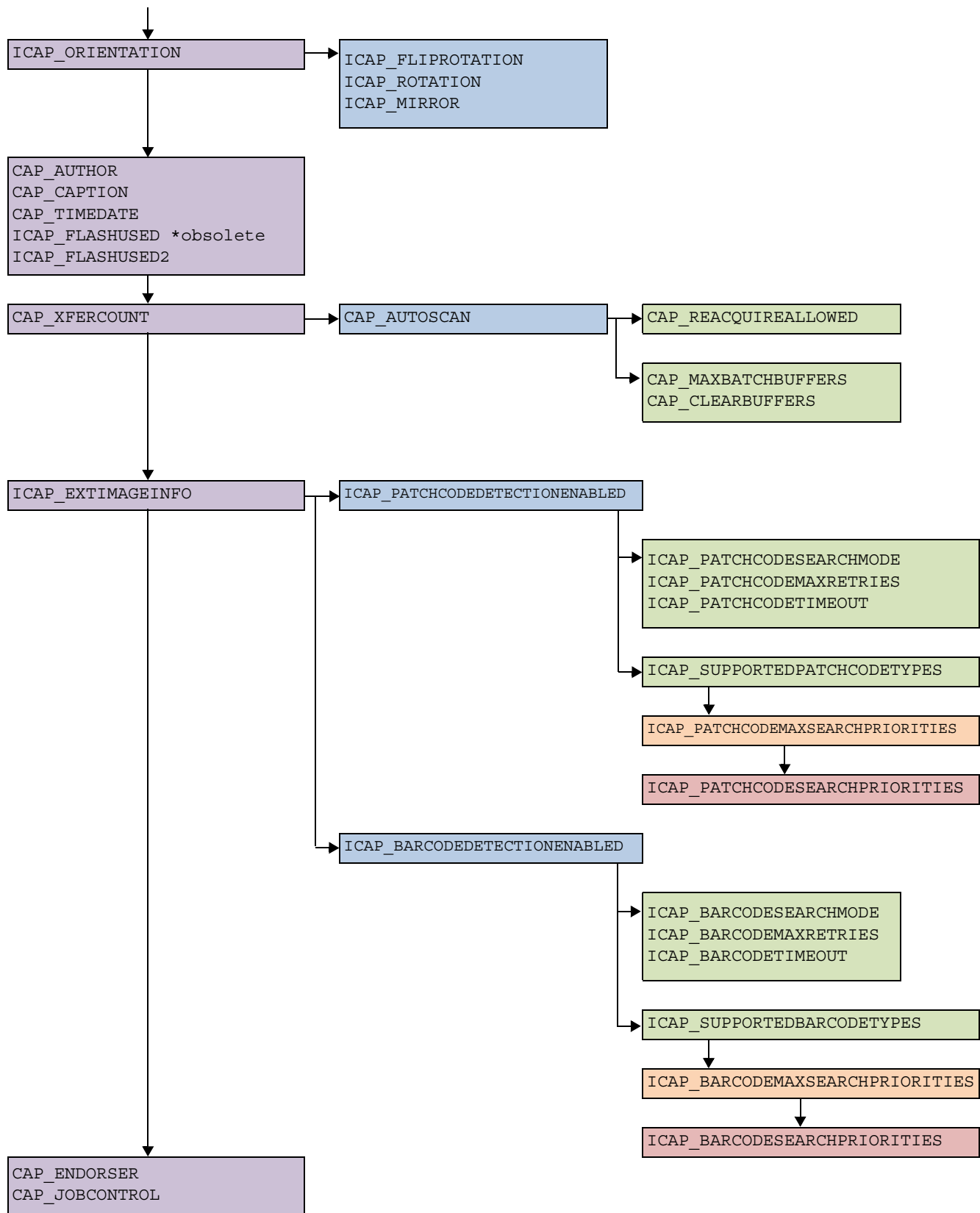
Semi Independent Capabilities are small groups that have little effect on the big picture do have their own pockets of dependencies.













## 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_AUTOMATICCAPTUREDIREDDIRECTORY` 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.

<b>Preferred Defaults</b>	Permit Source providers to expose preferred settings for capabilities.
<b>User Defaults</b>	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\_QUERYINTERFACE** 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\_QUERYINTERFACE**. 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 and optionally sets the constraints on a capability. Sources must never save the constraints negotiated by an Application. The case of the current value is a little different, since a Source is supposed to reflect the negotiated values in its UI, it's possible for a capability set in State 4 to find its way into the user defaults.

### Capability Default-Values Table

This table details for each capability whether its defaults are mandatory or not (preferred and user defaults are non-mandatory), along with the default value, if any. Note that some capabilities do not support defaults (actions), or have defaults that are governed by the current device, or have defaults that are always equal to the current value (read-only values). It is worth reiterating that the use of the word **Mandatory** does not imply that the capability must be present in a Source, only that if it is present its initial value is defined by this specification.

Capability	Type	Value / Comments
ACAP_XFERMECH	Mandatory	TWSX_NATIVE
CAP_ALARMVOLUME	Preferred / User	No default

Capability	Type	Value / Comments
CAP_ALARMS	Preferred / User	No default
CAP_AUTHOR	Preferred / User	No default
CAP_AUTODISCARDBLANKPAPER	Mandatory	FALSE
CAP_AUTOFEED	Preferred / User	No default
CAP_AUTOMATICCAPTURE	Preferred / User	No default. It is possible for an Application to disconnect from a device, leaving it in a state where it will automatically take pictures at the specified time. This value is preserved so that after a disconnect, a reconnect will not reset automatic capture and prevent the device from taking pictures.
CAP_AUTOSCAN	Mandatory	FALSE
CAP_BATTERYMINUTES	n/a	Read-only value
CAP_BATTERYPERCENTAGE	n/a	Read-only value
CAP_CAMERAPREVIEWUI	n/a	Read-only value
CAP_CAMERASIDE	Mandatory	TWCS_BOTH
CAP_CAPTION	Preferred / User	No default
CAP_CLEARBUFFERS	Mandatory	TWCB_AUTO
CAP_CLEARPAGE	n/a	n/a
CAP_CUSTOMDSDATA	n/a	Read-only value
CAP_DEVICEEVENT	Mandatory	Empty, no events reported by MSG_GET
CAP_DEVICEONLINE	n/a	Read-only value
CAP_DEVICETIMEDATE	n/a	Device generated value
CAP_DOUBLEFEEDDETECTION	Mandatory	Empty List
CAP_DOUBLEFEEDDETECTIONLENGTH	Preferred / User	No default
CAP_DOUBLEFEEDDETECTIONRESPONSE	Preferred / User	No default
CAP_DOUBLEFEEDDETECTIONSENSITIVITY	Preferred / User	No default
CAP_DUPLEX	n/a	Read-only value
CAP_DUPLEXENABLED	Preferred / User	No default
CAP_ENABLEDSUIONLY	n/a	Read-only value

Capability	Type	Value / Comments
CAP_ENDORSER	Mandatory	0
CAP_EXTENDEDCAPS	Mandatory	Empty, no capabilities reported by MSG_GET
CAP_FEEDERALIGNMENT	n/a	No default
CAP_FEEDERENABLED	Preferred / User	No default
CAP_FEEDERLOADED	n/a	Read-only value
CAP_FEEDERORDER	n/a	Read-only value
CAP_FEEDPAGE	n/a	Device action
CAP_INDICATORS	Mandatory	TRUE
CAP_INDICATORSMODE	Preferred / User	All supported by the Source
CAP_JOBCONTROL	Mandatory	TWJC_NONE
CAP_LANGUAGE	Preferred / User	In the following order: appIdentity- >Version.Language GetLocaleInfo(LOCALE_USER_DEFAULT) Preferred (some suitable secondary language, such as English or French)
CAP_MAXBATCHBUFFERS	n/a	Calculated value
CAP_PAPERHANDLING	Preferred / User	No default
CAP_PAGEMULTIPLEACQUIRE	n/a	Read-only value
CAP_PAPERDETECTABLE	n/a	Read-only value
CAP_POWERSAVETIME	Preferred / User	No default
CAP_POWERSUPPLY	n/a	Read-only value
CAP_PRINTER	n/a	No default
CAP_PRINTERENABLED	Mandatory	FALSE (for each item in CAP_PRINTER)
CAP_PRINTERINDEX	Preferred / User	No default
CAP_PRINTERMODE	Preferred / User	No default
CAP_PRINTERSTRING	Preferred / User	No default
CAP_PRINTERSUFFIX	Preferred / User	No default
CAP_PRINTERVERTICALOFFSET	Preferred / User	No default

Capability	Type	Value / Comments
CAP_REWINDPAGE	n/a	Device action ???Read-only value
CAP_SEGMENTED	Preferred / User	TWSG_None
CAP_SERIALNUMBER	n/a	Read-only value
CAP_SUPPORTEDCAPS	n/a	Read-only value
CAP_SUPPORTEDCAPSSEGMENTUNIQUE	n/a	Read-only value
CAP_SUPPORTEDDATS	n/a	Read-only value
CAP_TIMEBEFOREFIRSTCAPTURE	Preferred / User	No default
CAP_TIMEBETWEENCAPTURES	Preferred / User	No default
CAP_TIMEDATE	n/a	Read-only value
CAP_THUMBNAILSENABLED	Mandatory	FALSE
CAP_UICONTROLLABLE	n/a	Read-only value
CAP_XFERCOUNT	Mandatory	-1
ICAP_AUTOMATICBORDERDETECTION	Mandatory	FALSE
ICAP_AUTOBRIGHT	Preferred / User	No default
ICAP_AUTOMATICCOLORENABLED	n/a	FALSE
ICAP_AUTOMATICDESKEW	Mandatory	FALSE
ICAP_AUTOMATICROTATE	Mandatory	FALSE
ICAP_BARCODEDETECTIONENABLED	Mandatory	FALSE
ICAP_BARCODEMAXRETRIES	Preferred / User	No default
ICAP_BARCODEMAXSEARCHPRIORITIES	Preferred / User	No default
ICAP_BARCODESEARCHMODE	Preferred / User	No default
ICAP_BARCODESEARCHPRIORITIES	Preferred / User	No default
ICAP_BARCODETIMEOUT	Preferred / User	No default
ICAP_BITDEPTH	Preferred / User	No default
ICAP_BITDEPTHREDUCTION	Preferred / User	No default
ICAP_BITORDER	Preferred / User	No default
ICAP_BITORDERCODES	Preferred / User	No default
ICAP_BRIGHTNESS	Preferred / User	No default
ICAP_CCITTFACTOR	Preferred / User	No default
ICAP_COMPRESSION	Mandatory	TWCP_NONE

Capability	Type	Value / Comments
ICAP_CONTRAST	Preferred / User	No default
ICAP_CUSTHALFTONE	Preferred / User	No default
ICAP_EXPOSURETIME	Preferred / User	No default
ICAP_EXTIMAGEINFO	Mandatory	FALSE
ICAP_FEEDERTYPE	Preferred / User	TWFP_GENERAL
ICAP_FILTER	Mandatory	TWFT_NONE
ICAP_FLASHUSED	Preferred / User	Preferred <i>or</i> Device controlled default
ICAP_FLASHUSED2	Preferred / User	Preferred <i>or</i> Device controlled default
ICAP_FLIPROTATION	Mandatory	TWFR_BOOK
ICAP_FRAMES	Preferred / User	No default
ICAP_GAMMA	Preferred / User	No default
ICAP_HALFTONES	Preferred / User	No default
ICAP_HIGHLIGHT	Preferred / User	No default
ICAP_ICCPROFILE	n/a	No default
ICAP_IMAGEDATASET	Mandatory	Default to entire range of images
ICAP_IMAGEFILEFORMAT	Preferred / User	No default TWFF_BMP (Windows) TWFF_PICT (Macintosh)
ICAP_IMAGEFILTER	Preferred / User	No default
ICAP_JPEGPIXELTYPE	Preferred / User	No default
ICAP_JPEGQUALITY	Preferred / User	No default
ICAP_JPEGSUBSAMPLING	Preferred / User	No default
ICAP_LAMPSTATE	Preferred / User	No default
ICAP_LIGHTPATH	Preferred / User	No default
ICAP_LIGHTSOURCE	Preferred / User	No default
ICAP_MAXFRAMES	Preferred / User	No default
ICAP_MINIMUMHEIGHT	n/a	Read-only value
ICAP_MINIMUMWIDTH	n/a	Read-only value
ICAP_MIRROR	Mandatory	TWMR_NONE
ICAP_NOISEFILTER	Preferred / User	No default



Capability	Type	Value / Comments
ICAP_ORIENTATION	Mandatory	TWOR_PORTRAIT
ICAP_OVERSCAN	Mandatory	TWOV_NONE
ICAP_PATCHCODEDETECTIONENABLED	Mandatory	FALSE
ICAP_PATCHCODEMAXRETRIES	Preferred / User	No default
ICAP_PATCHCODEMAXSEARCHPRIORITIES	Preferred / User	No default
ICAP_PATCHCODESEARCHMODE	Preferred / User	No default
ICAP_PATCHCODESEARCHPRIORITIES	Preferred / User	No default
ICAP_PATCHCODETIMEOUT	Preferred / User	No default
ICAP_PHYSICALHEIGHT	n/a	Read-only value
ICAP_PHYSICALWIDTH	n/a	Read-only value
ICAP_PIXELFLAVOR	Preferred / User	No default. This is a break from previous versions of TWAIN, made to better support the potential difference in pixel flavor between bitonal and grayscale data in the same device (note that pixel flavor is not defined to have any meaning for color data). Sources are encouraged to default to TWPF_CHOCOLATE if they are accessed by an Application using a protocol prior to TWAIN 1.9. Applications are strongly encouraged to check an image's pixel flavor in state 7, at least once per batch.
ICAP_PIXELFLAVORCODES	Preferred / User	No default
ICAP_PIXELTYPE	Preferred / User	No default
ICAP_PLANARCHUNKY	Preferred / User	No default
ICAP_ROTATION	Mandatory	0
ICAP_SHADOW	Preferred / User	No default
ICAP_SUPPORTEDBARCODETYPES	n/a	Read-only value
ICAP_SUPPORTEDPATCHCODETYPES	n/a	Read-only value
ICAP_SUPPORTEDSIZES	Preferred / User	No default

Capability	Type	Value / Comments
ICAP_THRESHOLD	Preferred / User	No default
ICAP_TILES	Mandatory	FALSE
ICAP_TIMEFILL	Preferred / User	No default
ICAP_UNDEFINEDIMAGESIZE	Mandatory	FALSE
ICAP_UNITS	Preferred / User	TWUN_INCHES
ICAP_XFERMECH	Mandatory	TWSX_NATIVE
ICAP_XNATIVERESOLUTION	n/a	Read-only value
ICAP_XRESOLUTION	Preferred / User	No default
ICAP_XSCALING	Preferred / User	No default
ICAP_YNATIVERESOLUTION	n/a	Read-only value
ICAP_YRESOLUTION	Preferred / User	No default
ICAP_YSCALING	Preferred / User	No default
ICAP_ZOOMFACTOR	Preferred / User	No default

# B

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## 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 [twainwg@twain.org](mailto: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](mailto: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](mailto: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 on-line 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>.