

Annotations .NET Sample Code:

Loading\Viewing Annotations File

```
static private PlugDotNetDllsLib.LoadDllsClass m_object;
static private PlugDotNetDllsLib.tagExposedInterface structInterface;
m_object = new PlugDotNetDllsLib.LoadDllsClass();
m_object.CreateDllInterface(ref structInterface);

structInterface.pAnnInterface.LoadAnnotationFile(strSrcFileName)
structInterface.pAnnInterface.CreateAnnPageContainer( nPageNo,
                                                    nPageHeight,
                                                    nPageWidth)
structInterface.pAnnInterface.InitializeAnnotationInfo(nPageNo,
                                                    this.Handle)
PlugDotNetDllsLib._RemotableHandle rHandle = new
                                                    PlugDotNetDllsLib._RemotableHandle()
rHandle.u.hInproc = (int) this.Handle;
structInterface.pAnnInterface.DrawAnnotations(1, ref rHandle,false)
```

Creating New Annotations

```
#define MODCA_NOTE
#define MODCA_MASK
#define MODCA_HIGHLIGHT
#define MODCA_PEN
#define MODCA_ARROW
#define MODCA_CIRCLE
#define MODCA_BOX
#define MODCA_LINE
#define MODCA_TEXT
#define MODCA_STAMP
#define MODCA_ERASER
--
structInterface.pAnnInterface.CreateCommonAnn(nPageNo, MODCA_LINE )
structInterface.pAnnInterface.OnLButtonDown(nPageNo, nFlag, point)
structInterface.pAnnInterface.OnMouseMove(nPageNo,nFlags,point)
structInterface.pAnnInterface.OnLButtonUp(nPageNo,nFlags,point);
```

Saving Annotations

```
structInterface.pAnnInterface.SaveAnnotations();
```

Zooming Annotations

```
structInterface.pAnnInterface.SetZoom(nPageNo,nZoomPercent)
```

Rotating Annotations

```
#define ROTATE_90
#define ROTATE_180
#define ROTATE_270
--
int nRotate = ROTATE_90
structInterface.pAnnInterface.SetRotation(nPageNo, nRotate)
```