

This package contains the most recent IDL definition, documentation and tools for the Adobe Acrobat and Reader IPDDom accessibility interfaces provided to assistive technology partners.

AcrobatAccess.idl := IDL definition of IPDDom interfaces.

ProtDoc.idl := Special interface for trusted assistive technologies to access protected PDF content for accessibility purposes.

access.pdf := Accompanying documentation for IPDDom interfaces. This document is also available on the web at <http://partners.adobe.com/public/developer/en/pdf/access.pdf>.

PDDomView.exe := Out of process IPDDom client app that visualizes the IPDDom nodes hierarchy and properties.

To use AcrobatAccess.idl in your Visual Studio project:

0. Get rid of all previously Adobe-provided .idl, .h and .c files related to the IPDDom interfaces.
1. Add AcrobatAccess.idl to your Visual Studio .vcproj project file via the Visual Studio Project -> Add Existing Item dialog. By default, the .idl file will be processed by the Visual Studio MIDL tool.
2. If you were using before in your sources:  
#include "AcrobatAccess.h"  
to include a previously Adobe-provided header file, you may do one of two things:  
2.1 Change the above #include in your code to  
#include "AcrobatAccess\_h.h"  
to match the default name for the MIDL-generated header file, or  
2.2 change the MIDL setting for the generated header file in your .vcproj file as follows:

```
<Tool
    Name="VCMIDLTool"
...
    HeaderFileName="$(InputName).h"
...
/>
```
3. #include the generated header file in the source files where you need to use the IPDDom interfaces.
4. Add the MIDL-generated \_i.c file to your project, with the option UsePrecompiledHeader="0". Alternatively, you can #include this file in a .c or .cpp file that is already part of your project.

For trusted assistive technology vendors:

5. Add ProtDoc.idl to your project.
6. Define the preprocessor symbol TRUSTED\_AT for the MIDL tool in your .vcproj file as follows:

```
<Tool
    Name="VCMIDLTool"
...
    PreprocessorDefinitions="TRUSTED_AT;other
symbols you may need"
...
/>
```
7. Do 3. and 4. for the corresponding generated header and \_i.c files.

8/7/2008 AG

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