

# **Oracle® Outside In Content Access**

Developer's Guide

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## Index



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# Preface

This document describes the installation and usage of the Outside In Content Access Software Developer's Kit (SDK).

## Audience

This document is intended for developers who are integrating Outside In Content Access into Original Equipment Manufacturer (OEM) applications.

## Documentation Accessibility

For information about Oracle's commitment to accessibility, visit the Oracle Accessibility Program website at <http://www.oracle.com/pls/topic/lookup?ctx=acc&id=docacc>.

### Access to Oracle Support

Oracle customers that have purchased support have access to electronic support through My Oracle Support. For information, visit <http://www.oracle.com/pls/topic/lookup?ctx=acc&id=info> or visit <http://www.oracle.com/pls/topic/lookup?ctx=acc&id=trs> if you are hearing impaired.

## Related Documents

For more information, go to:

<http://www.oracle.com/technetwork/indexes/documentation/index.html#middleware>

and click on Outside In Technology.

## Conventions

The following text conventions are used in this document:

| Convention      | Meaning  |
|-----------------|--|
| <b>boldface</b> | Boldface type indicates graphical user interface elements associated with an action, or terms defined in text or the glossary.         |
| <i>italic</i>   | Italic type indicates book titles, emphasis, or placeholder variables for which you supply particular values.                          |
| monospace       | Monospace type indicates commands within a paragraph, URLs, code in examples, text that appears on the screen, or text that you enter. |



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# Introduction

Content Access is part of Oracle's family of OEM products known as Outside In Technology, a powerful document extraction, conversion and viewing technology that can access the information in more than 600 file formats. Content Access is a server-grade technology that provides developers with normalized access to content stored in documents across multiple platforms.

There may be references to other Outside In Technology SDKs within this manual. To obtain complete documentation for any other Outside In product, see:

<http://www.oracle.com/technetwork/indexes/documentation/index.html#middleware>

and click on Outside In Technology.

This chapter includes the following sections:

- [What's New in this Release](#)
- [What Does This Technology Do?](#)
- [Architectural Overview](#)
- [Definition of Terms](#)
- [Directory Structure](#)
- [How to Use Content Access](#)
- [How to Use Text Access](#)
- [Copyright Information](#)

## What's New in this Release

- The updated list of supported formats is linked from the page <http://www.outsideinsdk.com/>. Look for the data sheet with the latest supported formats.
- Support has been added for Oracle Linux x86-64 R7.
- A new mechanism (tag types) has been added for handling hidden calendar exception attachments in MSG files.
- The sample application *casample* has been updated to output UTF-8 encoded unicode to a file.
- A third mode was added to [SCCOPT\\_EX\\_PERFORMANCEMODE](#). The new mode leaves the basic style definitions intact, but they only contain font and character set

information. This allows correct mapping of some symbol fonts, but with less performance gains.

- Hidden slide content in PowerPoint will now be tagged with `SCCCA_SLIDEHIDDEN`.
- The [EXSUBDOCSTATUS Structure](#) has three new values: `bTypeThreeFont`, `bUnsupportedShading`, and `bInvalidHTML`.

## What Does This Technology Do?

Outside In Content Access provides a simple interface to extract text and metadata from business documents. This technology is particularly useful for document indexing applications. The product is comprised of two modules: Content Access and Text Access. Benefits include:

- The ability to extract text from documents with automatic translation into a particular character set, such as Unicode or ANSI.
- Access to numerous additional properties of documents that store information such as author, keywords, typist, version notes, carbon copy, checked by, subject, character and paragraph attributes, and so forth.
- A common interface to the content of diverse file formats including word processing, spreadsheet, database, email, vector, and presentation formats.
- The Text Access module's specific functions have tight integration with Outside In Technology, such that text generated by the text access functions is highlighted in the Viewer.
- Text Access and Content Access generate the same raw text. However, the following points are important.
  - rawtext and Text Access will extract some text as unmappable characters because they cannot be annotated. This includes text that is not visible (for example, document properties, hidden text, and so on.).
  - rawtext and Text Access only operate on the top-most layer of the file, and will not extract text from embedded documents. Thus, not all visible text will be extractable via rawtext or Text Access.
  - Content Access can be used to extract hidden text, like document properties; and text from embedded documents.
  - It should be noted that other Outside In products offer powerful text extraction and tagging abilities, such as Search Export and XML Export.

## Architectural Overview

The basic architecture of Content Access is the same across all supported platforms:

| Filter/Module | Description  |
|---------------|--|
| Input Filter  | The input filters form the base of the architecture. Each one reads a specific file format or set of related formats and sends the data to the chunker module through a standard set of function calls. There are more than 150 of these filters that read more than 600 |

| Filter/Module  | Description   |
|----------------|---|
|                | distinct file formats. Filters are loaded on demand by the data access module.  |
| Chunker        | The Chunker module is responsible for caching a certain amount of data from the filter and returning this data to the Content Access module.  |
| Content Access | The Content Access module reads data from the chunker and repackages it in a way that is convenient for the developer. This repackaging process includes mapping characters to a particular character set and converting some data (such as paragraph and cell breaks) into representative characters. CA outputs non-visible text, provides a wealth of style information, provides the information needed for the consumer to process sub-documents, and optionally produces non-textual information such as numbers in spreadsheets.   |
| Text Access    | The Text Access module is similar to the Content Access module, although it is restricted to text. For more information, see <a href="#">Text Access Functions</a> .  |
| Data Access    | The Data Access module implements a generic API for access to files. It understands how to identify and load the correct filter for all the supported file formats. The module delivers to the developer a generic handle to the requested file, which can then be used to run more specialized processes. The Data Access module is responsible for providing a document for the Content Access module. Data Access conserves resources by creating only one file handle and one chunker handle for each file, even if it is opened in multiple Content Access instances. It also provides a unified platform for several modules in addition to Content Access, including Text Access and Remote Filter Access. |

## Definition of Terms

The following table provides definitions of some common terms.

| Term  | Definition   |
|---|--|
| Developer   | Someone integrating this technology into another technology or application. Most likely this is you, the reader.   |
| Source File   | The file the developer wishes to extract content from.   |
| Data Access Module                                      | The core of Outside In Data Access, in the SCCDA library.  |
| Data Access Submodule (also referred to as "Submodule") | This refers to any of the Outside In Data Access modules, including SCCCA (Content Access) and SCCTA (Text Access), but excluding SCCDA (Data Access).   |
| Document Handle (also referred to as "hDoc")            | A Document Handle is created when a file is opened using Data Access (see <a href="#">Data Access Common Functions</a> ). Each Document Handle may have any number of Subhandles.  |
| Content Handle (also referred to as "hItem")            | The handle created by a call to CAOpenContent or TAOpenText. Every Content Handle has a Document Handle associated with it. The DASetOption and DAGetOption functions in the Data Access Module may be called with any Content Handle or Document Handle. The DARetrieveDocHandle function returns the Document Handle associated with any Content Handle. |

## Directory Structure

Each Outside In product has an `sdk` directory, under which there is a subdirectory for each platform on which the product ships (for example, `ca/sdk/ca_win-x86-32_sdk`). Under each of these directories are the following three subdirectories:

- **redist**: Contains only the files that the customer is allowed to redistribute. These include all the compiled modules, filter support files, `.xsd` and `.dtd` files, `cmmmap000.bin`, and third-party libraries, like freetype.
- **sdk**: Contains the other subdirectories that used to be at the root-level of an `sdk` (`common`, `lib` (windows only), `resource`, `samplefiles`, and `samplecode` (previously `samples`). In addition, one new subdirectory has been added, `demo`, that holds all of the compiled sample apps and other files that are needed to demo the products. These are files that the customer should not redistribute (`.cfg` files, `exportmaps`, and so forth).

In the root platform directory (for example, `ca/sdk/ca_win-x86-32_sdk`), there are two files:

- **README**: Explains the contents of the `sdk`, and that `makedemo` must be run in order to use the sample applications.
- **makedemo** (either `.bat` or `.sh` – platform-based): This script will either copy (on Windows) or Symlink (on UNIX) the contents of `.../redist` into `.../sdk/demo`, so that sample applications can then be run out of the `demo` directory.

## How to Use Content Access

Here's a step-by-step overview of how to obtain information from a source file using Content Access.

1. Call `DAInitEx` to initialize the Data Access technology. This function needs to be called only once per application. If using threading, then pass in the correct `ThreadOption`.
2. Set "Null" options: Certain options need to be set before the desired source file is opened. These options are identified by requiring a `NULL` handle type. They include, but aren't limited to:
  - `SCCOPT_FALLBACKFORMAT`
  - `SCCOPT_FIFLAGS`
  - `SCCOPT_TEMPDIR`
3. Open the Source File: `DAOpenDocument` is called to create a document handle that uniquely identifies the source file. This handle may be used in subsequent calls to the `CAOpenContent` function or the `open` function of any other Data Access Submodule, and will be used to close the file when access is complete. This allows the file to be accessed from multiple Data Access Submodules without reopening.
4. Set other Options: Once the source document has been opened, set any other desired options. Most options will be set at this time and are identified by requiring a `VTHDOC` handle type.

5. Open a Handle to Content Access: Using the document handle, `CAOpenContent` is called to obtain a content handle that identifies the file to the Content Access module. This handle will be used in all subsequent calls to the Content Access functions.
6. Retrieve the first Information from the File: Call `CARadFirst` to read the first piece of information from the file. Note: this step may be repeated to reread the file.
7. Retrieve other Information from the File: Repeatedly call `CARadNext`, which will iteratively read through and process the file.
8. Process sub-documents (Optional): When you encounter a sub-document, you may process that sub-document by repeating steps 4-10. Sub-documents are identified by either the `SCCCA_OBJECT` type or the `SCCCA_LINKEDOBJECT` subtype of the `SCCCA_BEGIN TAG` type. Note: the document handle and content handle will be different for the parent and sub-document.
9. Close the Content Access Handle: Call `CACloseContent` to terminate the content access for the file. After this function is called, the content handle will no longer be valid, but the document handle may still be used.
10. Close the Source File: `DACloseDocument` is called to close the source file. After calling this function, the document handle will no longer be valid.
11. De-initialize DA: `DADeInit` is called to de-initialize the Data Access technology.

## How to Use Text Access

Here's a step-by-step overview of how to obtain information from a source file using Text Access.

1. Call `DAInitEx` to initialize the Data Access technology. This function needs to be called only once per application. If using threading, then pass in the correct `ThreadOption`.
2. Set "Null" options: Certain options need to be set before the desired source file is opened. These options are identified by requiring a `NULL` handle type. They include, but aren't limited to:
  - `SCCOPT_FALLBACKFORMAT`
  - `SCCOPT_FIFLAGS`
  - `SCCOPT_TEMPDIR`
3. Open the Source File: `DAOpenDocument` is called to create a document handle that uniquely identifies the source file. This handle may be used in subsequent calls to the `TAOpenText` function or the `open` function of any other Data Access Submodule, and will be used to close the file when access is complete. This allows the file to be accessed from multiple Data Access Submodules without reopening.
4. Set other Options: Once the source document has been opened, set any other desired options. Most options will be set at this time and are identified by requiring a `VTHDOC` handle type.
5. Open a Handle to Text Access: Using the document handle, `TAOpenContent` is called to obtain a content handle that identifies the file to the Text Access module. This handle will be used in all subsequent calls to the Text Access functions.

6. Retrieve the first Information from the File: Call TAREadFirst to read the first piece of information from the file. Note: this step may be repeated to reread the file.
7. Retrieve other Information from the File: Repeatedly call TAREadNext, which will iteratively read through and process the file.
8. Close the Text Access Handle: Call TACloseText to terminate the text access for the file. After this function is called, the text handle will no longer be valid, but the document handle may still be used.
9. Close the Source File: DACloseDocument is called to close the source file. After calling this function, the document handle will no longer be valid.
10. De-initialize DA: DADeInit is called to de-initialize the Data Access technology.

## Copyright Information

The following notice must be included in the documentation, help system, or About box of any software that uses any of Oracle's executable code:

**Outside In Content Access © 1991, 2015 Oracle.**

The following notice must be included in the documentation of any software that uses Oracle's TIF6 filter (this filter reads TIFF and JPEG formats):

**The software is based in part on the work of the Independent JPEG Group.**



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## Windows Implementation Details

This chapter describes the implementation of the Content Access SDK on the Windows platform. Content Access is delivered as a set of DLLs.

For a list of the currently supported platforms, see:

<http://www.oracle.com/technetwork/indexes/documentation/index.html#middleware>

Click on Outside In Technology, then click the Certification Information PDF.

This chapter includes the following sections:

- [Installation](#)
- [Libraries and Structure](#)
- [The Basics](#)
- [Character Sets](#)
- [Runtime Considerations](#)
- [Changing Resources](#)

### Installation

To install the demo version of the SDK, copy the contents of the ZIP archive (available on the web site) to a local directory of your choice.

This product requires the Visual C++ libraries included in the Visual C++ Redistributable Package available from Microsoft. There are three versions of this package (x86, x64, and IA64) for each corresponding version of Windows.

These can be downloaded from [www.microsoft.com/downloads](http://www.microsoft.com/downloads), by searching on the site for the packages `vc redistrib_x86.exe`, `vc redistrib_x64.exe`, or `vc redistrib_IA64.exe`. The required version of each of these downloads is the 2005 SP1 Redistributable Package.

The redistributable module that Outside In requires is `msvcr80.dll`.

The installation directory should contain the following directory structure:

---

| Directory                | Description   |
|--------------------------|---|
| <code>\redist</code>     | Contains a working copy of the Windows version of the technology.   |
| <code>\sdk\common</code> | Contains the C include files needed to build or rebuild the technology.   |
| <code>\sdk\demo</code>   | Contains compiled executables of the sample applications.   |
| <code>\sdk\lib</code>    | Contains the library (.lib) files for <code>sccca.dll</code> , <code>sccta.dll</code> , <code>scra.dll</code> , <code>scda.dll</code> and <code>scfi.dll</code> . |

| Directory        | Description  |
|------------------|--|
| \sdk\resource    | Contains localization resource files. For more information, see <a href="#">Changing Resources</a> . |
| \sdk\samplecode  | Contains the source code for the sample application.   |
| \sdk\samplefiles | Contains sample files designed to exercise the technology.   |

## NSF Support

Notes Storage Format (NSF) files are produced by the Lotus Notes Client or the Lotus Domino server. The NSF filter is the only Outside In filter that requires the native application to be present to filter the input documents. Due to integration with an outside application, NSF support will not work with redirected I/O, when an NSF file is embedded in another file, or with IOTYPE\_UNICODEPATH. Either Lotus Notes version 8 or Lotus Domino version 8 must be installed on the same machine as OIT. A 32-bit version of the Lotus software must be used if you are using a 32-bit version of OIT. A 64-bit version of the Lotus software must be used if you are using a 64-bit version of OIT. On Windows, SCCOPT\_LOTUSNOTESDIRECTORY should be set to the directory containing the nnotes.dll. NSF support is only available on the Win32, Win x86-64, Linux x86-32, and Solaris Sparc 32 platforms.

## Libraries and Structure

Here is an overview of the files contained in the main installation directory for this product:

### API DLLs

These DLLs implement the API. They should be linked with the developer's application. LIB files are included in the SDK.

| File      | Description   |
|-----------|---|
| sccca.dll | Content Access module (provides organized chunker data for the developer)   |
| sccda.dll | Data Access module  |
| sccfi.dll | File Identification module (identifies files based on their contents). The File ID Specification may not be used directly by any application or workflow without it being separately licensed expressly for that purpose. |
| sccta.dll | Text Access module (provides straight text data for the developer)  |

### Support DLLs

| File       | Description  |
|------------|--|
| sccch.dll  | Chunker (provides caching of and access to filter data for the display engine) |
| sccfa.dll  | Filter Access module   |
| sccfmt.dll | Formatting module (resolves numbers to formatted strings)                      |
| sccfut.dll | Filter utility module  |

| File       | Description  |
|------------|--|
| sccind.dll | Indexing engine  |
| scclo.dll  | Localization library (all strings, menus, dialogs and dialog procedures reside here) |
| sccole.dll | OLE rendering module   |
| sccut.dll  | Utility functions (including IO subsystem)   |
| wvcore.dll | The GDI Abstraction layer  |

### Filter DLLs

| File      | Description   |
|-----------|---|
| vs*.dll   | Filters for specific file types (there are more than 150 of these filters, covering more than 600 file formats) |
| oitnsf.id | Support file for the vsnsf filter.  |

### Premier Graphics Filters

| File        | Description                                 |
|-------------|---|
| i*2.dll     | Import filters for premier graphics formats |
| isgdi32.dll | Interface to premier graphics filters       |

### Additional Files

| File          | Description   |
|---------------|---|
| adinit.dat    | Support file for the vsacad filter  |
| cmmmap000.bin | Tables for character mapping (all character sets)   |
| cmmmap000.sbc | Tables for character mapping (single-byte character sets). Located in the common directory.                                       |
| cmmmap000.dbc | Identical to cmmmap000.Bin, but renamed for clarity (.dbc = double-byte character). This file is located in the common directory. |

## The Basics

All the steps outlined in this section are used in the sample applications provided with the SDK. Looking at the code for the **simple** sample application is recommended for those wishing to see a real-world example of this process.

For detailed information about all sample applications included with this product, see [Sample Applications](#).

## What You Need in Your Source Code

Any source code that uses this product should `#include` the file `scca.h` (for Content Access) and/or `sccta.h` (for Text Access) and `#define` `WINDOWS` and `WIN32` or `WIN64`. For example, a Windows application might have a source file with the following lines:

```
#define WINDOWS          /* Will be automatically defined if your
                        compiler defines _WINDOWS */
#define WIN32
```

```
#include <sccca.h>      /* If using ContentAccess */
#include <sccta.h>      /* If using Text Access */
```

The developer's application should be linked to the Content Access (and/or Text Access) and Data Access DLLs through the provided libraries (sccta.lib, sccca.lib and scdda.lib).

## Options and Information Storage

One set of information is created by the technology, the default options. In the Windows implementation, this is built by the technology as needed, usually the first time the product is run. You do not need to ship this list with your application. The list is automatically regenerated if corrupted or deleted.

The files used to store this information are stored in a .oit subdirectory in the following location:

`\Documents and Settings\user name\Application Data`

If an .oit directory does not exist in the user's directory, the directory will be created automatically by the technology. The files are automatically regenerated if corrupted or deleted.

The file is:

\*.d = Display engine lists

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**Note:**

Some applications and services may run under a local system account for which there is no user's "application data" folder. The technology first does a check for an environment variable called OIT\_DATA\_PATH. Then it checks for APPDATA, and then LOCALAPPDATA. If none of those exist, the options files are put into the executable path of the UT module.

---

---

These file names are intended to be unique enough to avoid conflict for any combination of machine name and install directory. This allows the user to run products in separate directories without having to reload the files above. The file names are built from an 11-character string derived from the directory the Outside In technology resides in and the name of the machine it is being run on. The string is generated by code derived from the RSA Data Security, Inc. MD5 Message-Digest Algorithm.

## Structure Alignment

Outside In is built with 8-byte structure alignment. This is the default setting for most Windows compilers. This and other compiler options that should be used are demonstrated in the files provided with the sample applications in `\sdk\samplefiles\win`.

## Character Sets

This section provides information about character sets.

### Default API Character Set

The strings passed in the Windows API are ANSI1252 by default.

## Double-Byte Character Set Mapping

Please note that to optimize performance on systems that do not require DBCS support, a second character mapping bin file, that does not contain any of the DBCS pages, is now included. The second bin file will give additional performance benefits for English documents, but will not be able to handle DBCS documents. To use the new bin file, replace the `cmmmap000.bin` with the new bin file, `cmmmap000.sbc`. For clarity, a copy of the `cmmmap000.bin` file named `cmmmap000.dbc` has also been included. Both the `cmmmap000.sbc` and `cmmmap000.dbc` files are located in the `\sdk\common` directory of the technology.

## Runtime Considerations

The files used by this product must be in the same directory as the developer's executable.

## Changing Resources

Outside In Content Access ships with the necessary files for OEMs to change any of the strings in the technology as they see fit.

Strings are stored in the `lodlgstr.h` file found in the resource directory. The file can be edited using any text editor.

---

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**Note:**

Do not directly edit the `scclo.rc` file. Strings are saved with their identifiers in `lodlgstr.h`. If a new `scclo.rc` file is saved, it will contain numeric identifiers for strings, instead of their `#define`'d names.

---

---

Once the changes have been made, the updated `scclo.dll` file can be rebuilt using the following steps:

1. Compile the `.res` file:

```
rc /fo ".\scclo.res" /i "<path to header (.h) files folder>" /d "NDEBUG"  
scclo.rc
```

2. Link the `scclo.res` file you've created with the `scclo.obj` file found in the resource directory to create a new `scclo.dll`:

```
link /DLL /OUT:scclo.dll scclo.obj scclo.res
```

---

---

**Note:**

Developers should make sure they have set up their environment variables to build the library for their specific architecture. For Windows `x86_32`, when compiling with VS 2005, the solution is to run `vsvars32.bat` (in a standard VS 2005 installation, this is found in `C:\Program Files\Microsoft Visual Studio 8\Common7\Tools\`). If this works correctly, you will see the statement, "Setting environment for using Microsoft Visual Studio 2005 x86 tools." If you do not complete this step, you may have conflicts that lead to unresolved symbols due to conflicts with the Microsoft CRT.

---

---

3. Embed the manifest (which is created in the \resource directory during step 2) into the new DLL:

```
mt -manifest scclo.dll.manifest -outputresource:scclo.dll;2
```

If you are not using Microsoft Visual Studio, substitute the appropriate development tools from your environment.

---

---

**Note:**

In previous versions of Outside In, it was possible to directly edit the SCCLO.DLL using Microsoft Visual Studio. Outside In DLLs are now digitally signed. Editing the signed DLL is not advisable.

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## UNIX Implementation Details

This chapter describes the UNIX implementation of the Content Access SDK on the UNIX platform. The UNIX implementation of Content Access is delivered as a set of shared libraries.

For a list of the currently supported platforms, see:

<http://www.oracle.com/technetwork/indexes/documentation/index.html#middleware>

Click on Outside In Technology, then click the Certification Information PDF.

This chapter includes the following sections:

- [Installation](#)
- [Libraries and Structure](#)
- [The Basics](#)
- [Character Sets](#)
- [Runtime Considerations](#)
- [Environment Variables](#)
- [Changing Resources](#)
- [HP-UX Compiling and Linking](#)
- [IBM AIX Compiling and Linking](#)
- [Linux Compiling and Linking](#)
- [Oracle Solaris Compiling and Linking](#)
- [FreeBSD Compiling and Linking](#)

### Installation

To install the demo version of the SDK, copy the tgz file corresponding to your platform (available on the web site) to a local directory of your choice. Decompress the tgz file and then extract from the resulting tar file as follows:

```
gunzip tgzfile
tar xvf tarfile
```

The installation directory should contain the following directory structure:

| Directory        | Description   |
|------------------|---|
| /redist          | Contains a working copy of the UNIX version of the technology.  |
| /sdk/common      | Contains the C include files needed to build or rebuild the technology.   |
| /sdk/demo        | Contains the compiled executables of the sample applications.   |
| /sdk/resource    | Contains localization resource files. For more information, see <a href="#">Changing Resources</a> .                                      |
| /sdk/samplecode  | Contains a subdirectory holding the source code for a sample application. For more information, see <a href="#">Sample Applications</a> . |
| /sdk/samplefiles | Contains sample files designed to exercise the technology.  |

## NSF Support

Notes Storage Format (NSF) files are produced by the Lotus Notes Client or the Lotus Domino server. The NSF filter is the only Outside In filter that requires the native application to be present to filter the input documents. Due to integration with an outside application, NSF support will not work with redirected I/O nor will it work when an NSF file is embedded in another file. Lotus Domino version 8 must be installed on the same machine as OIT. The NSF filter is currently only supported on the Win32, Win x86-64, Linux x86-32, and Solaris Sparc 32 platforms. SCCOPT\_LOTUSNOTESDIRECTORY is a Windows-only option and is ignored on Unix.

Additional steps must be taken to prepare the system. It is necessary to know the name of the directory in which Lotus Domino has been installed. On Linux, this default directory is /opt/ibm/lotus/notes/latest/linux. On Solaris, it is /opt/ibm/lotus/notes/latest/sunspa.

- In the Lotus Domino directory, check for the existence of a file called "notes.ini". If the file "notes.ini" does not exist, create it in that directory and ensure that it contains the following single line:  
[Notes]
- Add the Lotus Domino directory to the \$LD\_LIBRARY\_PATH environment variable.
- Set the environment variable \$Notes\_ExecDirectory to the Lotus Domino directory.

## Libraries and Structure

On the UNIX platforms, Outside In technologies are delivered with a set of shared libraries. All libraries should be installed to a single directory. Depending upon your application, you may also need to add that directory to the system's runtime search path. For more information, see [Environment Variables](#).

The following is a brief description of the included libraries and support files. Note that in instances where a file extension is listed as .\*, the file extension will vary for each UNIX platform (**sl** on HP/UX, **so** on Linux and Solaris).

### API Libraries

These libraries implement the API. They should be linked with the developer's application.



| File       | Description  |
|------------|--|
| libsc_ca.* | Content Access module (provides organized chunker data for the developer)  |
| libsc_da.* | Data Access module   |
| libsc_fi.* | File Identification module (identifies files based on their contents). <b>The File ID Specification may not be used directly by any application or workflow without it being separately licensed expressly for that purpose.</b> |
| libsc_ta.* | Text Access module (provides straight text data for the developer)   |

### Support Libraries

| File         | Description  |
|--------------|--|
| libsc_ch.*   | Chunker (provides caching of and access to filter data for the display engine)       |
| libsc_fa.*   | Filter Access module   |
| libsc_fmt.*  | Formatting module (resolves numbers to formatted strings)                            |
| libsc_fut.*  | Filter utility module  |
| libsc_ind.*  | Indexing engine  |
| libsc_lo.*   | Localization library (all strings, menus, dialogs and dialog procedures reside here) |
| libsc_ut.*   | Utility functions, including IO subsystem  |
| libsc_xp.*   | XPrinter bridge  |
| libwv_core.* | The Abstraction layer  |

### Filter Libraries

| File      | Description   |
|-----------|---|
| libvs_*.* | Filters for specific file types (there are more than 150 of these filters, covering more than 600 file formats) |

### Premier Graphics Filters

| File         | Description   |
|--------------|---|
| libi*.*      | These 30 files are the import filters for premier graphics formats. |
| libis_unx2.* | Interface to premier graphics filters                               |

### Additional Files

| File          | Description  |
|---------------|--|
| adinit.dat    | Support file for the vsacad and vsacd2 filters   |
| cmmmap000.bin | Tables for character mapping (all character sets)  |
| cmmmap000.sbc | Tables for character mapping (single-byte character sets). This file is located in the common directory. |

| File          | Description  |
|---------------|--|
| cmmmap000.dbc | Identical to cmmmap000.Bin, but renamed for clarity (.dbc = double-byte character). This file is located in the <i>common</i> directory. |
| oitnsf.id     | Support file for the vsnsf filter.   |

## The Basics

All the steps outlined in this section are used in the sample applications provided with the SDK. Looking at the code for the **casample** sample application (see [Sample Applications](#)) is recommended for a real world example of this process.

### What You Need in Your Source Code

Any source code that uses this product should `#include` the file `scca.h` (for Content Access) and/or `sccta.h` (for Text Access) and `#define UNIX`. For example, a 32-bit UNIX application might have a source file with the following lines:

```
#define UNIX
#include <scca.h>      /* If using ContentAccess */
#include <sccta.h>    /* If using Text Access */
```

and a 64-bit UNIX application might have a source file with the following lines:

```
#define UNIX
#define UNIX_64
#include <sccta.h>
```

### Options and Information Storage

Three sets of information are created by the technology: the default options, a list of available filters and a list of available display engines. In the UNIX implementations, these lists are built as needed, usually the first time the product is run. You do not need to ship these lists with your application.

These lists are stored in the `$HOME/.oit` directory. If the `$HOME` environment variable is not set, the files are placed in the same directory as the Outside In Technology. If a `.oit` directory does not exist in the user's `$HOME` directory, the `.oit` directory will be created automatically by the technology. The files are automatically regenerated if corrupted or deleted.

The files are:

- `*.f`: Filter lists
- `*.d`: Display engine list
- `*.opt`: Persistent options

The names of these option files end in `*.opt`, and are intended to be unique enough to avoid conflict for any combination of machine name and install directory. This is intended to prevent problems with version conflicts when multiple versions of the Viewer Technology and/or other Viewer Technology-based products are installed on a single system. The file names are built from an 11-character string derived from the directory the Outside In technology resides in and the name of the machine it is being run on. The string is generated by code derived from the RSA Data Security, Inc. MD5 Message-Digest Algorithm.

## Character Sets

This section provides information about character sets.

### Default API Character Set

The strings passed in the UNIX API are ISO8859-1 by default.

### Double-Byte Character Set Mapping

To optimize performance on systems that do not require DBCS support, a second character mapping bin file not containing any of the DBCS pages is now included. The second bin file gives additional performance benefits for English documents, but will not be able to handle DBCS documents. To use the new bin file, replace the `cmmmap000.bin` with the new bin file, `cmmmap000.sbc`. For clarity, a copy of the `cmmmap000.bin` file named `cmmmap000.dbc` has also been included. Both the `cmmmap000.sbc` and `cmmmap000.dbc` files are located in the `/common` directory of the technology.

## Runtime Considerations

This section provides information about runtime considerations.

### Signal Handling

This product traps and handles the following signals:

- SIGABRT
- SIGBUS
- SIGFPE
- SIGILL
- SIGINT
- SIGSEGV
- SIGTERM

To override the default handling of these signals you can set your own signal handlers. This can be done after the developer's application has called `DAInitEx()`.

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---

**Note:**

The Java Native Interface (JNI) allows Java code to call and be called by native code (C/C++ in the case of OIT). You may run into problems if Java isn't allowed to handle signals and forward them to OIT. If OIT catches the signals and forwards them to Java, the JVMs will sometimes crash. OIT installs signal handlers when `DAInitEx()` is called, so if you call OIT after the JVM is created, you will need to use `libjsig`. Refer here for more information:

<http://www.oracle.com/technetwork/java/javase/index-137495.html>

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## Runtime Search Path and \$ORIGIN

Libraries and sample applications are all built with the \$ORIGIN variable as part of the binaries' runtime search path. This means that at runtime, OIT libraries will automatically look in the directory they were loaded from to find their dependent libraries. You don't necessarily need to include the technology directory in your LD\_LIBRARY\_PATH or SHLIB\_PATH.

As an example, an application that resides in the same directory as the OIT libraries and includes \$ORIGIN in its runtime search path will have its dependent OIT libraries found automatically. You will still need to include the technology directory in your linker's search path at link time using something like -L and possibly -rpath-link.

Another example is an application that loads OIT libraries from a known directory. The loading of the first OIT library will locate the dependent libraries.

---

---

**Note:**

This feature does not work on AIX and FreeBSD.

---

---

## Environment Variables

There are a number of environment variables the UNIX implementation of the technology may use at run time. While described elsewhere, following is a short summary of those variables and their usage.

| Variable  | Description  |
|---|--|
| \$PATH  | Must be set to include the directory containing the .flt files. Only applicable to AIX.  |
| \$LD_LIBRARY_PATH<br>(FreeBSD, HP-UX Itanium<br>64, Linux, Solaris)<br>\$SHLIB_PATH (HP-UX<br>PA-RISC 32)<br>\$LIBPATH (AIX, iSeries) | These variables help your system's dynamic loader locate objects at runtime. If you have problems with libraries failing to load, try adding the path to the Outside In libraries to the appropriate environment variable. See your system's manual for the dynamic loader and its configuration for details.<br>Note that for products that have a 64-bit PA-RISC, 64-bit Solaris and Linux PPC/PPC64 distributable, they will also go under \$LD_LIBRARY_PATH. |
| \$HOME  | Must be set to allow the system to write the option, filter and display engine lists. For more information, see <a href="#">Options and Information Storage</a> .  |

---

## Changing Resources

All of the strings used in the UNIX versions of Outside In products are contained in a file called lodlgstr.h. This file, located in the resource directory, can be modified for internationalization and other purposes. Everything necessary to rebuild the resource library to use the modified source file is included with the SDK.

Along with lodlgstr.h, an object file, scclo.o has been provided that is necessary for the linking phase of the build. A makefile has also been provided for building the library. The makefile allows building on all of the UNIX platforms supported by Outside In. It may be necessary to make minor modifications to the makefile so that the system header files and libraries can be found for compiling and linking. There are standard

INCLUDE and LIB make variables defined for each platform in the makefile. Edit these variables to point to the header files and libraries on your particular system. Other make variables are:

- TECHINCLUDE: May need to be edited to point to the location of the Outside In common header files that are supplied with the SDK.
- BUILDDIR: May need to be edited to point to the location of the makefile, lodlgr.h, and sccl.o (which should all be in the same directory).

After these make variables are set, change to the build directory and type make. The resource library, libsc\_lo, will be built and placed in the appropriate platform-specific directory. To use this library, copy it into the directory where the Outside In product resides, and the new, modified resource strings will then be used by the technology.

Menu constants are included in lomenu.h in the common directory.

All dialog boxes are created directly in the viewer code internally and are compiled and linked in the normal compilation process. There are no separate resource files corresponding to the .rc files in the Windows code.

Additional viewer resources are defined in xscv.h, which is included in the code for the sample executables and the viewer.

## HP-UX Compiling and Linking

In the following example, libsc\_ca.sl and libsc\_da.sl are the only libraries that need to be linked with the casample. Not all applications that use the Content Access module will require the use of these libraries. They can be loaded when the application starts by linking them directly at compile time or they can be loaded dynamically by your application using library load functions (for example, shl\_load).

The following are example command lines used to compile the sample application casample from the /sdk/samplecode/unix directory. The command lines are separated into sections for HP/UX and HP/UX on Itanium (which requires GCC). Please note that this command line is only an example. The actual command line required on the developer's system may vary. The example assumes that the include and library file search paths for the technology libraries and any required X libraries are set correctly. If they are not set correctly, the search paths for the include and/or library files must be explicitly specified via the *-I include file path* and/or *-L library file path* options, respectively, so that the compiler and linker can locate all required files.

### HP-UX on RISC

```
cc -w -o ../casample/unix/casample ../casample/unix/casample.c +DAportable -Ae -I/usr/include -I../common -L../demo -L/usr/lib -lm -lsc_ca -lsc_da -DUNIX -Wl,+s,+b,'$ORIGIN'
```

### HP-UX on Itanium (64 bit)

```
cc -w -o ../casample/unix/casample ../casample/unix/casample.c +DD64 -I../common -L../demo -L/usr/lib/hpux64 -lsc_da -lsc_ca -DUNIX -DUNIX_64 -Wl,+s,+b,'$ORIGIN'
```

## IBM AIX Compiling and Linking

All libraries should be installed into a single directory and the directory must be included in the system's shared library path (\$LIBPATH) as well as the executable path (\$PATH).

---

**Note:**

\$LIBPATH must be set and must point to the directory containing the Outside In technology.

---

Outside In Technology has been updated to increase performance, at a cost of using more memory. It is possible that this increased memory usage may cause a problem on AIX systems, which can be very conservative in the amount of memory they grant to processes. If your application experiences problems due to memory limitations with Outside In, you may be able to fix this problem by using the "large page" memory model. If you anticipate viewing or converting very large files with Outside In technology, we recommend linking your applications with the `-bmaxdata` flag (for example, `'cc -o foo foo.c -bmaxdata:0x80000000'`). If you are currently seeing illegal instruction errors followed by immediate program exit, this is probably due to not using the large data model.

The following is an example command line used to compile the sample application `casample` from the `/sdk/samplecode/unix` directory. This command line is only an example. The actual command line required on the developer's system may vary. The example assumes that the include and library file search paths for the technology libraries and any required X libraries are set correctly. If they are not set correctly, the search paths for the include and/or library files must be explicitly specified via the `-I include file path` and/or `-L library file path` options, respectively, so that the compiler and linker can locate all required files. Developers need to pass `-brtl` to the linker to list libraries in the link command as dependencies of their applications.

---

**Note:**

Developers may need to use the `-qcpluscmt` flag to allow C++ style comments.

---

```
gcc -w -o ../casample/unix/casample ../casample/unix/casample.c -I../common -L../demo -lsc_ca -lsc_da -DUNIX -DFUNCPROTO -Wl,-brtl
```

## Linux Compiling and Linking

This section provides information about Linux compiling and linking.

### Library Compatibility

This section provides information about library compatibility.

#### Motif Libraries

On some Linux installations, particularly newer ones, the Motif libraries that are installed are not compatible with the libraries that are used to build the Outside In technology. This is known to be the case with most of the SuSE installations, for example. It is likely that you have a binary incompatibility if you try to build one of the Xwindows-based sample applications included with this product and see an error at compile time that looks like the following:

```
warning: libXm.so.3, needed by ../libsc_vw.so, may conflict with libXm.so.2
```

The proper solution to this problem is to install a compatible Motif library and use it to build your application. Often, the installation discs for your particular Linux platform

will have the proper libraries. If your installation discs do not have the libraries, instructions for downloading a binary rpm can be found at <http://rpmfind.net/linux/RPM>.

If you are doing development, you will also need the proper header files, as well.

The following is a list of the Motif library versions used by Oracle when building and testing the Outside In binaries:

- x86 Linux: OpenMotif v. 2.2.3
- zSeries Linux: OpenMotif v. 2.2.3
- Itanium Linux: OpenMotif v. 2.1.30.

---



---

**Note:**

If a directory needs to be specified for the compiler to find the shared libraries, it is recommended that the `$LD_LIBRARY_PATH` environment variable be used. This will prevent the compiler from hard-coding the library's current directory into the executable as the only directory to search for the library at run time. Instead, the system will first search the directories specified by `$LD_LIBRARY_PATH` for the library.

---



---

### GLIBC and Compiler Versions

For each Linux platform supported by Outside In, the following table indicates the compiler version used and the minimum required version of the GNU standard C library upon which Outside In depends.

| Distribution  | Compiler Version | GLIBC Version              |
|---------------|------------------|----------------------------|
| x86 Linux     | 3.3.2            | libc.so.6 (2.3.2 or newer) |
| Itanium Linux | 3.3.2            | libc.so.6 (2.3.2 or newer) |
| zSeries Linux | 3.3.6            | libc.so.6 (2.3.2 or newer) |

### Other Libraries

In addition to `libc.so.6`, Outside In is dependent upon the following libraries:

- `libXm.so.3` (in particular, `libXm.so.3.0.2` or newer, due to issues in OpenMotif 2.2.2)
- `libstdc++.so.6`
- `libgcc_s.so.1`
- `libXt.so.6`

`libgcc_s.so.1` was introduced with GCC 3.0, so any distribution based on a pre-GCC 3.0 compiler will not include `libgcc_s.so.1`.

## Compiling and Linking

In the following example, the `libsc_ca.so` and `libsc_da.so` are the only libraries needing to be linked with the `casample`. Not all applications that use the Content Access module will require the use of all of these libraries. They can be loaded when the application starts by linking them directly at compile time or they can be loaded dynamically by your application using library load functions (for example, `dlopen`).

The following is an example command line used to compile the sample application **casample** from the `/sdk/samplecode/unix` directory. Please note that this command line is only an example. The actual command line required on the developer's system may vary. The example assumes that the include and library file search paths for the technology libraries and any required X libraries are set correctly. If they are not set correctly, the search paths for the include and/or library files must be explicitly specified via the `-I include file path` and/or `-L library file path` options, respectively, so the compiler and linker can locate all required files.

### Linux 32-bit (includes Linux PPC)

```
gcc -w -o ../casample/unix/casample ../casample/unix/casample.c -I/usr/local/
include -I../common -L../demo -L/usr/local/lib -lsc_da -lsc_ca -DUNIX -
Wl,-rpath,../demo -Wl,-rpath,'${ORIGIN}'
```

### Linux 64-bit

```
gcc -w -o ../casample/unix/casample ../casample/unix/casample.c -I/usr/local/
include -I../common -L../demo -L/usr/local/lib -lsc_da -lsc_ca -DUNIX -
DUNIX_64 -Wl,-rpath,../demo -Wl,-rpath,'${ORIGIN}'
```

### Linux zSeries

```
gcc -w -o ../casample/unix/casample ../casample/unix/casample.c -I/usr/local/
include -I../common -L../demo -L/usr/local/lib -lsc_da -lsc_ca -DUNIX -
Wl,-rpath,../demo -Wl,-rpath,'${ORIGIN}'
```

## Oracle Solaris Compiling and Linking

All libraries should be installed into a single directory.

---

---

**Note:**

This product does not support the old Solaris BSD mode.

---

---

In the following example, the `libsc_ca.so` and `libsc_da.so` are the only libraries that need to be linked with the `casample`. Not all applications that use the Content Access module will require the use of all of these libraries. They can be loaded when the application starts by linking them directly at compile time or they can be loaded dynamically by your application using library load functions (for example, `dlopen`).

The following is an example command line used to compile the sample application `casample` from the `/sdk/samplecode/unix` directory. Please note that this command line is only an example. The actual command line required on the developer's system may vary. The example assumes that the include and library file search paths for the technology libraries and any required X libraries are set correctly. If they are not set correctly, the search paths for the include and/or library files must be explicitly specified via the `-I include file path` and/or `-L library file path` options, respectively, so that the compiler and linker can locate all required files.

---

---

**Note:**

Developers may need to use the `-xcc` flag to allow C++ style comments.

---

---



## Oracle Solaris SPARC

```
cc -I/usr/include -I/usr/dt/share/include -I../common -w -o ../casample/unix/
casample ../casample/unix/casample.c -L../demo -L/usr/lib -L/lib -lc -ldl -
lsc_ca -lsc_da -DUNIX -Wl,-R,'$ORIGIN'
```

Note: When running the 32-bit SPARC binaries on Solaris 9 systems, you may see the following error:

```
ld.so.1: simple: fatal: libm.so.1: version `SUNW_1.1.1' not found
(required by file ./libsc_vw.so)
```

This is due to a missing system patch. Please apply the following patch (or its successor) to your system to correct.

- For Solaris 9 - Patch 111722-04

## Oracle Solaris x86

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### Note:

Your system will require Solaris patch 108436, which contains the C++ library libCstd.so.1.

---



---

```
cc -I/usr/include -I/usr/dt/share/include -I../common -w -o ../casample/unix/
casample ../casample/unix/casample.c -L../demo -L/usr/lib -lsc_ca -lsc_da -
DUNIX -R '$ORIGIN'+ -DUNIX
```

## FreeBSD Compiling and Linking

The following is an example command line used to compile the sample application casample from the /sdk/samplecode/unix directory. Please note that this command line is only an example. The actual command line required on the developer's system may vary. The example assumes that the include and library file search paths for the technology libraries and any required X libraries are set correctly. If they are not set correctly, the search paths for the include and/or library files must be explicitly specified via the *-I include file path* and/or *-L library file path* options, respectively, so the compiler and linker can locate all required files.

```
gcc -w -o ../casample/unix/casample ../casample/unix/casample.c -I/usr/local/
include -I../common -L../demo -L/usr/local/lib -lsc_da -lsc_ca -DUNIX -
Wl,-rpath,../demo
```



---

## Data Access Common Functions

The Data Access module is common to all Outside In technologies. It provides a way to open a generic handle to a source file. This handle can then be used in the functions described in this chapter.

This chapter includes the following sections:

- [Deprecated Functions](#)
- [DAInitEx](#)
- [DADeInit](#)
- [DAOpenDocument](#)
- [DACloseDocument](#)
- [DARetrieveDocHandle](#)
- [DASetOption](#)
- [DAGetOption](#)
- [DAGetFileId](#)
- [DAGetFileIdEx](#)
- [DAGetErrorString](#)
- [DAGetObjectInfo](#)
- [DAGetTreeCount](#)
- [DAGetTreeRecord](#)
- [DAOpenTreeRecord](#)
- [DAOpenRandomTreeRecord](#)
- [DASaveInputObject](#)
- [DASaveTreeRecord](#)
- [DASaveRandomTreeRecord](#)
- [DACloseTreeRecord](#)
- [DASetStatCallback](#)
- [DASetFileAccessCallback](#)

## Deprecated Functions

DAInit and DaThreadInit have both been deprecated. DAINitEx now replaces these two functions. All new implementations should use DAINitEX, although the other two functions will continue to be supported.

### DAInitEx

This function tells the Data Access module to perform any necessary initialization it needs to prepare for document access. This function must be called before the first time the application uses the module to retrieve data from any document. This function supersedes the old DAINit and DAThreadInit functions.

---



---

**Note:**

DAInitEx should only be called once per application, at application startup time. Any number of documents can be opened for access between calls to DAINitEx and DADEInit. If DAINitEx succeeds, DADEInit must be called regardless of any other API calls.

---



---

If the ThreadOption parameter is set to something other than DATHREAD\_INIT\_NOTHREADS, then this function's preparation includes setting up mutex function pointers to prevent threads from clashing in critical sections of the technology's code. The developer must actually code the threads after this function has been called. DAINitEx should be called only once per process and should be called before the developer's application begins the thread.

---



---

**Note:**

Multiple threads are supported for all Windows platforms, the 32-bit versions of Linux x86 and Solaris SPARC, Linux x64 and Solaris SPARC 64. Failed initialization of the threading function will not impair other API calls. If threading isn't initialized or fails, stub functions are called instead of mutex functions.

---



---

#### Prototype

```
DAERR DAINitEx(VTSHORT ThreadOption, VTDWORD dwFlags);
```

#### Parameters

- ThreadOption: can be one of the following values:
  - DATHREAD\_INIT\_NOTHREADS: No thread support requested.
  - DATHREAD\_INIT\_PTHREADS: Support for PTHREADS requested.
  - DATHREAD\_INIT\_NATIVETHREADS: Support for native threading requested. Supported only on Microsoft Windows platforms and Oracle Solaris.
- dwFlags: can be one or more of the following flags OR-ed together
  - OI\_INIT\_DEFAULT: Options Load and Save are performed normally

- `OI_INIT_NOSAVEOPTIONS`: The options file will not be saved on exit
- `OI_INIT_NOLOADOPTIONS`: The options file will not be read during initialization.

### Return Values

- `DAERR_OK`: If the initialization was successful. Otherwise, one of the other `DAERR_` values in `scda.h` or one of the `SCCERR_` values in `scerr.h` is returned.

## DADeInit

This function tells the Data Access module that it will not be asked to read additional documents, so it should perform any cleanup tasks that may be necessary. This function should be called at application shutdown time, and only if the module was successfully initialized with a call to `DAInitEx`.

### Prototype

```
DAERR DADeInit();
```

### Return Values

- `DAERR_OK`: If the de-initialization was successful. Otherwise, one of the other `DAERR_` values in `scda.h` or one of the `SCCERR_` values in `scerr.h` is returned.

## DAOpenDocument

Opens a source file to make it accessible by one or more of the data access technologies. If `DAOpenDocument` succeeds, `DACloseDocument` must be called regardless of any other API calls.

### Prototype

```
DAERR DAOpenDocument(
    VTLPHDOC   phDoc,
    VTDWORD   dwSpecType,
    VTLPVOID   pSpec,
    VTDWORD   dwFlags);
```

### Parameters

- `lphDoc`: Pointer to a handle that will be filled with a value that uniquely identifies the document to data access. The developer will use this handle in subsequent calls to data access to identify this particular source file.

This is *not* an operating system file handle.

- `dwSpecType`: Describes the contents of `pSpec`. Together, `dwSpecType` and `pSpec` describe the location of the source file.

---

**Note:**

The values used within IOTYPE\_ARCHIVEOBJECT, IOTYPE\_LINKEDOBJECT, and IOTYPE\_OBJECT may change if different options are applied, with different versions of the technology, or after patches are applied.

---

Must be one of the following values:

- IOTYPE\_ANSIPATH: Windows only. pSpec points to a NULL-terminated full path name using the ANSI character set and FAT 8.3 (Win16) or NTFS (Win32 and Win64) file name conventions.
  - IOTYPE\_UNICODEPATH: Windows only. pSpec points to a NULL-terminated full path name using the Unicode character set and NTFS (Win32 and Win64) file name conventions.
  - IOTYPE\_UNIXPATH: X Windows on UNIX platforms only. pSpec points to a NULL-terminated full path name using the system default character set and UNIX path conventions. Unicode paths can be accessed on UNIX platforms by using a UTF-8 encoded path with IOTYPE\_UNIXPATH.
  - IOTYPE\_SUBOBJECT: All platforms. Opens an embedded object for data access. pSpec points to a structure IOSPECSUBOBJECT (see [IOSPECSUBOBJECT Structure](#)) that has been filled with values returned in a SCCCA\_OBJECT content entry from Content Access.
  - IOTYPE\_REDIRECT: All platforms. pSpec points to a developer-defined struct that allows the developer to redirect the IO routines used to read the file.
  - IOTYPE\_ARCHIVEOBJECT: All platforms. Opens an embedded archive object for data access. pSpec points to a structure IOSPECARCHIVEOBJECT (see [IOSPECARCHIVEOBJECT Structure](#)) that has been filled with values returned in a SCCCA\_OBJECT content entry from Content Access.
  - IOTYPE\_LINKEDOBJECT: All platforms. Opens an object specified by a linked object for data access. pSpec points to a structure IOSPECLINKEDOBJECT (see [IOSPECLINKEDOBJECT Structure](#)) that has been filled with values returned in an SCCCA\_BEGINTAG or SCCCA\_ENDTAG with a subtype of SCCCA\_LINKEDOBJECT content entry from Content Access.
  - IOTYPE\_OBJECT: All platforms. Opens an object (archive, embedded, or linked) for data access. pSpec points to a structure SCCDAOBJECT (see [SCCDAOBJECT Structure](#)) that has been filled with values from Content Access (SCCCA\_OBJECT or SCCCA\_BEGINTAG with a subtype of SCCCA\_LINKEDOBJECT) or from the <document> element in the SearchML flavor of Search Export.
- pSpec: File location specification.
  - dwFlags: The low WORD is the file ID for the document (0 by default). If you set the file ID incorrectly, the technology will fail. If set to 0, the file identification technology will determine the input file type automatically. The high WORD should be set to 0. It may also be set to the following flags:

- **DAOPENDOCUMENT\_ARCHIVEONLYMODE:** This flag may only be used with archive files. It opens the archive in a special mode that is only usable with [DASaveRandomTreeRecord](#) and [DAOpenRandomTreeRecord](#).
- **DAOPENDOCUMENT\_CONTINUEONFAILURE:** Some embeddings may have both an OLE representation and an alternate graphic. When this flag is set for **IOTYPE\_OBJECT**, the technology will first try to access the OLE representation. If there are errors, it will then attempt to access the alternate graphic.

### Return Values

- **DAERR\_OK:** Returned if the open was successful. Otherwise, one of the other **DAERR\_** values in `sccda.h` or one of the **SCCERR\_** values in `scerr.h` is returned.

## IOSPECSUBOBJECT Structure

```
typedef struct IOSPECSUBOBJECTtag
{
    VTDWORD    dwStructSize;
    VTSYSPARAM hDoc;          /* Parent Doc hDoc */
    VTDWORD    dwObjectId;    /* Object Identifier */
    VTDWORD    dwStreamId;    /* Stream Identifier */
    VTDWORD    dwReserved1;   /* Must always be 0 */
    VTDWORD    dwReserved2;   /* Must always be 0 */
} IOSPECSUBOBJECT, * PIOSPECSUBOBJECT;
```

## IOSPECLINKEDOBJECT Structure

```
typedef struct IOSPECLINKEDOBJECTtag
{
    VTDWORD    dwStructSize;
    VTSYSPARAM hDoc;
    VTDWORD    dwObjectId;    /* Object identifier. */
    VTDWORD    dwType;        /* Linked Object type */
                                /* (SO_LOCATOR_TYPE_*) */
    VTDWORD    dwParam1;      /* parameter for DoSpecial call */
    VTDWORD    dwParam2;      /* parameter for DoSpecial call */
    VTDWORD    dwReserved1;   /* Reserved. */
    VTDWORD    dwReserved2;   /* Reserved. */
} IOSPECLINKEDOBJECT, * PIOSPECLINKEDOBJECT;
```

## IOSPECARCHIVEOBJECT Structure

```
typedef struct IOSPECARCHIVEOBJECTtag
{
    VTDWORD    dwStructSize;
    VTDWORD    hDoc;          /* Parent Doc hDoc */
    VTDWORD    dwNodeId;     /* Node ID */
    VTDWORD    dwStreamId;
    VTDWORD    dwReserved1;  /* Reserved */
    VTDWORD    dwReserved2;  /* Reserved */
} IOSPECARCHIVEOBJECT, * PIOSPECARCHIVEOBJECT;
```

## SCCDAOBJECT Structure

```
typedef struct SCCDAOBJECTtag
{
    VTDWORD    dwSize;        /* sizeof(SCCDAOBJECT) */
    VTHDOC     hDoc;          /* DA handle for the document
                               containing the object */
    VTDWORD    dwObjectType; /* SCCCA_EMBEDDED_OBJECT,
                               SCCCA_LINKED_OBJECT,
```

```
                SCCCA_COMPRESSEDFILE or
                SCCCA_ATTACHMENT */
    VTDWORD    dwData1;    /* Data identifying the object */
    VTDWORD    dwData2;    /* Data identifying the object */
    VTDWORD    dwData3;    /* Data identifying the object */
    VTDWORD    dwData4;    /* Data identifying the object */
} SCCDAOBJECT, * PSCCDAOBJECT;
```

## DACloseDocument

This function is called to close a file opened by the reader that has not encountered a fatal error.

### Prototype

```
DAERR DACloseDocument(
    VTHDOC hDoc);
```

### Parameters

- **hDoc**: Identifier of open document. Must be a handle returned by the `DAOpenDocument` function.
- **DAERR\_OK**: Returned if close succeeded. Otherwise, one of the other `DAERR_` values in `scda.h` or one of the `SCCERR_` values in `scerr.h` is returned.

## DARetrieveDocHandle

This function returns the document handle associated with any type of Data Access handle. This allows the developer to only keep the value of `hItem`, instead of both `hItem` and `hDoc`.

### Prototype

```
DAERR DARetrieveDocHandle(
    VTHDOC    hItem,
    VTLPDOC   phDoc);
```

### Parameters

- **hItem**: Identifier of open document. May be the subhandle returned by the `DAOpenDocument` or `DAOpenTreeRecord` functions in the data access submodule. Passing in an `hDoc` created by `DAOpenDocument` for this parameter will result in an error.
- **phDoc**: Pointer to a handle that will be filled with the document handle associated with the passed subhandle.

### Return Value

- **DAERR\_OK**: Returned if the handle in `phDoc` is valid. Otherwise, one of the other `DAERR_` values in `scda.h` or one of the `SCCERR_` values in `scerr.h` is returned.

## DASetOption

This function is called to set the value of a data access option.



## Prototype

```
DAERR DASETOption(
    VTHDOC      hDoc,
    VTDWORD     dwOptionId,
    VTLPVOID    pValue,
    VTDWORD     dwValueSize);
```

## Parameters

- **hDoc**: Identifier of open document. May be a VTHDOC returned by the DAOpenDocument function, or the subhandle returned by the DAOpenDocument or DAOpenTreeRecord functions (VTHCONTENT, VTHTEXT, and so forth). Setting an option for a VTHDOC will affect all subhandles opened under it, while setting an option for a subhandle will only affect that handle.

If this parameter is NULL, then setting the option will affect all documents opened thereafter. Once an option is set using the NULL handle, this option becomes the default option thereafter. Note that this parameter should only be set to NULL if the option being set can take that value.

- **dwOptionId**: The identifier of the option to be set.
- **pValue**: Pointer to a buffer containing the value of the option.
- **dwValueSize**: The size in bytes of the data pointed to by pValue. For a string value, the NULL terminator should be included when calculating dwValueSize.

## Return Value

- **DAERR\_OK**: Returned if DASETOption succeeded. Otherwise, one of the other DAERR\_ values in scda.h or one of the SCCERR\_ values in scerr.h is returned.

# DAGetOption

This function is called to retrieve the value of a data access option. Note that the results of a call to this option are only valid if DASETOption has already been called on the option.

## Prototype

```
DAERR DAGETOption(
    VTHDOC      hItem,
    VTDWORD     dwOptionId,
    VTLPVOID    pValue,
    VTLPDWORD   pSize);
```

## Parameters

- **hItem**: Identifier of open document. May be a VTHDOC returned by the DAOpenDocument function, or the subhandle returned by the DAOpenDocument or DAOpenTreeRecord functions (VTHCONTENT, VTHTEXT, and so forth). Getting an option for a VTHDOC will get the value of that option for that handle, which may be different than the subhandle's value.
- **dwOptionId**: The identifier of the option to be returned. For a list of option IDs with descriptions, see [Content Description](#).
- **pValue**: Pointer to a buffer containing the value of the option.

- `pSize`: This `VTDWORD` should be initialized by the caller to the size of the buffer pointed to by `pValue`. If this size is sufficient, the option value will be copied into `pValue` and `pSize` will be set to the actual size of the option value. If the size is not sufficient, `pSize` will be set to the size of the buffer needed for the option and an error will be returned.

### Return Value

- `DAERR_OK`: Returned if `DAGetOption` was successful. Otherwise, one of the other `DAERR_` values in `scdda.h` or one of the `SCCERR_` values in `sccerr.h` is returned.

## DAGetFileId

This function allows the developer to retrieve the format of the file based on the technology's content-based file identification process. This can be used to make intelligent decisions about how to process the file and to give the user feedback about the format of the file they are working with.

Note: in cases where File ID returns a value of `FI_UNKNOWN`, then this function will apply the Fallback Format before returning a result.

### Prototype

```
DAERR DAGetFileId(  
    VTHDOC      hDoc,  
    VTLPDWORD   pdwFileId);
```

### Parameters

- `hDoc`: Identifier of open document. May be a `VTHDOC` returned by the `DAOpenDocument` function, a `VTHEXPORT` returned by the `EXOpenExport` function, or the subhandle returned by the `DAOpenDocument` or `DAOpenTreeRecord` functions (`VTHEXPORT`, `VTHCONTENT`, `VTHTEXT`, and so forth).
- `pdwFileId`: Pointer to a `DWORD` that receives a file identification number for the file. These numbers are defined in `sccfi.h`.

### Return Value

- `DAERR_OK`: Returned if `DAGetFileId` was successful. Otherwise, one of the other `DAERR_` values in `scdda.h` or one of the `SCCERR_` values in `sccerr.h` is returned.

## DAGetFileIdEx

This function allows the developer to retrieve the format of the file based on the technology's content-based file identification process. This can be used to make intelligent decisions about how to process the file and to give the user feedback about the format of the file they are working with. This function has all the functionality of `DAGetFileID` and adds the ability to return the raw FI value; in other words, the value returned by normal FI, without applying the `FallbackFI` setting.

### Prototype

```
DAERR DAGetFileIdEx(  
    VTHDOC      hDoc,
```

```

VTLPDWORD    pdwFileId,
VTDWORD      dwFlags);

```

### Parameters

- **hDoc**: Identifier of open document. May be a VTHDOC returned by the DAOpenDocument function, or the subhandle returned by the DAOpenDocument or DAOpenTreeRecord functions (VTHEXPORT, VTHCONTENT, VTHTEXT, and so forth).
- **pdwFileId**: Pointer to a DWORD that receives a file identification number for the file. These numbers are defined in sccfi.h.
- **dwFlags**: DWORD that allows user to request specific behavior.
  - **DA\_FILEINFO\_RAWFI**: This flag tells DAGetFileIdEx() to return the result of the File Identification operation before Extended File Ident. is performed and without applying the FallbackFI value.

### Return Value

- **DAERR\_OK**: Returned if DAGetFileIdEx was successful. Otherwise, one of the other DAERR\_ values in sccda.h or one of the SCCERR\_ values in sccerr.h is returned. See the following tables for examples of expected output depending on the value of various options.

#### Values with RAWFI turned off

| Input file type | ExtendedFI | FallbackID     | DAGetFileId    | DAGetFileIdEx  |
|-----------------|------------|----------------|----------------|----------------|
| true binary     | off        | fallback value | fallback value | fallback value |
| true binary     | on         | fallback value | fallback value | fallback value |
| true text       | off        | fallback value | fallback value | fallback value |
| true text       | on         | fallback value | 40XX           | 40XX           |

#### Values with RAWFI turned on

| Input file type | ExtendedFI | FallbackID     | DAGetFileId    | DAGetFileIdEx |
|-----------------|------------|----------------|----------------|---------------|
| true binary     | off        | fallback value | fallback value | 1999          |
| true binary     | on         | fallback value | fallback value | 1999          |
| true text       | off        | fallback value | fallback value | 1999          |
| true text       | on         | fallback value | 40XX           | 1999          |

## DAGetErrorString

This function returns to the developer a string describing the input error code. If the error string returned does not fit the buffer provided, it is truncated.

```

VTVOID DAGetErrorString(
    DAERR    deError,
    VTLPVOID pBuffer,
    VTDWORD  dwBufSize);

```

**Parameters**

- **Error:** Error code passed in by the developer for which an error message is to be returned.
- **pBuffer:** This buffer is allocated by the caller and is filled in with the error message by this routine. The error message will be a NULL-terminated string.
- **dwBufSize:** Size of what pBuffer points to in bytes.

**Return Value**

- none

## DAGetObjectInfo

This function returns information about the document or object pointed to by hDoc. The object may be an embedded object, a linked object, or a compressed file.

```
DAERR DAGetObjectInfo(  
    VTHDOC     hDoc,  
    VTDWORD    dwInfoId,  
    VTLPVOID   pInfo);
```

**Parameters**

- **hDoc:** The handle returned by DAOpenDocument.
- **dwInfoId**

The identifier of the requested information. Can be any of the following values:

- **DAOBJECT\_NAME\_A:** Retrieves the name of the object, in 8-bit characters. pInfo points to a buffer of size DA\_PATHSIZE.
- **DAOBJECT\_NAME\_W:** Retrieves the name of the object in Unicode characters. pInfo points to a buffer of 16 bit characters of size DA\_PATHSIZE.
- **DAOBJECT\_FORMATID:** Retrieves the file ID of the object. pInfo points to a VTDWORD value.
- **DAOBJECT\_COMPRESSIONTYPE:** Retrieves an identifier of the type of compression used to store the object, if known. pInfo points to a VTDWORD value.
- **DAOBJECT\_FLAGS:** Retrieves a bitfield of flags indicating additional attributes of the object. pInfo points to a VTDWORD value. Possible flag values include **DAOBJECTFLAG\_PARTIALFILE** (would not normally exist outside the source document), **DAOBJECTFLAG\_PROTECTEDFILE** (encrypted or password protected), **DAOBJECTFLAG\_LINKTOFILE** (indicates that an OLE object is linked to the file and a corresponding file is not found on the host machine), **DAOBJECTFLAG\_UNIDENTIFIEDFILE** (indicates that an object could not be identified), and **DAOBJECTFLAG\_UNSUPPORTEDCOMP** (compressed with an unsupported compression), and **DAOBJECTFLAG\_ARCKNOWNCRYPT** (see note below).
- **DAOBJECT\_ALTSTRING\_A:** Retrieves the alternate string describing the object, in 8-bit characters. pInfo points to a buffer of size DA\_PATHSIZE.

- **DAOBJECT\_ALTSTRING\_W**: Retrieves the alternate string describing the object, in 16-bit Unicode characters. **pInfo** points to a buffer of size **DA\_PATHSIZE**.
- **pInfo**: Destination of the requested information. The possible types are described in the preceding section about **dwInfoId**.

---



---

**Note:**

**DAOBJECTFLAG\_ARCKNOWNECRYPT** indicates that the object is protected by a known encryption. It can be accessed after the correct credentials (password and/or Lotus Notes id file) are provided through the File Access Callback. For more information, see [DASetFileAccessCallback](#).

---



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**Return Values**

- **DAERR\_OK**: Returned if the save was successful. Otherwise, one of the other **DAERR\_** values in **sccda.h** or one of the **SCCERR\_** values in **scerr.h** is returned.

## DAGetTreeCount

This function is called to retrieve the number of records in an archive file.

```
DAERR DAGetTreeCount(
    VTHDOC      hDoc,
    VTLPDWORD   lpRecordCount);
```

**Parameters**

- **hDoc**: Identifier of open document. May be a **VTHDOC** returned by the **DAOpenDocument** function, or the subhandle returned by any of the **DAOpenDocument** or **DAOpenTreeRecord** functions (**VTHCONTENT**, **VTHTEXT**, and so forth).
- **lpRecordCount**: A pointer to a **VTLPDWORD** that will be filled with the number of stored archive records.

**Return Value**

- **DAERR\_OK**: **DAGetTreeCount** was successful. Otherwise, one of the other **DAERR\_** values in **sccda.h** or one of the **SCCERR\_** values in **scerr.h** is returned.
- **DAERR\_BADPARAM**: The selected file does not contain an archive section, or the requested record does not exist.

## DAGetTreeRecord

This function is called to retrieve information about a record in an archive file.

```
DAERR DAGetTreeRecord(
    VTHDOC      hDoc,
    PSCCDATREENODE pTreeNode);
```

### Parameters

- **hDoc**: Identifier of open document. May be a VTHDOC returned by the DAOpenDocument function, or the subhandle by any of the DAOpenDocument or DAOpenTreeRecord functions (VTHCONTENT, VTHTEXT, and so forth).
- **pTreeNode**: A pointer to a PSCCDATREENODE structure that will be filled with information about the selected record.

### Return Values

- **DAERR\_OK**: DAGetTreeRecord was successful. Otherwise, one of the other DAERR\_ values in sccda.h or one of the SCCERR\_ values in sccerr.h is returned.
- **DAERR\_BADPARAM**: The selected file does not contain an archive section, or the requested record does not exist.
- **DAERR\_EMPTYFILE**: Empty file.
- **DAERR\_PROTECTEDFILE**: Password protected or encrypted file.
- **DAERR\_SUPFILEOPENFAILS**: Supplementary file open failed.
- **DAERR\_FILTERNOTAVAIL**: The file's type is known, but the appropriate filter is not available.
- **DAERR\_FILTERLOADFAILED**: An error occurred during the initialization of the appropriate filter.

## SCCDATREENODE Structure

This structure is passed by the OEM through the DAGetTreeRecord function. The structure is defined in sccda as follows:

```
typedef struct SCCDATREENODEtag{
    VTDWORD    dwSize;
    VTDWORD    dwNode;
    VTBYTE     szName[1024];
    VTDWORD    dwFileSize;
    VTDWORD    dwTime;
    VTDWORD    dwFlags;
    VTDWORD    dwCharSet;
} SCCDATREENODE, *PSCCDATREENODE;
```

### Parameters

- **dwSize**: Must be set by the OEM to sizeof(SCCDATREENODE).
- **dwNode**: The number of the record to retrieve information about. The first node is node 0.
- **szName**: A buffer to hold the name of the record.
- **dwFileSize**: Returns the file size, in bytes, of the requested record.
- **dwTime**: Returns the timestamp of the requested record, in MS-DOS time.
- **dwFlags**: Returns additional information about the node. It can be a combination of the following:

- SCCDA\_TREENODEFLAG\_FOLDER: Indicating that the selected node is a folder and not a file.
- SCCDA\_TREENODEFLAG\_SELECTED: Indicating that the node is selected.
- SCCDA\_TREENODEFLAG\_FOCUS: Indicating that the node has focus.
- SCCDA\_TREENODEFLAG\_ENCRYPT: Indicating that the node is encrypted and can not be decrypted.
- SCCDA\_TREENODEFLAG\_ARCKNOWNCRYPT: indicating that the node is encrypted with an unknown encryption and can not be decrypted.
- SCCDA\_TREENODEFLAG\_BUFFEROVERFLOW: the name of the node was too long for the szName field.
- dwCharSet: Returns the SO\_\* (charsets.h) character set of the characters in szName. The output character set is either the default native environment character set or Unicode if the SCCOPT\_SYSTEMFLAGS option is set to SCCVW\_SYSTEM\_UNICODE.

## DAOpenTreeRecord

This function is called to open a record within an archive file and make it accessible by one or more of the data access technologies.

```
DAERR DAOpenTreeRecord(
    VTHDOC      hDoc,
    VTLPHDOC    lphDoc,
    VTDWORD     dwRecord);
```

lphDoc is *not* a file handle.

### Parameters

- hDoc: Identifier of open document. May be a VTHDOC returned by the DAOpenDocument function, or the subhandle returned by the DAOpenDocument or DAOpenTreeRecord functions (VTHCONTENT, VTHTEXT, and so forth).
- lphDoc: Pointer to a handle that will be filled with a value that uniquely identifies the document to data access. The developer will use this handle in subsequent calls to data access to identify this particular document.
- dwRecord: The record in the archive file to be opened.

### Return Value

- DAERR\_OK: Returned if DAOpenTreeRecord was successful. Otherwise, one of the other DAERR\_ values in sccda.h or one of the SCCERR\_ values in scerr.h is returned.

## DAOpenRandomTreeRecord

This function is called to open a record within an archive file and make it accessible by one or more of the data access technologies. It is similar to DAOpenTreeRecord, except that instead of reading the data for all nodes in the archive in a sequential order, this function will only read the data for the requested nodes from the archive. To use this

function, you must first process the archive with Content Access or Search Export and save the Node Locator data for later use in this function.

```
DAERR DAOpenRandomTreeRecord(  
    VTHDOC      hDoc,  
    VTLPHDOC    lphDoc,  
    SOTREENODELOCATOR sTreeNodeLocator )
```

lphDoc is not a file handle.

### Parameters

- hDoc: Identifier of open document. This hDoc must come from an archive document opened with DAOpenDocument with the flag DAOPENDOCUMENT\_ARCHIVEONLYMODE set.
- lphDoc: Pointer to a handle that will be filled with a value that uniquely identifies the document to data access. The developer will use this handle in subsequent calls to data access to identify this particular document.
- sTreeNodeLocator: An SOTREENODELOCATOR structure which contains data identifying the desired node. This data should come from a previous conversion of the archive document using Content Access or Search Export.

### Return Value

- DAERR\_OK: Returned if DAOpenRandomTreeRecord was successful. Otherwise, one of the other DAERR\_ values in sccda.h or one of the SCCERR\_ values in sccerr.h is returned.

## DATREENODELOCATOR

```
typedef struct DATREENODELOCATORtag  
{  
    VTDWORD dwSize;          /* size of this structure */  
    VTDWORD dwSpecialFlag;   /* special flags coming from CA or SX */  
    VTDWORD dwData1;        /* dwData1 coming from CA or SX */  
    VTDWORD dwData2;        /* dwData2 coming from CA or SX */  
}SCCDATREENODELOCATOR, *PSCCDATREENODELOCATOR;
```

## SCCCA\_TREENODELOCATOR: Tree Node Locator

This content type contains information to be used in the SOTREENODELOCATOR structure, which is used by [DAOpenRandomTreeRecord](#) and [DASaveRandomTreeRecord](#).

### SCCCA\_TREENODELOCATOR Content Description

- dwType: SCCCA\_TREENODELOCATOR
- dwSubType: Reserved
- dwData1: SOTREENODELOCATOR.dwSpecialFlags
- dwData2: SOTREENODELOCATOR.dwData1
- dwData3: SOTREENODELOCATOR.dwData2
- dwData4: Reserved



- pDataBuf: Not used

## DASaveInputObject

This function saves a copy of the document or object pointed to by hDoc. The object may be an embedded object, a linked object or a compressed file.

---



---

### Note:

Some file formats store only partial files as embedded objects. Outside In will not be able to create readable files from these objects. It is recommended that you use DAGetObjectInfo with dwInFold set to DAOBJECT\_FLAGS to discern which objects Outside In will be able to successfully extract.

---



---

```
DAERR DASaveInputObject(
    VTHDOC      hDoc,
    VTDWORD     dwSpecType,
    VTLPVOID    pSpec,
    VTDWORD     dwFlags);
```

### Parameters

- hDoc: The handle returned by DAOpenDocument.
- dwSpecType: Describes the contents of pSpec. Together, dwSpecType and pSpec describe the location of the source file to which the file will be extracted. Must be one of the following values:
  - IOTYPE\_ANSIPATH: Windows only. pSpec points to a NULL-terminated full path name using the ANSI character set and FAT 8.3 (Win16) or NTFS (Win32 and Win64) filename conventions.
  - IOTYPE\_REDIRECT: Specifies that redirected I/O will be used to save the file.
  - IOTYPE\_UNICODEPATH: Windows only. pSpec points to a NULL-terminated full path name using the Unicode character set and NTFS (Win32 and Win64) file name conventions.
  - IOTYPE\_UNIXPATH: X Windows on UNIX platforms only. pSpec points to a NULL-terminated full path name using the system default character set and UNIX path conventions. Unicode paths can be accessed on UNIX platforms by using a UTF-8 encoded path with IOTYPE\_UNIXPATH.
- pSpec: File location specification.
- dwFlags: Currently not used. Should be set to 0.

### Return Values

- DAERR\_OK: Returned if the save was successful. Otherwise, one of the other DAERR\_ values in sccda.h or one of the SCCERR\_ values in scerr.h is returned.

## DASaveTreeRecord

This function is called to extract a record in an archive file to disk.

```
DAERR DASaveTreeRecord(  
    VTHDOC      hDoc,  
    VTDWORD     dwRecord,  
    VTDWORD     dwSpecType,  
    VTLPVOID    pSpec,  
    VTDWORD     dwFlags);
```

### Parameters

- **hDoc:** Handle that uniquely identifies the document to data access. NOTE: This is *not* an operating system file handle.
- **dwRecord:** The record in the archive file to be extracted.
- **dwSpecType:** Describes the contents of pSpec. Together, dwSpecType and pSpec describe the location of the source file to which the file will be extracted. Must be one of the following values:
  - **IOTYPE\_ANSIPATH:** Windows only. pSpec points to a NULL-terminated full path name using the ANSI character set and FAT 8.3 (Win16) or NTFS (Win32 and Win64) filename conventions.
  - **IOTYPE\_REDIRECT:** Specifies that redirected I/O will be used to save the file.
  - **IOTYPE\_UNICODEPATH:** Windows only. pSpec points to a NULL-terminated full path name using the Unicode character set and NTFS (Win32 and Win64) file name conventions.
  - **IOTYPE\_UNIXPATH:** X Windows on UNIX platforms only. pSpec points to a NULL-terminated full path name using the system default character set and UNIX path conventions. Unicode paths can be accessed on UNIX platforms by using a UTF-8 encoded path with IOTYPE\_UNIXPATH.
- **pSpec:** File location specification.
- **dwFlags:** Currently not used. Should be set to 0.

### Return Values

- **DAERR\_OK:** Returned if the save was successful. Otherwise, one of the other DAERR\_ values in `scdda.h` or one of the SCCERR\_ values in `sccerr.h` is returned.
- **DAERR\_UNSUPPORTEDCOMP:** Unsupported Compression Encountered.
- **DAERR\_PROTECTEDFILE:** The file is encrypted.
- **DAERR\_BADPARAM:** The request option is invalid. The record is possibly a directory.

Otherwise, one of the other DAERR\_ values in `scdda.h` is returned.

---

**Note:**

Currently, only extracting a single file is supported. There is a known limitation where files in a Microsoft Binder file cannot be extracted.

---

## DASaveRandomTreeRecord

This function is called to extract a record in an archive file to disk. It is similar to DASaveTreeRecord, except that instead of reading the data for all nodes in the archive in a sequential order, this function will only read the data for the requested nodes from the archive. To use this function, you must first process the archive with Content Access or Search Export and save the Node Locator data for later use in this function.

```
DAERR DASaveRandomTreeRecord(
    VTHDOC          hDoc,
    SOTREENODELOCATOR sTreeNodeLocator,
    VTDWORD         dwSpecType,
    VTLPVOID        pSpec,
    VTDWORD         dwFlags)
```

### Parameters

- **hDoc**: Identifier of open document. This hDoc must come from an archive document opened with DAOpenDocument with the flag DAOPENDOCUMENT\_ARCHIVEONLYMODE set.
- **sTreeNodeLocator**: An SOTREENODELOCATOR structure which contains data identifying the desired node. This data should come from a previous conversion of the archive document using Content Access or Search Export.
- **dwSpecType**: Describes the contents of pSpec. Together, dwSpecType and pSpec describe the location of the source file to which the file will be extracted. Must be one of the following values:
  - **IOTYPE\_ANSIPATH**: Windows only. pSpec points to a NULL-terminated full path name using the ANSI character set and FAT 8.3 (Win16) or NTFS (Win32 and Win64) filename conventions.
  - **IOTYPE\_REDIRECT**: Specifies that redirected I/O will be used to save the file.
  - **IOTYPE\_UNICODEPATH**: Windows only. pSpec points to a NULL-terminated full path name using the Unicode character set and NTFS (Win32 and Win64) file name conventions.
  - **IOTYPE\_UNIXPATH**: X Windows on UNIX platforms only. pSpec points to a NULL-terminated full path name using the system default character set and UNIX path conventions. Unicode paths can be accessed on UNIX platforms by using a UTF-8 encoded path with IOTYPE\_UNIXPATH.
- **pSpec**: File location specification
- **dwFlags**: Currently not used. Should be set to 0.

### Return Value

- **DAERR\_OK**: Returned if DASaveTreeRecord was successful. Otherwise, one of the other DAERR\_ values in sccda.h or one of the SCCERR\_ values in sccerr.h is returned.

## DATREENODELOCATOR

```
typedef struct DATREENODELOCATORtag
{
```

```
VTDWORD dwSize;          /* size of this structure */
VTDWORD dwSpecialFlag;   /* special flags coming from CA or SX */
VTDWORD dwData1;        /* dwData1 coming from CA or SX */
VTDWORD dwData2;        /* dwData2 coming from CA or SX */
}SCCDATREENODELOCATOR, *PSCCDATREENODELOCATOR;
```

## SCCCA\_TREENODELOCATOR: Tree Node Locator

This content type contains information to be used in the SOTREENODELOCATOR structure, which is used by [DAOpenRandomTreeRecord](#) and [DASaveRandomTreeRecord](#).

### SCCCA\_TREENODELOCATOR Content Description

- dwType: SCCCA\_TREENODELOCATOR
- dwSubType: Reserved
- dwData1: SOTREENODELOCATOR.dwSpecialFlags
- dwData2: SOTREENODELOCATOR.dwData1
- dwData3: SOTREENODELOCATOR.dwData2
- dwData4: Reserved
- pDataBuf: Not used

## DACloseTreeRecord

This function is called to close an open record file handle.

```
DAERR DACloseTreeRecord(
    VTHDOC      hDoc);
```

### Parameters

- hDoc: Identifier of open record document.

### Return Value

- DAERR\_OK: Returned if DACloseTreeRecord was successful. Otherwise, one of the other DAERR\_ values in sccda.h or one of the SCCERR\_ values in scerr.h is returned.

## DASetStatCallback

This function sets up a callback that the technology will periodically call into to verify that the file is still being processed. The customer can use this with a monitoring process to help identify files that may be hung. Since this function will be called more frequently than other callbacks, it is implemented as a separate function.

### Use of the Status Callback Function

An application's status callback function will be called periodically by Outside In to provide a status message. Currently, the only status message defined is OIT\_STATUS\_WORKING, which provides a "sign of life" that can be used during unusually long processing operations to verify that Outside In has not stopped

working. If the application decides that it would not like to continue processing the current document, it may use the return value from this function to tell Outside In to abort.

The status callback function has two return values defined:

- `OIT_STATUS_CONTINUE`: Tells Outside In to continue processing the current document.
- `OIT_STATUS_ABORT`: Tells Outside In to stop processing the current document.

The following is an example of a minimal status callback function.

```
VTDWORD MyStatusCallback( VTHANDLE hUnique, VTDWORD dwID, VTSYSVAL
pCallbackData, VTSYSVAL pAppData)
{
    if(dwID == OIT_STATUS_WORKING)
    {
        if( checkNeedToAbort( pAppData ) )
            return (OIT_STATUS_ABORT);
    }

    return (OIT_STATUS_CONTINUE);
}
```

### Prototype

```
DAERR DASetStatCallback(DASTATCALLBACKFN pCallback,
VTHANDLE hUnique,
VTLPOID pAppData)
```

### Parameters

- `pCallback`: Pointer to the callback function.
- `dwID`: Handle that indicates the callback status.
  - `OIT_STATUS_WORKING`
  - `OIT_STATUS_CONTINUE`
  - `OIT_STATUS_ABORT`
- `pCallbackData`: Currently always NULL

### Return Values

- `DAERR_OK`: If successful. Otherwise, one of the other `DAERR_` values in `scda.h` or one of the `SCCERR_` values in `scerr.h` is returned.

## DASetFileAccessCallback

This function sets up a callback that the technology will call into to request information required to open an input file. This information may be the password of the file or a support file location.

### Use of the File Access Callback

When the technology encounters a file that requires additional information to access its contents, the application's callback function will be called for this information.

Currently, only two different forms of information will be requested: the password of a document, or the file used by Lotus Notes to authenticate the user information.

The status callback function has two return values defined:

- **SCCERR\_OK**: Tells Outside In that the requested information is provided.
- **SCCERR\_CANCEL**: Tells Outside In that the requested information is not available.

This function will be repeatedly called if the information provided is not valid (such as the wrong password). It is the responsibility of the application to provide the correct information or return **SCCERR\_CANCEL**.

### Prototype

```
DAERR DASetFileAccessCallback (DAFILEACCESSCALLBACKFN pCallback);
```

### Parameters

- **pCallback**: Pointer to the callback function.

### Return Values

- **DAERR\_OK**: If successful. Otherwise, one of the other **DAERR\_** values in `scdda.h` or one of the **SCCERR\_** values in `scerr.h` is returned.

The callback function should be of type **DAFILEACCESSCALLBACKFN**. This function has the following signature:

```
typedef VTDWORD (* DAFILEACCESSCALLBACKFN)(VTDWORD dwID, VTSYSVAL pRequestData,
VTSYSVAL pReturnData, VTDWORD dwReturnDataSize);
```

- **dwID** – ID of information requested:
  - **OIT\_FILEACCESS\_PASSWORD** – Requesting the password of the file
  - **OIT\_FILEACCESS\_NOTESID** – Requesting the Notes ID file location
- **pRequestData** – Information about the file.

```
typedef struct {
    VTDWORD    dwSize;           /* size of this structure */
    VTWORD     wFIId;           /* FI id of reference file */
    VTDWORD    dwSpecType;      /* file spec type */
    VTVOID     *pSpec;          /* pointer to a file spec */
    VTDWORD    dwRootSpecType;  /* root file spec type */
    VTVOID     *pRootSpec;      /* pointer to the root file spec */
    VTDWORD    dwAttemptNumber; /* The number of times the callback has */
                                /* already been called for the currently */
                                /* requested item of information */
} IOREQUESTDATA, * PIOREQUESTDATA;
```
- **pReturnData** – Pointer to the buffer to hold the requested information – for **OIT\_FILEACCESS\_PASSWORD** and **OIT\_FILEACCESS\_NOTESID**, the buffer is an array of **WORD** characters.
- **dwReturnDataSize** – Size of the return buffer.

---

**Note:**

Not all formats that use passwords are supported. Only Microsoft Office binary (97-2003), Microsoft Office 2007, Microsoft Outlook PST 97-2013, Lotus NSF, PDF (with RC4 encryption), and Zip (with AES 128 & 256 bit, ZipCrypto) are currently supported.

Passwords for PST/OST files must be in the Windows single-byte character set. For example, Cyrillic characters should use the 1252 character set. For PST/OST files, Unicode password characters are not supported.

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## Text Access Functions

The Text Access module is required to use these functions.

This chapter includes the following sections:

- [TAOpenText](#)
- [TACloseText](#)
- [TARReadFirst](#)
- [TARReadNext](#)

### TAOpenText

TAOpenText is used to initiate text access for a file that has been opened by DAOpenDocument.

#### Prototype

```
DAERR TAOpenText (
    VTHDOC      hDoc,
    VTLPHTTEXT  phText )
```

phContent is *not* a file handle.

#### Parameters

- hDoc: A handle that identifies the document, created by DAOpenDocument.
- phText: Pointer to a handle that will receive a value uniquely identifying the document to the Text Access routines. If the function fails, this value will be set to VTHDOC\_INVALID.

#### Return Values

- DAERR\_OK: Open was successful. Otherwise, one of the other DAERR\_ values in sccda.h or one of the SCCERR\_ values in sccerr.h is returned.
- DAERR\_BADPARAM: One of the function parameters was invalid.
- DAERR\_EMPTYFILE: Empty file.
- DAERR\_PROTECTEDFILE: Password protected or encrypted file.
- DAERR\_SUPFILEOPENFAILS: Supplementary file open failed.
- DAERR\_FILTERNOTAVAIL: The file's type is known, but the appropriate filter is not available.

- **DAERR\_FILTERLOADFAILED:** An error occurred during the initialization of the appropriate filter.

## TACloseText

TACloseText is called to terminate text access for a file.

### Prototype

```
DAERR TACloseText(  
    VTHTEXT    hText )
```

### Parameters

- **hText:** Text Access handle for the document. Must be a handle returned by the TAOpenText function.

### Return Values

- **DAERR\_OK:** Close was successful. Otherwise, one of the other DAERR\_ values in scdda.h or one of the SCCERR\_ values in sccerr.h is returned.
- **DAERR\_BADPARAM:** One of the function parameters was invalid.

## TARReadFirst

This function is called to set the read pointer to the beginning of the document and to retrieve the first block of text.

### Prototype

```
DAERR TARReadFirst(  
    VTHTEXT    hText,  
    VTLPBYTE   pTextBuf,  
    VTDWORD    dwBufSize,  
    VTLPDWORD  pBufCount )
```

Each piece of content has a type and a subtype. Based on the type and subtype, the content is described by using up to four VTDWORDs and a data buffer provided by the caller. The hText, pTextBuf, dwBufSize, and pBufCount elements of this structure should be filled by the caller before calling TARReadNext or TARReadFirst.

### Parameters

- **hText:** Text Access handle for the document. Must be a handle returned by the TAOpenText function.
- **pTextBuf:** Pointer to a buffer to receive the first block of text. NULL characters are included in the text buffer to act as fillers for text which was in the original file but is not part of the document body (revision deletions and document properties). Special characters are manufactured by the technology due to special formatting attributes. For more information, see [TARReadNext](#).
- **dwBufSize:** Size of the buffer pointed to by pTextBuf.
- **pBufCount:** Pointer to a DWORD that will receive the actual size of the data copied into pTextBuf. Note that for DBCS and Unicode character sets, this will not necessarily be the character count.

### Return Values

- DAERR\_OK: The read was successful. Otherwise, one of the other DAERR\_ values in sccda.h or one of the SCCERR\_ values in sccerr.h is returned.
- DAERR\_BADPARAM: One of the function parameters was invalid.

## TARReadNext

TARReadNext is called to retrieve the next block of text from the file, beginning at the location where the last call to TARReadNext or TARReadFirst ended.

### Prototype

```
DAERR TARReadNext (
    VTHTEXT    hText,
    VTLPBYTE   pTextBuf,
    VTDWORD    dwBufSize,
    VTLPDWORD  pBufCount )
```

Each piece of content has a type and a subtype. Based on the type and subtype, the content is described by using up to four VTDWORDS and a data buffer provided by the caller. The hText, pTextBuf, dwBufSize, and pBufCount elements of this structure should be filled by the caller before calling TARReadNext or TARReadFirst.

### Parameters

- hText: Text Access handle for the document. Must be a handle returned by the TAOpenText function.
- pTextBuf: Pointer to a buffer to receive the block of text. NULL characters are included in the text buffer to act as fillers for text which was in the original file but is not part of the document body (revision deletions and document properties). Special characters are manufactured by the technology due to special formatting attributes.
- dwBufSize: This is the size of the buffer pointed to by pTextBuf.
- pBufCount: Pointer to a DWORD that will receive the actual size of the data copied into pTextBuf. Note that for DBCS and Unicode character sets, this will not necessarily be the character count.

### Return Values

- DAERR\_OK: The read was successful. Otherwise, one of the other DAERR\_ values in sccda.h or one of the SCCERR\_ values in sccerr.h is returned.
- DAERR\_EOF: Read was successful, and the end of the file was encountered.
- DAERR\_ABORT: A fatal error has occurred, read process was aborted.

### Special Text Character Substitutions

- Email Delimiter: 0x09
- End of Database Record: 0x0A
- End of File: 0x0D

- End of Paragraph: 0x0D
- End of Table Cell: 0x0D
- End of Table Row: 0x0D
- Hard Hyphen: 0x2D
- Hard Line Break: 0x0A
- Hard Page Break: 0x0C
- Hard Space: 0x20
- Section Separator: 0x0D
- Syllable Hyphen: 0x2D
- Tab: 0x09
- Word Delimiter: 0x20

---

# Content Access Functions

The Content Access module is required to use these functions.

This chapter includes the following sections:

- [CAOpenContent](#)
- [CACloseContent](#)
- [CAREadFirst](#)
- [CAREadNext](#)
- [CAContentStatus](#)

## CAOpenContent

CAOpenContent is used to initiate content access for a file that has been opened by DAOpenDocument.

### Prototype

```
DAERR CAOpenContent(  
    VTHDOC      hDoc;  
    VTLPHCONTENT phContent;  
)
```

phContent is *not* a file handle.

### Parameters

- hDoc: A handle that identifies the document, created by DAOpenDocument.
- phContent: Pointer to a handle that will receive a value uniquely identifying the document to the Content Access routines. If the function fails, this value will be set to VTHDOC\_INVALID.

### Return Values

- DAERR\_OK: Open was successful. Otherwise, one of the other DAERR\_ values in sccda.h or one of the SCCERR\_ values in sccerr.h is returned.
- DAERR\_BADPARAM: One of the function parameters was invalid.
- DAERR\_EMPTYFILE: Empty file.
- DAERR\_PROTECTEDFILE: Password protected or encrypted file.
- DAERR\_SUPFILEOPENFAILS: Supplementary file open failed.

- **DAERR\_FILTERNOTAVAIL:** The file's type is known, but the appropriate filter is not available.
- **DAERR\_FILTERLOADFAILED:** An error occurred during the initialization of the appropriate filter.

## CACloseContent

CACloseContent is called to terminate content access for a file.

### Prototype

```
DAERR CACloseContent(  
    VTHCONTENT hContent;  
)
```

### Parameters

- **hContent:** Content Access handle for the document. Must be a handle returned by the CAOpenContent function.

### Return Values

- **DAERR\_OK:** Close was successful. Otherwise, one of the other DAERR\_ values in sccda.h or one of the SCCERR\_ values in sccerr.h is returned.
- **DAERR\_BADPARAM:** One of the function parameters was invalid.

## CARReadFirst

This function is called to set the read pointer to the beginning of the document content and to obtain the file identification property for the document.

### Prototype

```
DAERR CARReadFirst(  
    VTHCONTENT hContent;  
    PSCCCAGETCONTENT pGetContent;  
)
```

### Parameters

- **hContent:** Content Access handle for the document. Must be a handle returned by the CAOpenContent function.
- **pGetContent:** Pointer to a structure of type SCCCAGETCONTENT (see [SCCCAGETCONTENT Structure](#)). CARReadFirst will always fill this structure with the file identification property.

### Return Values

- **DAERR\_OK:** Read was successful. Otherwise, one of the other DAERR\_ values in sccda.h or one of the SCCERR\_ values in sccerr.h is returned.
- **DAERR\_BADPARAM:** One of the function parameters was invalid.

## CAReadNext

CAReadNext is called to retrieve text and properties from a file, beginning at the location where the last content was provided.

### Prototype

```
DAERR CAReadNext(
    VTHCONTENT      hContent;
    PSCCCAGETCONTENT pGetContent;
)
```

### Parameters

- **hContent:** Content Access handle for the document. Must be a handle returned by the CAOpenContent function.
- **pGetContent:** Pointer to a structure of type SCCCAGETCONTENT (see [SCCCAGETCONTENT Structure](#)).

### Return Values

- **DAERR\_OK:** Read was successful. Otherwise, one of the other DAERR\_ values in sccda.h or one of the SCCERR\_ values in sccerr.h is returned.
- **DAERR\_EOF:** Read was successful, and the end of the file was encountered.
- **DAERR\_ABORT:** A fatal error has occurred, read process was aborted.

## SCCCAGETCONTENT Structure

```
typedef struct SCCCAGETCONTENTtag
{
    VTDWORD      dwStructSize;
    VTDWORD      dwFlags;
    VTDWORD      dwMaxBufSize;
    VTVOID       * pDataBuf;
    VTDWORD      dwType;
    VTDWORD      dwSubType;
    VTDWORD      dwData1;
    VTDWORD      dwData2;
    VTDWORD      dwData3;
    VTDWORD      dwData4;
    VTDWORD      dwDataBufSize;
} SCCCAGETCONTENT, * PSCCCAGETCONTENT;
```

Each piece of content has a type and a subtype. Based on the type and subtype, the content is described by using up to four VTDWORDS and a data buffer provided by the caller. The dwStructSize, dwFlags, pDataBuf and dwMaxBufSize elements of this structure should be filled by the caller before calling CAReadNext or CAReadFirst.

- **dwStructSize:** Initialized by caller to sizeof(SCCCAGETCONTENT).
- **dwFlags:** Set by caller. Currently undefined, must be set to 0.
- **dwMaxBufSize:** Initialized by caller to the size of the buffer pointed to by pDataBuf.

- **pDataBuf**: This pointer must be set by the caller to a buffer at least 1K in size and must be properly byte-aligned (4 bytes). This buffer will be filled with content information based on **dwType**.
- **dwType**: Returns one of the following values (For detailed descriptions of the content types, see [Content Description](#)):
  - **SCCCA\_ANNOTATION**: Marks the location of an annotation or sub-document.
  - **SCCCA\_BEGINTAG**: Marks the beginning of a tagged section of the document
  - **SCCCA\_BREAK**: Signals the end of document properties
  - **SCCCA\_ENDTAG**: Marks the end of a tagged section of the document
  - **SCCCA\_FILEPROPERTY**: File identification information
  - **SCCCA\_GENERATED**: Text generated from non-character data
  - **SCCCA\_OBJECT**: Embedded object information
  - **SCCCA\_SHEET**: The name of a sheet in a spreadsheet or presentation
  - **SCCCA\_STYLECHANGE**: Indicates a change in style information
  - **SCCCA\_TEXT**: Normal stream text
  - **SCCCA\_TREENODELOCATOR**: Used by [DAOpenRandomTreeRecord](#) and [DASaveRandomTreeRecord](#).
- **dwSubType** Returns additional information based on **dwType**. Here are some valid subtypes:
  - **SCCCA\_ANNOTATION**: Subtype are values like **SCCCA\_ANNOTATION\_FOOTNOTE** or **SCCCA\_ANNOTATION\_ENDNOTE**. **dwData1** links to the corresponding **SCCCA\_BEGINTAG**.
  - **SCCCA\_HIDDEN**: A valid subtype for the **SCCCA\_TEXT** type representing hidden text.
  - **SCCCA\_FRAME\_EX**: A valid subtype for the **SCCCA\_BEGINTAG** and **SCCCA\_ENDTAG** types representing extended frames.
  - **SCCCA\_LINKEDOBJECT**: A valid subtype for the **SCCCA\_BEGINTAG** and **SCCCA\_ENDTAG** types representing an object accessible via a link. When **dwSubType** equals **SCCCA\_LINKEDOBJECT**, **dwData1**, **dwData2**, **dwData3** and **dwData4** will contain values that are used to locate the object.
  - **SCCCA\_OCE**: A valid subtype for the **SCCCA\_STYLECHANGE** type, indicating a change in the character set in the original document. **dwData1** returns the new character set.
- **dwData*n***: Return additional information based on **dwType** and **dwSubType**. Several examples are shown above.
- **dwDataBufSize**: Returns the actual size of the data placed in the buffer pointed to by **pDataBuf**.



## CAContentStatus

This function is used to determine if there were conversion problems during a conversion. It will return a structure that describes areas of a conversion that may not have high fidelity with the original document.

### Prototype

```
DA_ENTRYSC DAERR DA_ENTRYMOD CAContentStatus(VTHCONTENT hContent, VTDWORD
dwStatusType, VTLPVOID pStatus);
```

### Parameters

- hContent: Content handle for the document.
- dwStatusType: Specifies which status information should be filled in pStatus.
  - SCCCA\_STATUS\_INFORMATION - fills in the SCCCASTATUSINFORMATION structure.
- pStatus: A pointer to a SCCCASTATUSINFORMATION data structure

### Return Values

SCCERR\_OK: Returned if there were no problems. Otherwise, one of the other SCCERR\_ values in scerr.h is returned.

## EXSUBDOCSTATUS Structure

The SCCCASTATUSINFORMATION is defined to be the same as EXSTATUSINFORMATION, which is defined as follows:

```
typedef struct EXSTATUSINFORMATIONtag
{
    VTDWORD dwVersion;           /* version of this structure, currently
EXSTATUSVERSION2 */
    VTBOOL bMissingMap;         /* a PDF text run was missing the toUnicode
table */
    VTBOOL bVerticalText;       /* a vertical text run was present */
    VTBOOL bTextEffects;       /* unsupported text effects applied
(i.e.Word Art)*/
    VTBOOL bUnsupportedCompression; /* a graphic had an unsupported compression
*/
    VTBOOL bUnsupportedColorSpace; /* a graphic had an unsupported color space
*/
    VTBOOL bForms;             /* a sub documents had forms */
    VTBOOL bRightToLeftTables; /* a table had right to left columns */
    VTBOOL bEquations;         /* a file had equations*/
    VTBOOL bAliasedFont;       /* A font was missing, but a font alias was
used */
    VTBOOL bMissingFont;       /* The desired font wasn't present on the
system */
    VTBOOL bSubDocFailed;       /* a sub document was not converted */
    VTBOOL bTypeThreeFont;     /* a Type 3 Font was encountered */
    VTBOOL bUnsupportedShading; /* an unsupported shading pattern was
encountered */
    VTBOOL bInvalidHTML;       /* An HTML parse error, as defined by
the W3C, was encountered. */
    VTBOOL bVectorObjectLimit; /* This flag does not apply to Content
Access */
    VTBOOL bInvalidAnnotationNotApplied; /* This flag does not apply to Content
Access */
};
```

```
    } EXSTATUSINFORMATION;  
#define SCCCA_STATUS_VERSION2 0x0002
```

---

---

**Note:**

When processing a document, Content Access never uses fonts, so `bAliasedFont` and `bMissingFont` will never report TRUE.

`bVectorObjectLimit` applies only to WebView Export, and `bInvalidAnnotationNotApplied` applies only to Image Export, PDF Export, and Web View Export.

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## Content Description

This chapter discusses tagged content and other content topics.

This chapter includes the following sections:

- [SCCCA\\_BEGIN TAG/SCCCA\\_END TAG: Tagged Content](#)
- [SCCCA\\_BREAK: Content Breaks](#)
- [SCCCA\\_CELL: Cell Boundary](#)
- [SCCCA\\_COMMENT REFERENCE](#)
- [SCCCA\\_FILE PROPERTY: File Property Content](#)
- [SCCCA\\_GENERATED: Generated Information](#)
- [SCCCA\\_OBJECT: SubObjects](#)
- [SCCCA\\_OBJECT ALT STRING: Alternate String](#)
- [SCCCA\\_OBJECT NAME: Object Name](#)
- [SCCCA\\_RECORD: Archive Record](#)
- [SCCCA\\_REVISION\\_CELL: Revision Cell](#)
- [SCCCA\\_REVISION\\_ROW: Revision Row](#)
- [SCCCA\\_REVISION\\_COLUMN: Revision Column](#)
- [SCCCA\\_REVISION\\_SHEET: Revision Sheet](#)
- [SCCCA\\_REVISION\\_SHEET NAME: Revision Sheet Name](#)
- [SCCCA\\_REVISION\\_USER: Revision User](#)
- [SCCCA\\_SHEET: Sheet Names](#)
- [SCCCA\\_SLIDE: Presentation Slide](#)
- [SCCCA\\_STYLE CHANGE: Style Information](#)
- [SCCCA\\_TEXT: Text Content](#)
- [SCCCA\\_TREE NODE LOCATOR: Tree Node Locator](#)

### **SCCCA\_BEGIN TAG/SCCCA\_END TAG: Tagged Content**

The SCCCA\_BEGIN TAG and SCCCA\_END TAG content types are used to tag or delimit other content for a particular purpose. This can be especially useful when

searching for specific document property values like the author or title of a document. It can also be used to separate subdocument text like headers, footers, and footnotes from the main document text. Tagged text may be nested inside other tagged text, and tags may overlap each other.

Though most tag types are not particularly useful to developers, the Data Access technology provides all of the tag types rather than make a judgment as to usability. Each is briefly described below.

## SCCCA\_BEGINTAG Content Description

This section lists the applicable parameters and corresponding values.

- dwType
  - SCCCA\_BEGINTAG: Beginning of tagged content
  - SCCCA\_ENDTAG: End of tagged content
- dwSubType: Tag type - see [Tag Types](#)
- dwData1: Additional ID - see [Tag Types](#) for more information.
- dwData2: Not used
- dwData3: Reserved
- dwData4: Reserved
- pDataBuf: Not used

## Tag Types

This section lists the applicable values and corresponding descriptions.

- SCCCA\_ALTFONTDATA: Reserved
- SCCCA\_ANNOTATIONREFERENCE: Tags content that references an annotation
- SCCCA\_BOOKMARK: Delimits content tagged as a bookmark
- SCCCA\_CAPTIONTEXT: Tags content that is used as a caption on objects such as tables, equations and figures
- SCCCA\_CHARACTER: Reserved
- SCCCA\_COMPILEDFIELD: Tags content resulting from an application compiling a field code such as a date. The lack of consistent support by applications for this field makes it unreliable as a search property.
- SCCCA\_CONDITIONALSTYLE: Reserved
- SCCCA\_COUNTERFORMAT: Reserved
- SCCCA\_CUSTOMDATAFORMAT: Reserved
- SCCCA\_DATEDEFINITION: Reserved
- SCCCA\_DIAGRAM: Reserved
- SCCCA\_DIAGRAM\_\*: Reserved

- SCCCA\_DOCUMENTPROPERTY: Tags document property content - see [Document Property IDs](#)
- SCCCA\_DOCUMENTPROPERTYNAME: Name of a user-defined document property (SCCCA\_USERDEFINEDPROP)
- SCCCA\_EMAILFIELD: Tags fields associated with email formats - see [Mail Field IDs](#)
- SCCCA\_EMAILFIELDNAME: Tags the name of a non-standard email field.
- SCCCA\_EMAILTABLE: Table of email fields
- SCCCA\_ENDNOTEREFERENCE: Tags content that references an endnote
- SCCCA\_FONTANDGLYPHDATA: Tags content that references font or glyph data
- SCCCA\_FOOTER: Delimits content tagged as footer
- SCCCA\_FOOTNOTEREFERENCE: Tags content that references a footnote
- SCCCA\_FRAME: Tags content stored within a frame
- SCCCA\_FRAME\_EX: Tags content that references extended frames
- SCCCA\_GENERATEDFIELD: Reserved
- SCCCA\_GENERATOR: Reserved
- SCCCA\_HEADER: Delimits content tagged as header
- SCCCA\_HYPERLINK: Delimits content tagged as a hypertext link
- SCCCA\_INDEX: Reserved
- SCCCA\_INDEXENTRY: Delimits content that should be placed in the index
- SCCCA\_INLINEDATAFORMAT: Reserved
- SCCCA\_LINKEDOBJECT: Tags content referencing a linked object. These values may change if different options are applied, with different versions of the technology, or after patches are applied.
- SCCCA\_LISTENTRY: Reserved
- SCCCA\_MERGEENTRY: Reserved
- SCCCA\_NAMEDCELLRANGE: Reserved
- SCCCA\_REFERENCEDTEXT: Tags text for later reference
- SCCCA\_SLIDENOTES: Tags content stored in speaker/slide notes in a presentation document
- SCCCA\_SSHEADERFOOTER: Tags content that references headers or footers in spreadsheet files
- SCCCA\_STYLE: Delimits a style definition. Styles may contain text, but typically do not. dwData1 is a flag field for SCCCA\_STYLE with the value of SCCCA\_STYLEFLAG\_INLINE\_NUMBERING when the style is an inline numbering style.

- SCCCA\_SUBDOCPROPERTY: Tags metadata associated with a subdocument, such as a comment. See [SCCCA\\_SUBDOCPROPERTY Document Properties](#) for more information.
- SCCCA\_SUBDOCTEXT: Delimits content stored in subdocuments like headers, footers, frames and notes.
- SCCCA\_TOA: Reserved
- SCCCA\_TOAENTRY: Reserved
- SCCCA\_TOC: Reserved
- SCCCA\_TOCENTRY: Reserved
- SCCCA\_TOF: Reserved
- SCCCA\_VECTORSAVETAG: Reserved
- SCCCA\_XMPDATA: Document properties parsed out of the XMP data
- SCCCA\_XREF: Reserved
- In the following tag types, an asterisk (\*) denotes tags that contain revision data which has a sequence ID in dwData1, a User ID in dwData2, and the time (stored as a DOS Date/Time) in dwData3

SCCCA\_SS\_REVISIONS container for all of the tracked changes.

SCCCA\_SS\_USERNAMES user ID table containing SCCCA\_SS\_USERNAME tags.

SCCCA\_SS\_USERNAME has a user ID and contains SCCCA\_REVISION\_USER.

SCCCA\_SS\_SHEETNAMES sheet table containing SCCCA\_SS\_SHEETNAME tags.

SCCCA\_SS\_SHEETNAME has a sheet ID and contains

SCCCA\_REVISION\_SHEETNAME and text for the name.

SCCCA\_SS\_REV\_RENAMESHEET \* contains a SCCCA\_REVISION\_SHEET, which contain the new and old sheet ID's.

SCCCA\_SS\_REV\_CREATE \* empty tag used to output User ID and Date/Time of file creation.

SCCCA\_SS\_REV\_SAVE \* empty tag used to output User ID and Date/Time of a save.

SCCCA\_SS\_REV\_MODIFYCELL \*describes a cell that was changed. It contains SCCCA\_REVISION\_CELL describing the location of the modified cell, a SCCCA\_SS\_REV\_OLDCELLCONTENT tag, and a SCCCA\_SS\_REV\_NEWCELLCONTENT tag.

SCCCA\_SS\_REV\_MOVECELLS \* describes a cell that was moved and contains a SCCCA\_SS\_REV\_OLDCELLLOCATION tag and a SCCCA\_SS\_REV\_NEWCELLLOCATION tag.

SCCCA\_SS\_REV\_OLDCELLLOCATION describes the original cell location and contains two SCCCA\_REVISION\_CELL tags indicating the upper left and lower right coordinates.

SCCCA\_SS\_REV\_NEWCELLLOCATION describes the new cell location and contains two SCCCA\_REVISION\_CELL tags indicating the upper left and lower right coordinates.

SCCCA\_SS\_REV\_ADDROW \* contains SCCCA\_REVISION\_ROW denoting row(s) added.

SCCCA\_SS\_REV\_DELETEROW \* contains SCCCA\_REVISION\_ROW denoting row(s) deleted. May Contain SCCCA\_SS\_REV\_NEWCELL, which contains the cell information deleted within the row.

SCCCA\_SS\_REV\_INSERTCOL \* contains SCCCA\_REVISION\_COLUMN denoting column(s) added.

SCCCA\_SS\_REV\_DELETETECOL \* contains SCCCA\_REVISION\_COLUMN denoting column(s) deleted. It may optionally contain new cell and formatting records.

SCCCA\_SS\_REV\_NEWCELL \* contains SCCCA\_REVISION\_CELL denoting new cell location. It may optionally contain formatting records, numeric information, or string information.

SCCCA\_SS\_REV\_CLEARCELL \* contains SCCCA\_REVISION\_CELL denoting old cell location. It may optionally contain numeric information or string information.

SCCCA\_SS\_REV\_OLDCELLCONTENT may contain numeric information or string information.

SCCCA\_SS\_REV\_NEWCELLCONTENT may contain numeric information or string information.

SCCCA\_SS\_REV\_ADDSHEET \* contains a SCCCA\_REVISION\_SHEET.

SCCCA\_SS\_REV\_FORMAT \* contains formatting information.

When dwSubType is SCCCA\_DOCUMENTPROPERTY, dwData1 will be one of the values listed in the header file sccca.h. The following section, Document Property IDs, lists many of the common document property types. Any content generated between the begin and end tag defines the value of the document property.

When dwSubType is SCCCA\_EMAILFIELD, dwData1 will be one of the values in [Mail Field IDs](#), and any content generated between the begin and end tag defines the value of the email field.

## Document Property IDs

The following is a partial list of document property IDs.

- SCCCA\_ABSTRACT
- SCCCA\_ACCOUNT
- SCCCA\_ADDRESS
- SCCCA\_APPVERSION
- SCCCA\_ATTACHMENTS
- SCCCA\_AUTHORIZATION
- SCCCA\_BACKUPDATE
- SCCCA\_BASEFILELOCATION
- SCCCA\_BILLTO
- SCCCA\_BLINDCOPY

- SCCCA\_CARBCONCOPY
- SCCCA\_CATEGORY
- SCCCA\_CHECKEDBY
- SCCCA\_CLIENT
- SCCCA\_COMPANY
- SCCCA\_COMPLETEDDATE
- SCCCA\_COUNTBYTES
- SCCCA\_COUNTCHARS
- SCCCA\_COUNTCHARSWITHSPACES
- SCCCA\_COUNTLINES
- SCCCA\_COUNTMMCLIPS
- SCCCA\_COUNTNOTES
- SCCCA\_COUNTPAGES
- SCCCA\_COUNTPARAS
- SCCCA\_COUNTSLIDES
- SCCCA\_COUNTSLIDESHIDDEN
- SCCCA\_COUNTWORDS
- SCCCA\_CREATIONDATE
- SCCCA\_DEPARTMENT
- SCCCA\_DESTINATION
- SCCCA\_DISPOSITION
- SCCCA\_DIVISION
- SCCCA\_DOCCOMMENT
- SCCCA\_DOCNUMBER
- SCCCA\_DOCTYPE
- SCCCA\_EDITMINUTES
- SCCCA\_EDITOR
- SCCCA\_FORWARDTO
- SCCCA\_GROUP
- SCCCA\_HEADINGPAIRS
- SCCCA\_KEYWORD
- SCCCA\_LANGUAGE



- SCCCA\_LASTPRINTDATE
- SCCCA\_LASTSAVEDATE
- SCCCA\_LASTSAVEDBY
- SCCCA\_LINKSDIRTY
- SCCCA\_MAILSTOP
- SCCCA\_MANAGER
- SCCCA\_MATTER
- SCCCA\_OFFICE
- SCCCA\_OPERATOR
- SCCCA\_OWNER
- SCCCA\_PRESENTATIONFORMAT
- SCCCA\_PRIMARYAUTHOR
- SCCCA\_PROJECT
- SCCCA\_PUBLISHER
- SCCCA\_PURPOSE
- SCCCA\_RECEIVEDFROM
- SCCCA\_RECORDEDBY
- SCCCA\_RECORDEDDATE
- SCCCA\_REFERENCE
- SCCCA\_REVISIONDATE
- SCCCA\_REVISIONNOTES
- SCCCA\_REVISIONNUMBER
- SCCCA\_SCALECROP
- SCCCA\_SECONDARYAUTHOR
- SCCCA\_SECTION
- SCCCA\_SECURITY
- SCCCA\_SOURCE
- SCCCA\_STATUS
- SCCCA\_SYSTEM\_FILECREATED
- SCCCA\_SYSTEM\_FILEMODIFIED
- SCCCA\_SYSTEM\_FILESIZE
- SCCCA\_SUBJECT

- SCCCA\_TITLE
- SCCCA\_TITLEOFPARTS
- SCCCA\_TYPIST
- SCCCA\_USERDEFINEDPROP
- SCCCA\_VERSIONDATE
- SCCCA\_VERSIONNOTES
- SCCCA\_VERSIONNUMBER

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**Note:**

Document Properties with IDs of SCCCA\_USERDEFINEDPROP or above are user-defined properties.

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## SCCCA\_SUBDOCPROPERTY Document Properties

The following values are properties of SCCCA\_SUBDOCPROPERTY:

- SCCCA\_SUBDOC\_AUTHOR
- SCCCA\_SUBDOC\_CREATEDATE
- SCCCA\_SUBDOC\_LASTSAVEDATE
- SCCCA\_SUBDOC\_TITLE
- SCCCA\_SUBDOC\_NOTES
- SCCCA\_SUBDOC\_AUTHORSHORT

## Mail Field IDs

This is a partial list of fields found in mail documents and archives.

- SCCCA\_MAIL\_ALTERNATE\_RECIPIENT\_ALLOWED
- SCCCA\_MAIL\_ATTACHMENT
- SCCCA\_MAIL\_ATTENDEES
- SCCCA\_MAIL\_ATTR\_HIDDEN
- SCCCA\_MAIL\_ATTR\_READONLY
- SCCCA\_MAIL\_ATTR\_SYSTEM
- SCCCA\_MAIL\_AUTO\_FORWARDED
- SCCCA\_MAIL\_BCC
- SCCCA\_MAIL\_CATEGORIES
- SCCCA\_MAIL\_CC
- SCCCA\_MAIL\_CCME

- SCCCA\_MAIL\_CLIENT\_SUBMIT\_TIME
- SCCCA\_MAIL\_COMPANY
- SCCCA\_MAIL\_CONVERSATION\_INDEX
- SCCCA\_MAIL\_CONVERSATION\_TOPIC
- SCCCA\_MAIL\_CREATION\_TIME
- SCCCA\_MAIL\_CREATOR\_ENTRYID
- SCCCA\_MAIL\_CREATOR\_NAME
- SCCCA\_MAIL\_DEFERRED\_DELIVERY\_TIME
- SCCCA\_MAIL\_DELETE\_AFTER\_SUBMIT
- SCCCA\_MAIL\_EMAIL
- SCCCA\_MAIL\_ENTRYID
- SCCCA\_MAIL\_EXPIRES
- SCCCA\_MAIL\_EXPIRY\_TIME
- SCCCA\_MAIL\_FLAGSTS
- SCCCA\_MAIL\_FROM
- SCCCA\_MAIL\_FULLNAME
- SCCCA\_MAIL\_HOMEPHONE
- SCCCA\_MAIL\_IMPORTANCE
- SCCCA\_MAIL\_INET\_MAIL\_OVERRIDE\_FORMAT
- SCCCA\_MAIL\_INTERNET\_ARTICLE\_NUMBER
- SCCCA\_MAIL\_INTERNET\_CPID
- SCCCA\_MAIL\_INTERNET\_MESSAGE\_ID
- SCCCA\_MAIL\_JOBTITLE
- SCCCA\_MAIL\_LASTMODIFIED
- SCCCA\_MAIL\_LAST\_MODIFIER\_ENTRYID
- SCCCA\_MAIL\_LAST\_MODIFIER\_NAME
- SCCCA\_MAIL\_LATEST\_DELIVERY\_TIME
- SCCCA\_MAIL\_LOCATION
- SCCCA\_MAIL\_MESSAGE\_CLASS
- SCCCA\_MAIL\_MESSAGE\_CODEPAGE
- SCCCA\_MAIL\_MESSAGE\_LOCALE\_ID
- SCCCA\_MAIL\_MESSAGE\_SUBMISSION\_ID

- SCCCA\_MAIL\_MSGFLAG
- SCCCA\_MAIL\_MSG\_EDITOR\_FORMAT
- SCCCA\_MAIL\_NEWSGROUPS
- SCCCA\_MAIL\_NORMALIZED\_SUBJECT
- SCCCA\_MAIL\_NT\_SECURITY\_DESCRIPTOR
- SCCCA\_MAIL\_ORIGINATOR\_DELIVERY\_REPORT\_REQUESTED
- SCCCA\_MAIL\_PRIORITY
- SCCCA\_MAIL\_PROFILE\_CONNECT\_FLAGS
- SCCCA\_MAIL\_RCVD\_BY\_FLAGS
- SCCCA\_MAIL\_RCVD\_REPRESENTING\_ADDRTYPE
- SCCCA\_MAIL\_RCVD\_REPRESENTING\_EMAIL\_ADDRESS
- SCCCA\_MAIL\_RCVD\_REPRESENTING\_ENTRYID
- SCCCA\_MAIL\_RCVD\_REPRESENTING\_FLAGS
- SCCCA\_MAIL\_RCVD\_REPRESENTING\_NAME
- SCCCA\_MAIL\_RCVD\_REPRESENTING\_SEARCH\_KEY
- SCCCA\_MAIL\_READ\_RECEIPT\_REQUESTED
- SCCCA\_MAIL\_RECEIVED
- SCCCA\_MAIL\_RECEIVED\_BY\_ADDRTYPE
- SCCCA\_MAIL\_RECEIVED\_BY\_EMAIL\_ADDRESS
- SCCCA\_MAIL\_RECEIVED\_BY\_ENTRYID
- SCCCA\_MAIL\_RECEIVED\_BY\_NAME
- SCCCA\_MAIL\_RECEIVED\_BY\_SEARCH\_KEY
- SCCCA\_MAIL\_RECIPIENT\_REASSIGNMENT\_PROHIBITED
- SCCCA\_MAIL\_REPLY\_REQUESTED
- SCCCA\_MAIL\_REPLY\_TIME
- SCCCA\_MAIL\_REPORT\_TAG
- SCCCA\_MAIL\_RESPONSE\_REQUESTED
- SCCCA\_MAIL\_RTFBODY
- SCCCA\_MAIL\_RTF\_IN\_SYNC
- SCCCA\_MAIL\_RTF\_SYNC\_BODY\_COUNT
- SCCCA\_MAIL\_RTF\_SYNC\_BODY\_CRC
- SCCCA\_MAIL\_RTF\_SYNC\_BODY\_TAG

- SCCCA\_MAIL\_RTF\_SYNC\_PREFIX\_COUNT
- SCCCA\_MAIL\_RTF\_SYNC\_TRAILING\_COUNT
- SCCCA\_MAIL\_SEARCH\_KEY
- SCCCA\_MAIL\_SENDER\_ADDRTYPE
- SCCCA\_MAIL\_SENDER\_EMAIL\_ADDRESS
- SCCCA\_MAIL\_SENDER\_ENTRYID
- SCCCA\_MAIL\_SENDER\_FLAGS
- SCCCA\_MAIL\_SENDER\_NAME
- SCCCA\_MAIL\_SENDER\_SEARCH\_KEY
- SCCCA\_MAIL\_SENSITIVITY
- SCCCA\_MAIL\_SENT\_REPRESENTING\_ADDRTYPE
- SCCCA\_MAIL\_SENT\_REPRESENTING\_EMAIL\_ADDRESS
- SCCCA\_MAIL\_SENT\_REPRESENTING\_ENTRYID
- SCCCA\_MAIL\_SENT\_REPRESENTING\_FLAGS
- SCCCA\_MAIL\_SENT\_REPRESENTING\_NAME
- SCCCA\_MAIL\_SENT\_REPRESENTING\_SEARCH\_KEY
- SCCCA\_MAIL\_SIZE
- SCCCA\_MAIL\_SUBJECT
- SCCCA\_MAIL\_SUBMITTIME
- SCCCA\_MAIL\_TO
- SCCCA\_MAIL\_TRANSPORT\_MESSAGE\_HEADERS
- SCCCA\_MAIL\_TRUST\_SENDER
- SCCCA\_MAIL\_WEBPAGE
- SCCCA\_MAIL\_WORKPHONE

## **SCCCA\_BREAK: Content Breaks**

This content type is used internally, and may be ignored.

## **SCCCA\_CELL: Cell Boundary**

SCCCA\_CELL will appear before the contents of a cell in a spreadsheet or database and will contain coordinates that indicate the starting and ending position of the cell. If the cell isn't merged, then the starting and ending positions will be the same. The content contained by the cell is assumed to end when the next SCCCA\_CELL or SCCCA\_SHEET is output.

## SCCCA\_CELL Content Description

- dwType: SCCCA\_CELL
- dwSubType: Either SCCCA\_HIDDEN if the hidden attribute is set on either the row or column for the cell, or 0 if the cell isn't hidden.
- dwData1: The starting row in a numeric format that is 0 based
- dwData2: The starting column in a numeric format that is 0 based
- dwData3: The ending row in a numeric format that is 0 based
- dwData4: The ending column in a numeric format that is 0 based
- pDataBuf: Not used

## SCCCA\_COMMENTREFERENCE

A SCCCA\_COMMENTREFERENCE is placed in the actual location of the comment. The body of the comment may appear elsewhere and will be tagged with a SCCCA\_BEGINTAG of type SCCCA\_SUBDOCTEXT and will have the same Id as the SCCCA\_COMMENTREFERENCE.

- dwType: SCCCA\_COMMENTREFERENCE
- dwSubType: None
- dwData1: Type of the comment reference anchor.  
SCCCA\_COMMENT\_PARAGRAPH, SCCCA\_COMMENT\_CELL,  
SCCCA\_COMMENT\_SLIDE, or SCCCA\_COMMENT\_VECTORPAGE.
- dwData2: id of the associated subdoc
- dwData3: Reserved
- dwData4: Reserved
- pDataBuf: Not used

## SCCCA\_FILEPROPERTY: File Property Content

Returns the file identification information for a document. This property is generated by the CReadFirst function.

## SCCCA\_FILEPROPERTY Content Description

This section lists the applicable parameters and corresponding values.

- dwType: SCCCA\_FILEPROPERTY
- dwSubType: SCCCA\_FILEID
- dwData1: One of the file identifier values (FI\_\*) defined in sccfi.h
- dwData2: The input file's initial character set
- dwData3: Reserved

- dwData4: Reserved
- pDataBuf: Not used

## SCCCA\_GENERATED: Generated Information

Identical to SCCCA\_TEXT, except that the characters come not from the original document, but from some other non-character data (numbers in spreadsheets, dates, and so forth). Because the text is not from the original document, the characters do not contribute toward character counts.

### SCCCA\_GENERATED Content Description

This section lists the applicable parameters and corresponding values.

- dwType: SCCCA\_GENERATED
- dwSubType: Possible values include the following:
  - SCCCA\_BOOKMARKTEXT: Text for the internal name of the bookmark.
  - SCCCA\_DOCUMENTTEXT: Regular document text is returned with this subtype.
  - SCCCA\_REVISIONDELETE: Will be OR-ed with either SCCCA\_DOCUMENTTEXT or SCCCA\_SPECIALTEXT when text has been deleted from the final version of a document as a result of a revision.
  - SCCCA\_URLTEXT: Text for the Link Location part of a URL.
  - SCCCA\_XMPMETADATA: Text from embedded XMP metadata.
- dwData1: Number of characters provided in pDataBuf
- dwData2: Original character set of the text in pDataBuf
- dwData3: Reserved
- dwData4: Reserved
- pDataBuf: Text buffer. Filled with one or more single- or double-byte characters.

## SCCCA\_OBJECT: SubObjects

This content type is provided to allow the developer to access the content of SubObjects, like embedded graphics or objects in an archive. The SubObject can then be opened by DAOpenDocument, filling the IOSPECSUBOBJECT or the IOSPECARCHIVEOBJECT parameter with one of the following values:

### SCCCA\_OBJECT Content Description

These values may change if different options are applied, with different versions of the technology, or after patches are applied.

- dwType: SCCCA\_OBJECT
- dwSubType: Set to SCCCA\_EMBEDDEDOBJECT (0) if the sub-object is an embedding or is set to the type of node if the object is from an archive. Possible values include the following:

- SCCCA\_EMBEDDEDOBJECT
- SCCCA\_ARCHIVEITEMCONTAINER
- SCCCA\_COMPRESSEDFILE
- SCCCA\_MESSAGE
- SCCCA\_CONTACT
- SCCCA\_CALENDARENTRY
- SCCCA\_NOTE
- SCCCA\_TASK
- SCCCA\_JOURNALENTY
- SCCCA\_ATTACHMENT
- dwData1: The internal SubObject identifier or a node identifier.
- dwData2: Stream identifier for an alternate graphic.
- dwData3: Stream identifier for an OLE object if one exists. Otherwise, it is CA\_INVALIDITEM.
- dwData4: Object Flags. Currently, 0 or SCCCA\_ENDRECORD
- pDataBuf: Not used

## **SCCCA\_OBJECTALTSTRING: Alternate String**

This content type provides an alternate string to identify an embedded object.

### **SCCCA\_OBJECTALTSTRING Content Description**

- dwType: SCCCA\_OBJECTALTSTRING
- dwSubType: Not used
- dwData1: Number of characters provided in pDataBuf
- dwData2: Original character set of the text in pDataBuf
- dwData3: Not used
- dwData4: Not used
- pDataBuf: Text buffer containing the alternate string. Filled with one or more single- or double-byte characters.

## **SCCCA\_OBJECTNAME: Object Name**

This content type is provided to identify the name of an embedded object.

### **SCCCA\_OBJECTNAME Content Description**

- dwType: SCCCA\_OBJECTNAME



- dwSubType: Not used
- dwData1: Number of characters provided in pDataBuf
- dwData2: Original character set of the text in pDataBuf
- dwData3: Not used
- dwData4: Not used
- pDataBuf: Text buffer containing the name. Filled with one or more single- or double-byte characters.

## **SCCCA\_RECORD: Archive Record**

This content is output to allow the customer to easily group fields that appear in an archive or in an email archive. The record is considered to be open until a SCCCA\_OBJECT is encountered with the flag SCCCA\_ENDRECORD set.

### **SCCCA\_RECORD Content Description**

This section lists the applicable parameters and corresponding values.

- dwType: SCCCA\_RECORD
- dwSubType: Reserved
- dwData1: Reserved
- dwData2: Reserved
- dwData3: Reserved
- dwData4: Reserved
- pDataBuf: not used

## **SCCCA\_REVISION\_CELL: Revision Cell**

The location of a cell within a track changes block.

### **SCCCA\_REVISION\_CELL Content Description**

This section lists the applicable parameters and corresponding values.

- dwType: SCCCA\_REVISION\_CELL
- dwSubType: Reserved
- dwData1: Sheet
- dwData2: Column
- dwData3: Row
- dwData4: Reserved
- pDataBuf: Reserved

## SCCCA\_REVISION\_ROW: Revision Row

This describes a series of rows within a track changes block.

### SCCCA\_REVISION\_ROW Content Description

This section lists the applicable parameters and corresponding values.

- dwType: SCCCA\_REVISION\_ROW
- dwSubType: Reserved
- dwData1: Sheet
- dwData2: Start Row
- dwData3: End Row (will be the same as Start Row if a single row is selected)
- dwData4: Reserved
- pDataBuf: Reserved

## SCCCA\_REVISION\_COLUMN: Revision Column

This describes a series of columns within a track changes block.

### SCCCA\_REVISION\_COLUMN Content Description

This section lists the applicable parameters and corresponding values.

- dwType: SCCCA\_REVISION\_COLUMN
- dwSubType: Reserved
- dwData1: Sheet
- dwData2: Start Column
- dwData3: End Column (will be the same as Start Column if a single column is selected)
- dwData4: Reserved
- pDataBuf: Reserved

## SCCCA\_REVISION\_SHEET: Revision Sheet

This describes the new and old sheet names within a track changes block. The numbers will relate to names output with SCCCA\_REVISION\_SHEETNAME tags.

### SCCCA\_REVISION\_SHEET Content Description

This section lists the applicable parameters and corresponding values.

- dwType: SCCCA\_REVISION\_SHEET
- dwSubType: Reserved

- dwData1: Sheet Number
- dwData2: New Name
- dwData3: Old Name
- dwData4: Reserved
- pDataBuf: Reserved

## **SCCCA\_REVISION\_SHEETNAME: Revision Sheet Name**

Provides the name and number of a sheet within a track changes block.

### **SCCCA\_REVISION\_SHEETNAME Content Description**

This section lists the applicable parameters and corresponding values.

- dwType: SCCCA\_REVISION\_SHEETNAME
- dwSubType: Reserved
- dwData1: Sheet Number
- dwData2: Reserved
- dwData3: Reserved
- dwData4: Reserved
- pDataBuf: Name

## **SCCCA\_REVISION\_USER: Revision User**

This describes the name associated with a user ID.

### **SCCCA\_REVISION\_USER Content Description**

This section lists the applicable parameters and corresponding values.

- dwType: SCCCA\_SHEET
- dwSubType: Reserved
- dwData1: User ID
- dwData2: Reserved
- dwData3: Reserved
- dwData4: Reserved
- pDataBuf: User Name

## **SCCCA\_SHEET: Sheet Names**

This content type contains only the sheet name (worksheet in a spreadsheet, slide in presentation, and so forth). This content is *not* optional. It is always created if the information is present. Of course, the client can ignore this text when it is returned.

## SCCCA\_SHEET Content Description

This section lists the applicable parameters and corresponding values.

- dwType: SCCCA\_SHEET
- dwSubType: Reserved
- dwData1: The length of the name in pDataBuf in characters.
- dwData2: The original character set of the name in pDataBuf.
- dwData3: Reserved
- dwData4: Reserved
- pDataBuf: Points to the sheet name in whatever output character set has been requested.

## SCCCA\_SLIDE: Presentation Slide

SCCCA\_SLIDE appears before the contents of a slide in a presentation document. The content contained by the slide is assumed to end when the next SCCCA\_SLIDE is output, or the end of the document is reached.

- dwType: SCCCA\_SLIDE
- dwSubType: Reserved
- dwData1: Identifies if the slide is hidden (SCCCA\_SLIDEHIDDEN) or not (SCCCA\_SLIDENORMAL)
- dwData2: Reserved
- dwData3: Reserved
- dwData4: Reserved
- pDataBuf: Reserved

## SCCCA\_STYLECHANGE: Style Information

The SCCCA\_STYLECHANGE content type is used to indicate changes in style information. This style information can be used to delimit particularly interesting content.

## SCCCA\_STYLECHANGE Content Description

This section lists the applicable parameters and corresponding values.

- dwType: SCCCA\_STYLECHANGE
- dwSubType: Possible values include the following:
  - SCCCA\_PARASTYLE: pDataBuf indicates the name of the style.
  - SCCCA\_HEIGHTANDSPACING: When dwSubType is SCCCA\_HEIGHTANDSPACING, dwData1 can be SCCCA\_HEIGHT (dwData2

represents the new character height), SCCCA\_SPACING (dwData3 represents the new line spacing) or both of these values OR-ed together.

- SCCCA\_INDENTS: When dwSubType is SCCCA\_INDENTS, dwData1 can be SCCCA\_LEFTINDENT (dwData2 represents the left indent), SCCCA\_RIGHTINDENT (dwData3 represents the right indent), SCCCA\_FIRSTINDENT (dwData4 represents the first line indent), or any of these values OR-ed together.
- SCCCA\_OCE: This content type provides information about the original charsets of the characters that follow. dwData1 represents the charset as defined in vtchars.h.
- dwData1: Depends on the value of dwSubType.
- dwData2: Depends on the value of dwSubType.
- dwData3: Depends on the value of dwSubType.
- dwData4: Depends on the value of dwSubType.
- pDataBuf: Text buffer. Filled with one or more single- or double-byte characters.
- dwDataBufSize: Size of pDataBuf, in bytes.

## SCCCA\_TEXT: Text Content

This content type denotes document text, including special characters such as page breaks and tabs.

The technology guarantees that the text generated by the Content Access technology is identical to the text generated by the Outside In Viewer technology raw-text feature. This allows character counts generated at indexing time using Content Access to be directly mapped to viewer positions at viewing time for search-hit highlighting. However, Content Access has abilities beyond the raw-text feature of the Viewer, such as the ability to retrieve non-visible text such as document properties and hidden text, and the ability to retrieve text from embedded documents.

When the output character is DBCS or Unicode, the character count will not be the same as the buffer byte count because these character sets may generate more than one byte per character. The byte ordering used for multi-byte character sets such as these will be system-dependent; on a computer using an Intel processor, the low byte will be first.

It is important to note that generated numeric data fields, such as date, time, and spreadsheet numbers, are not included in the content returned by SCCCA\_TEXT. For information on how such text can be returned by Content Access, see [SCCCA\\_GENERATED: Generated Information](#).

### SCCCA\_TEXT Content Description

This section lists the applicable parameters and corresponding values.

- dwType: SCCCA\_TEXT
- dwSubType: One of the following values:
  - SCCCA\_DOCUMENTTEXT: Regular document text is returned with this subtype.

- SCCCA\_SPECIALTEXT: Used to return text elements that are manufactured by the technology due to special formatting attributes.

SCCCA\_DOCUMENTTEXT or SCCCA\_SPECIALTEXT can be optionally OR-ed with any of the following to specify the type of text to be returned:

- SCCCA\_ALLCAPS
- SCCCA\_BOLD
- SCCCA\_DUNDERLINE
- SCCCA\_HIDDEN
- SCCCA\_ITALIC
- SCCCA\_OUTLINE
- SCCCA\_REVISIONDELETE: Text that has been deleted from the final version of a document as a result of a revision.
- SCCCA\_REVISIONADD: Text that has been added to the final version of a document as a result of a revision.
- SCCCA\_SMALLCAPS
- SCCCA\_STRIKEOUT
- SCCCA\_UNDERLINE
- SCCCA\_UNKNOWNMAP: This flag is set when PDF files don't contain a ToUnicode map. This indicates that the mappings may or may not be correct.
- dwData1: Number of characters provided in pDataBuf
- dwData2: Original character set of the text in pDataBuf
- dwData3: Reserved
- dwData4: Reserved
- pDataBuf: Text buffer. Filled with one or more single- or double-byte characters.

## Special Text Character Substitutions

- Context Change: 0x0D
- Email Delimiter: 0x09
- End of Database Record: 0x0A
- End of File: 0x0D
- End of Paragraph: 0x0D
- End of Table Cell: 0x0D
- End of Table Row: 0x0D
- Hard Hyphen: 0x2D

- Hard Line Break: 0x0A
- Hard Page Break: 0x0C
- Hard Space: 0x20
- Implied Space: 0x20
- Section Separator: 0x0D
- Syllable Hyphen: 0x2D
- Tab: 0x09

## SCCCA\_TREENODELOCATOR: Tree Node Locator

This content type contains information to be used in the SOTREENODELOCATOR structure, which is used by [DAOpenRandomTreeRecord](#) and [DASaveRandomTreeRecord](#). These values may change if different options are applied, with different versions of the technology, or after patches are applied.

### SCCCA\_TREENODELOCATOR Content Description

- dwType: SCCCA\_TREENODELOCATOR
- dwSubType: Reserved
- dwData1: SOTREENODELOCATOR.dwSpecialFlags
- dwData2: SOTREENODELOCATOR.dwData1
- dwData3: SOTREENODELOCATOR.dwData2
- dwData4: Reserved
- pDataBuf: Not used





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## Redirected IO

This chapter addresses how developers have total control over access to a file via Outside In's redirected IO mechanism.

Many developers using the earlier versions of this technology expressed a need to read file data from non-file system based sources. For instance, the developer might want to read the file from a database on a server. Perhaps the developer is downloading the file over a slow link, and wants to see the first screen of a document before the download is completed, or only wants to download enough to view the first screen.

This chapter includes the following sections:

- [Using Redirected IO](#)
- [IOClose](#)
- [IORead](#)
- [IOWrite](#)
- [IOSeek](#)
- [IOTell](#)
- [IOGetInfo](#)
- [IOSEEK64PROC / IOTELL64PROC](#)

### Using Redirected IO

A developer can redirect the IO for an input or output file by providing a data structure that contains pointers to custom IO routines for reading and writing. This data structure is passed in place of a typical file specification. The developer must set the `dwSpecType` parameter of the `DAOpenDocument` call to `IOTYPE_REDIRECT` when the `DAOpenDocument` call is sent.

When `dwSpecType` is set this way, the `pSpec` element must contain a pointer to a developer-defined data structure that begins with a `BASEIO` structure (defined in `baseIO.H`). The `BASEIO` structure contains pointers to the basic IO functions for the view window's IO system such as `Read`, `Seek`, `Tell`, and so forth. The developer must initialize these function pointers to their own functions that perform IO tasks. Beyond the `BASEIO` element, the developer may place any data he or she likes. For instance, a developer's structure may be similar to the following:

```
typedef struct MYFILEtag
{
    BASEIO    sBaseIO;           /* must be the first element */
    VTDWORD   dwMyInfo1;
    VTDWORD   dwMyInfo2;
}
```

```

    .
    .
    .
} MYFILE;

```

Because the pSpec passed is essentially the file handle that the view window uses, the developer can redirect the IO on a file-by-file basis while still viewing regular disk-based files.

The BASEIO structure is defined as follows:

```

typedef struct BASEIOtag
{
    IOCLOSEPROC pClose;
    IOREADPROC pRead;
    IOWRITEPROC pWrite;
    IOSEEKPROC pSeek;
    IOTELLPROC pTell;
    IOGETINFOPROC pGetInfo;
    IOOPENPROC pOpen; /* pOpen *MUST* be set to NULL. */
#ifdef NLM
    IOSEEK64PROC pSeek64;
    IOTELL64PROC pTell64;
#endif
    VTVOID *aDummy[3];
} BASEIO, * PBASEIO;

```

The developer must implement the Close, Read, Seek, Tell and GetInfo routines. The Write routine can be a dummy routine and the Open routine must be set to NULL. The first parameter to each of these routines is called hFile and is of the type HIOFILE. HIOFILE is simply the VTLPVOID to your data structure that was passed in the pSpec parameter of the DAOpenDocument call.

The sample source code for a simple implementation of Redirected IO is in the directory samples/taredir. This sample redirects the technology's IO through the fopen, fgetc, fseek, ftell and fclose run-time library routines.

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**Note:**

Redirected IO does not cache the whole file. Seeks can and will occur throughout the file during the course of viewing. If the developer is implementing redirected IO on a slow or sequential link, it is the developer's responsibility to cache the file locally.

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## IOClose

Closes the file identified by hFile and cleans up all memory associated with the file.

### Prototype

```

IOERR IOClose(
    HIOFILE hFile);

```

### Parameters

- hFile: Identifies the file to be closed. Should be cast into a pointer to your data structure (MYFILE in the preceding discussion).

**Return Values**

- IOERR\_OK: Close was successful.
- IOERR\_UNKNOWN: Some error occurred on close.

**IORead**

Reads data from the current file position forward and resets the position to the byte after the last byte read.

**Prototype**

```
IOERR IORead(
    HIOFILE      hFile,
    VTBYTE      * pData,
    VTDWORD     dwSize,
    VTDWORD     * pCount);
```

**Parameters**

- hFile: Identifies the file to be read. Should be cast into a pointer to your data structure (MYFILE in the preceding discussion).
- pData: Points to the buffer into which the bytes should be read. Will be at least dwSize bytes big.
- dwSize: Number of bytes to read.
- pCount: Points to the number of bytes actually read by the function. This value is only valid if the return value is IOERR\_OK.

**Return Values**

- IOERR\_OK: Read was successful. pCount contains the number of bytes read and pData contains the bytes themselves.
- IOERR\_EOF: Read failed because the file pointer was beyond the end of the file at the time of the read.
- IOERR\_UNKNOWN: Read failed for some other reason.

**IOWrite**

Writes data from the current file position forward and resets the position to the byte after the last byte written.

**Note:**

This function has been fully documented only for completeness. OEMs who use redirected IO do not need to implement writing and the IOWrite function should do nothing but return IOERR\_UNKNOWN.

**Prototype**

```
IOERR IOWrite(
    HIOFILE      hFile,
```

```
VTBYTE      * pData,  
VTDWORD     dwSize,  
VTDWORD     * pCount);
```

### Parameters

- **hFile**: Identifies the file where the data is to be written. Should be cast into a pointer to your data structure (MYFILE in the preceding discussion).
- **pData**: Points to the buffer from which the bytes should be written. It must be at least **dwSize** bytes big.
- **dwSize**: Number of bytes to write.
- **pCount**: Points to the number of bytes actually written by the function. This value is only valid if the return value is **IOERR\_OK**.

### Return Values

- **IOERR\_OK**: Write was successful, **pCount** contains the number of bytes written.
- **IOERR\_UNKNOWN**: Write failed for some reason.

## IOSeek

Moves the current file position.

### Prototype

```
IOERR IOSeek(  
    HIOFILE hFile,  
    VTWORD  wFrom,  
    VTLONG  lOffset);
```

### Parameters

- **hFile**: Identifies the file to be read. Should be cast into a pointer to your data structure (MYFILE in the preceding discussion).
- **wFrom**: One of the following values:
  - **IOSEEK\_TOP**: Move the file position **lOffset** bytes from the top (beginning) of the file.
  - **IOSEEK\_BOTTOM**: Move the file position **lOffset** bytes from the bottom (end) of the file.
  - **IOSEEK\_CURRENT**: Move the file position **lOffset** bytes from the current file position.
- **lOffset**: Number of bytes to move the file pointer. A positive value moves the file pointer forward in the file and a negative value moves it backward. If a requested seek value would move the file pointer before the beginning of the file, the file pointer should remain unchanged and **IOERR\_UNKNOWN** should be returned. Seeking past EOF is allowed. In that case **IOERR\_OK** should be returned. **IOTell** would return the requested seek position and **IORead** should return **IOERR\_EOF** and 0 bytes read.

**Return Values**

- IOERR\_OK: Seek was successful.
- IOERR\_UNKNOWN: Seek failed for some reason.

## IOTell

Returns the current file position.

**Prototype**

```
IOERR IOTell(
    HIOFILE    hFile,
    VTDWORD    * pOffset);
```

**Parameters**

- hFile: Identifies the file to be read. Should be cast into a pointer to your data structure (MYFILE in the preceding discussion).
- pOffset: Points to the current file position returned by the function.

**Return Values**

- IOERR\_OK: Tell was successful.
- IOERR\_UNKNOWN: Tell failed for some reason.

## IOGetInfo

Returns information about an open file.

**Prototype**

```
IOERR IOGetInfo(
    HIOFILE    hFile,
    VTDWORD    dwInfoId,
    VTVOID     * pInfo);
```

**Parameters**

- hFile: Identifies the file to be read. Should be cast into a pointer to your data structure (MYFILE in the previous discussion).
- dwInfoId: One of the following values:
  - IOGETINFO\_FILENAME: pInfo points to a string that should be filled with the base file name (no path) of the open file (for example TEST.DOC). If you do not know the file name, return IOERR\_UNKNOWN. Certain file types (such as DataEase) must know the original file name in order to open secondary files required to correctly view the original file. If you return IOERR\_UNKNOWN, these file types will not convert. See the description of IOGETINFO\_GENSECONDARY in [IOGENSECONDARY and IOGENSECONDARYW Structures](#).
  - IOGETINFO\_PATHNAME: pInfo points to a string that should be filled with the fully qualified path name (including the file name) of the open file. For

example, C:\MYDIR\TEST.DOC. If you do not know the path name, return IOERR\_UNKNOWN.

- IOGETINFO\_PATHTYPE: pInfo points to a DWORD that should be filled with the IOTYPE of the path returned by IOGETINFO\_PATHNAME. For instance, if you return a DOS path name in the Unicode character set, you should return IOTYPE\_UNICODEPATH.
- IOGETINFO\_ISOLE2STORAGE: Must return IOERR\_FALSE. pInfo is not used.
- IOGETINFO\_GENSECONDARY: pInfo points to a structure of type IOGENSECONDARY. Some file types require supporting files to be opened. These supporting files may contain formatting information or extra data. Correct handling of IOGETINFO\_GENSECONDARY is critical to the operation of the Outside In technology. For a list of these file types, see [File Types That Cause IOGETINFO\\_GENSECONDARY](#).

Because the developer is in total control of the IO for the primary file, the technology does not know how to generate a path to these secondary files or even if the secondary files are accessible through the regular file system. The IOGETINFO\_GENSECONDARY call gives the developer a chance to resolve this problem by generating a new IO specification for the secondary file in question. The developer gets just the base file name (often embedded in the original document or generated from the primary file's name) of the secondary file.

The developer may either use one of the standard Outside In IO types or totally redirect the IO for the secondary file, as well. For more details, see [IOGENSECONDARY and IOGENSECONDARYW Structures](#).

- IOGETINFO\_64BITIO: For redirected I/O that wishes to use 64-bit seek/tell functions, your IOGetInfo function must respond IOERR\_TRUE to this dwInfoId. In addition, the pSeek64/pTell64 items in the baseio structure must be valid pointers to the proper function types.
- IOGETINFO\_DPATHNAME: pInfo points to a structure of type DPATHNAME, which should be filled with the fully qualified path name (including the file name) of the open file, for example, C:\MYDIR\TEST.DOC. If you do not know the path name, return IOERR\_UNKNOWN. The dwPathLen element contains the size of the buffer pointed to by the pPath element. If the buffer size is too small to contain the full path, modify dwPathLen to be the correct size of the buffer required to hold the path name in its IOTYPE character width including the NULL terminator and return IOERR\_INSUFFICIENTBUFFER.

The following is a C data structure defined in SCCIO.H:

```
typedef struct DPATHNAMEtag
{
    VTDWORD   dwPathLen;
    TVOID     *pPath;
} DPATHNAME, * PDPATHNAME;
```

### Parameters

**dwPathLen:** Will be set to the number of bytes in the buffer pointed to by pPath. If the size of the buffer is insufficient, reset this element to the number of bytes required and return IOERR\_INSUFFICIENTBUFFER.

**pPath:** Points to the buffer to be filled with the path name.

- IOGETINFO\_GENSECONDARYDP: pInfo points to a structure of type IOGENSECONDARYDP. The dwSpecLen element contains the size of the buffer pointed to by the pSpec element. If the buffer size is too small to contain the spec, modify dwSpecLen to be the correct size of the buffer required to hold the path in its IOTYPE character width including the NULL terminator and return IOERR\_INSUFFICIENTBUFFER.

The following is a C data structure defined in SCCIO.H:

```
typedef struct IOGENSECONDARYDPtag
{
    VTDWORD        dwSize;
    VTVOID *       pFileName;
    VTDWORD        dwSpecType;
    VTVOID *       pSpec;
    VTDWORD        dwSpecLen;
    VTDWORD        dwOpenFlags;
} IOGENSECONDARYDP, * PIOGENSECONDARYDP;
```

### Parameters

dwSize: Will be set to sizeof (IOGENSECONDARYDP)

pFileName: A pointer to a string representing the file name of the secondary file that the technology requires. It is usually a name stored in the primary file (such as MYSTYLE.STY for a Word for DOS file) or a name generated from the primary file name. The primary file for a DataEase database has a .dba extension. The secondary name is the same file name but with a .dbm extension.

dwSpecType: The developer must fill this with the IOSPEC for the secondary file.

pSpec: On entry, this pointer points to an array of bytes or may be NULL (see dwSpecLen below). If the dwSpecType is set a regular IOTYPE such as IOTYPE\_ANSIPATH, the developer may fill this array with the path name or structure required for that IOTYPE. If the developer is redirecting access to the secondary file, then dwSpecType will be IOTYPE\_REDIRECT and the developer should replace pSpec with a pointer to a developer-defined structure that begins with the BASEIO structure (see [Using Redirected IO](#)).

The file is supposed to be opened by the OEM's redirected IO code by the time they return the BASEIO struct. This is because the pOpen routine in the BASEIO struct is supposed to be NULL.

dwSpecLen: On entry, this is set to the size of the pSpec buffer. If the size of the buffer is insufficient, replace the value with the number of bytes required and return IOERR\_INSUFFICIENTBUFFER.

dwOpenFlags: Set by the technology. A set of bit flags describing how the secondary file should be opened. Multiple flags may be used by bitwise OR-ing them together. The following flags are currently used:

- IOOPEN\_READ: The secondary file should be opened for read.
- IOOPEN\_WRITE: The secondary file should be opened for write. If the specified file already exists, its contents are erased when this flag is set.
- IOOPEN\_CREATE: The secondary file should be created (if it does not already exist) and opened for write.

Any other value should return IOERR\_BADINFOID.

- pInfo: The size of the pInfo buffer depends on the dwInfoId selected. For IOGETINFO\_FILENAME and IOGETINFO\_PATHNAME, the buffer is of size

MAX\_PATH characters (each character is either one byte or two, depending on PATHTYPE). The IOGETINFO\_PATHTYPE buffer is the size of a VTDDWORD.

### Return Values

- IOERR\_OK: GetInfo was successful.
- IOERR\_TRUE: Affirmative response from a true or false GetInfo.
- IOERR\_FALSE: Negative response from a true or false GetInfo.
- IOERR\_BADINFOID: dwInfoId can not be handled by this file type.
- IOERR\_INVALIDSPEC: The file spec is bad for this type.
- IOERR\_UNKNOWN: GetInfo failed for some other reason.

## IOGENSECONDARY and IOGENSECONDARYW Structures

These structures are passed to the developer through the IOGetInfo function. They allow the developer to tell the technology where a secondary file, needed to view the primary file, is located.

The SpecType of the original file determines which of these two structures is used. If the SpecType is IOTYPE\_UNICODEPATH, IOGENSECONDARYW is used. pFileName will point to a Unicode string terminated with a NULL WORD. For all other SpecTypes, IOGENSECONDARY is used and pFileName will point to a string terminated with a NULL BYTE.

The following is a C data structure defined in SCCIO.H:

```
typedef struct
{
    VTDDWORD    dwSize;
    VTLPBYTE    pFileName;
    VTDDWORD    dwSpecType;
    VTLPVOID    pSpec;
    VTDDWORD    dwOpenFlags
} IOGENSECONDARY, * PIOGENSECONDARY;

typedef struct
{
    VTDDWORD    dwSize;
    VTLPWORD    pFileName;
    VTDDWORD    dwSpecType;
    VTLPVOID    pSpec;
    VTDDWORD    dwOpenFlags
} IOGENSECONDARYW, * PIOGENSECONDARYW;
```

- dwSize: Will be set to sizeof (IOGENSECONDARY) or sizeof (IOGENSECONDARYW) (both of these values are the same).
- pFileName: A pointer to a string representing the file name of the secondary file that the technology requires. It will generally be a name that is stored in the primary file somewhere (such as MYSTYLE.STY for a Word for DOS file) or a name generated from the primary file name (the primary file for a DataEase database will always have a .dba extension, the secondary name would be the same file name but with a .dbm extension).
- dwSpecType: The developer must fill this with the IOSPEC for the secondary file.



- **pSpec:** On entry, this pointer points to an array of 1024 bytes. If the `dwSpecType` is set a regular `IOTYPE` such as `IOTYPE_ANSIPATH`, the developer may fill this array with the path name or structure required for that `IOTYPE`. If the developer is redirecting access to the secondary file, then `dwSpecType` will be `IOTYPE_REDIRECT` and the developer should replace `pSpec` with a pointer to a developer-defined structure that begins with the `BASEIO` structure (see [Using Redirected IO](#)).

Note the file is supposed to be opened by the OEM's redirected IO code by the time they return the `BASEIO` struct. This is because the `pOpen` routine in the `BASEIO` struct is supposed to be `NULL`.

- **dwOpenFlags:** Set by the technology. A set of bit flags describing how the secondary file should be opened. Multiple flags may be used by bitwise OR-ing them together. The following flags are currently used:
  - `IOOPEN_READ`: The secondary file should be opened for read.
  - `IOOPEN_WRITE`: The secondary file should be opened for write. Please note that if the specified file already exists, it's contents will be erased when this flag is set.
  - `IOOPEN_CREATE`: The secondary file should be created (if it does not already exist) and opened for write.

## File Types That Cause `IOGETINFO_GENSECONDARY`

The following details concern specific file types.

- **Microsoft Word for DOS Versions 4, 5 and 6:** Used to open and read the style sheet file associated with the document. The filter will successfully degrade if the style sheet is not present.
- **Harvard Graphics DOS 3.x:** Used to open and read the individual slides within `ScreenShow` and `palette` files. Files with the extension `.ch3` are individual graphics or slides that can be opened using no secondary files. Files with the extension `.sy3` are `ScreenShows` that reference a list of `.ch3` files via the secondary file mechanism. There is also an optional `palette` file that can be referenced from a `.ch3` file, but the filter will successfully degrade if the `palette` file is not present.
- **R:Base:** Used to open and read required schema file. The `R:Base` data files are named `xxx2.rbf` but the data is useless without the schema file named `xxx1.rbf`. There is also a `xxx3.rbf` file associated with each database, but it is not used.
- **Paradox 4.0 and Above:** Used to open and read memo field data file. Paradox uses a separate file for all memo field data larger than 32 bytes.
- **DataEase:** Used to open and read the data file. `DataEase` databases include a `.dba` file that contains the schema (the file that the technology can identify as `DataEase`) and a `.dbm` file that contains the actual data.

## IOSEEK64PROC / IOTELL64PROC

These functions are for seek/tell using 64-bit offsets. These functions are not used by default. Rather, they are used if the `IOGETINFO_64BITIO` message returns `IOERR_TRUE`. This is so redirected I/O using strictly 32-bit I/O is unaffected.

## IOSeek64

Moves the current file position.

### Prototype

```
IOERR IOSeek64(  
HIOFILE hFile,  
VTWORD wFrom,  
VTOFF_T offset);
```

### Parameters

The parameter information is the same as for IOSeek(). However, the size of the VTOFF\_T offset for IOSeek64() is 64-bit unlike the 32-bit offset in IOSeek().

## IOTell64

Returns the current file position.

### Prototype

```
IOERR IOTell64(  
HIOFILE hFile,  
VTOFF_T * pOffset);
```

### Parameters

The parameter information is the same as for IOTell(). The only change is the use of a pointer to a 64-bit parameter for returning the offset.

---

## Implementation Issues

This chapter discusses potential issues in using Content Access.

### Running in 24x7 Environments

To ensure robust 24x7 performance in server applications embedding this product, it is strongly recommended that the technology be run in a process separate from the server's primary process.

The file filtering technology underlying the software represents almost a quarter of a million lines of code. This code is expected to robustly deal with any stream of bytes, of any length (any file), in all cases. Oracle has dedicated, and continues to dedicate, significant effort into making this technology extremely robust. However, in real world situations, expect that some small number of malformed files may force the filters into unstable states. This generally results in either a memory exception (which can be trapped and recovered from gracefully), infinite loop or a wild pointer that causes the filter to write into memory that is part of the same process but does not belong to the filter. In the latter situation, this wild pointer condition cannot be trapped.

On the desktop this is not a significant problem since the number of files being dealt with is relatively small. In a 24x7 server environment, however, a wild pointer can be extremely disruptive to the server process and produce serious problems. The best solution for dealing with this problem is to run any application that reads complex file formats, including Content Access, in a separate process. This solution protects the application from the susceptibility of filtering technology to the unknown quality of input files.

It must be stressed that files that lead to wild pointers or infinite loops occur very infrequently, usually as a result of a third-party conversion process or beta versions of applications. Oracle is committed to addressing these issues and to updating and expanding its testing tools and corpus of documents to proactively minimize this garbage in-garbage out problem.



---

## Sample Applications

This chapter describes sample applications shipped with the Content Access SDK.

Each of the sample applications included in this SDK is designed to highlight a specific aspect of the technology's functionality. We ship built versions of these sample applications. The compiled executables should be in the root directory where the product is installed.

The following copyright applies to all sample applications shipped with this product:

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**You have a royalty-free right to use, modify, reproduce and distribute the Sample Applications (and/or any modified version) in any way you find useful, provided that you agree that Oracle has no warranty obligations or liability for any Sample Application files.**

This chapter includes the following sections:

- [Building the Samples on a Windows System](#)
- [Building the Samples on a UNIX System](#)
- [An Overview of the Sample Applications](#)

### Building the Samples on a Windows System

Microsoft Visual Studio project files are provided for building each of the sample applications. For 32-bit versions of Windows, versions of the project files are provided for Visual Studio 6 (.dsp files) and Visual Studio 2005 (.vcproj files).

---

**Note:**

Because .vcproj files may not pick up the right compiler on their own, you need to make sure that you are building with the Win64 configuration in Visual Studio 2005. For 64-bit versions of Windows, only the Visual Studio 2005 versions are available.

---

The project files for the sample applications can be found in the \sdk\samplecode\win subdirectory of the Outside In SDK.

### Building the Samples on a UNIX System

See the following sections for specific information about building the sample applications on your flavor of UNIX:

- [HP-UX Compiling and Linking](#)
- [IBM AIX Compiling and Linking](#)
- [Linux Compiling and Linking](#)
- [Oracle Solaris Compiling and Linking](#)
- [FreeBSD Compiling and Linking](#)

## An Overview of the Sample Applications

This section describes the following sample applications.

- [batch\\_process\\_ca](#)
- [casample](#)
- [extract\\_archive](#)
- [extract\\_object](#)
- [memoryio](#)
- [parsepst](#)
- [tademo \(Windows Only\)](#)
- [taredir \(UNIX Only\)](#)
- [textdemo \(UNIX Only\)](#)

---

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**Note:**

Please note that not all of the sample applications are provided for both the Windows and UNIX platforms. See the heading of each application's subsection for clarification.

---

---

### batch\_process\_ca

`batch_process_ca` demonstrates running Content Access in a separate process on multiple input files. It also allows the timing of each run.

The application is executed from the command line and takes several possible parameters:

```
batch_process_ca -f inputfile -o outputfile or [-d inputdir -o outputdir]
[-i iterations] [-q[2]] [-b]
```

- `-f` specifies the name of a single input file.
- `-d` specifies the name of an input directory of files.
- `-o` specifies the name of an output file if `-f` is being used, or the name of an output directory if `-d` is being used.
- `-i` is an optional parameter specifying the number of iterations to perform.
- `-q` and `-q2` diminish the output to the screen.

- `-b` increases the amount of content in the output including processing tags and sub-documents.

## casample

An example of a typical usage of the Outside In Content Access API is `casample`. Because this is intended as a simple template or reference for common Content Access usage, it creates only rudimentary output. However, it does initialize, exercise and cleanup Content Access output. Content Access requires the usage of the Outside In Data Access module. Therefore, this application also demonstrates usage of a portion of Data Access.

The application is executed from the command line and has one required parameter, the name of the input file. It will optionally take two other parameters: `'-u'` and an output file name.

```
casample input_file [-u outputfile]
```

## extract\_archive

`extract_archive` demonstrates using the DATree API to extract all nodes in an archive.

The application is executed from the command line and takes two parameters, the name of the input file and the name of an output directory for the extracted files:

```
extract_archive input_file output_directory
```

## extract\_object

`extract_object` demonstrates using Content Access to parse an input file and then using the DAOObject API to extract all embedded objects.

The application is executed from the command line and takes two parameters, the name of the input file and the name of an output directory for the extracted objects:

```
extract_object input_file output_directory
```

## memoryio

`memoryio` demonstrates how to use the redirected I/O and Content Access APIs to process an in-memory file.

The application is executed from the command line and takes only one parameter, the name of the input file:

```
memoryio input_file
```

## parsepst

`parsepst` demonstrates how to parse email messages from a PST file using the CA API. It searches for messages received between two hard coded dates.

The application is executed from the command line and takes only one parameter, the name of the input file:

```
parsepst input_file
```

## tademo (Windows Only)

The `tademo` sample application included with this product provides a simple demonstration of text access. The text from a file is read a block at a time and displayed in the `tademo` window. The `TARReadFirst` and `TARReadNext` functions are

directly tied to menu options, and the block size may be set by the user. An option is also provided to save the text to a file.

### **taredir (UNIX Only)**

This sample provides a means of using the API presented in this guide without the need for Motif libraries. All extracted text is output to the standard output device, or can be redirected to a file or another device.

The application is executed from the command line and takes only one parameter, the name of the input file:

```
taredir input_file
```

### **textdemo (UNIX Only)**

The sample code in the textdemo files shows how to use the API presented in this guide. This application is essentially identical to the Windows-only application [tademo \(Windows Only\)](#), which is discussed at length in [tademo \(Windows Only\)](#).



---

## Copyrights and Licensing

This appendix provides a comprehensive overview of all copyright and licensing information for Outside In Content Access.

### Outside In Content Access Licensing

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## Content Access Options

Options are parameters affecting the behavior of the Outside In Technology. These options are available to the developer when using Content Access. They are set using the `DASetOption` call. It is recommended that developers familiarize themselves with all of the options available.

Options may be Local, in which case they only affect the handle for which they are set, or Global, in which case they automatically affect all handles associated with the `hDoc`.

While default values are provided, users are encouraged to set all options for a number of reasons. In some cases, the default values were chosen to provide backwards compatibility. In other cases, the default values were chosen arbitrarily from a range of possibilities.

The following types of options are covered:

- [Character Mapping](#)
- [Input Handling](#)
- [Compression](#)
- [Content Access Flags](#)
- [File System](#)

### Character Mapping

This section discusses character mapping.

#### SCCOPT\_DEFAULTINPUTCHARSET

This option is used in cases where Outside In cannot determine the character set used to encode the text of an input file. When all other means of determining the file's character set are exhausted, Outside In will assume that an input document is encoded in the character set specified by this option. This is most often used when reading plain-text files, but may also be used when reading HTML or PDF files. The possible character sets are listed in `charsets.h`.

When "extended test for text" is enabled (see [SCCOPT\\_FIFLAGS](#)), this option will still apply to plain-text input files that are not identified as EBCDIC or Unicode.

This option supersedes the `SCCOPT_FALLBACKFORMAT` option for selecting the character set assumed for plain-text files. For backwards compatibility, use of deprecated character-set -related values is still currently supported for `SCCOPT_FALLBACKFORMAT`, though internally such values will be translated into equivalent values for the `SCCOPT_DEFAULTINPUTCHARSET`. As a result, if an application were to set both options, the last such value set for either option will be the value that takes effect.

**Handle Types**

NULL, VTHDOC

**Scope**

Global

**Data Type**

VTDWORD

**Default**

- CS\_SYSTEMDEFAULT: Query the operating system.

**Data**

The data types are listed in charsets.h.

**SCCOPT\_OUTPUTCHARACTERSET**

Any text returned by Content Access or Text Access will be in the specified character set.

**Handle Types**

VTHDOC, VTHCONTENT, VTHTEXT

**Scope**

Local

**Data Type**

VTDWORD

**Default**

If the option is not set, Content Access will use SO\_ANSI1252 on all non-Windows platforms. The current ANSI code page will be retrieved on Windows using GetACP() with the result being mapped to match an Outside In Technology character set.

**Data**

One of the following values:

---

| Value      | Description |
|------------|-------------|
| CS_DOS_437 | U.S.        |
| CS_DOS_737 | Greek       |
| CS_DOS_850 | Latin-1     |
| CS_DOS_852 | Latin-2     |
| CS_DOS_855 | Cyrillic    |
| CS_DOS_857 | Turkish     |

| <b>Value</b>    | <b>Description</b>                         |
|-----------------|--|
| CS_DOS_860      | Portuguese                                 |
| CS_DOS_863      | French Canada                              |
| CS_DOS_865      | Denmark, Norway-DAT                        |
| CS_DOS_866      | Cyrillic                                   |
| CS_DOS_869      | Greece                                     |
| CS_WINDOWS_874  | Thailand                                   |
| CS_WINDOWS_932  | Japanese                                   |
| CS_WINDOWS_936  | Chinese GB                                 |
| CS_WINDOWS_949  | Korea (Wansung)                            |
| CS_WINDOWS_950  | Hong Kong, Taiwan                          |
| CS_WINDOWS_1250 | Windows Latin 2 (Central Europe)           |
| CS_WINDOWS_1251 | Windows Cyrillic (Slavic)                  |
| CS_WINDOWS_1252 | Windows Latin 1 (ANSI)                     |
| CS_WINDOWS_1253 | Windows Greek                              |
| CS_WINDOWS_1254 | Windows Latin 5 (Turkish)                  |
| CS_WINDOWS_1255 | Windows Hebrew                             |
| CS_WINDOWS_1256 | Windows Arabic                             |
| CS_WINDOWS_1257 | Windows Baltic                             |
| CS_UNICODE      | Unicode                                    |
| CS_ISO8859_1    | Latin-1 - this is a subset of Windows 1252 |
| CS_ISO8859_2    | Latin-2                                    |
| CS_ISO8859_3    | Latin-3                                    |
| CS_ISO8859_4    | Latin-4                                    |
| CS_ISO8859_5    | Cyrillic                                   |
| CS_ISO8859_6    | Arabic                                     |
| CS_ISO8859_7    | Greek                                      |
| CS_ISO8859_8    | Hebrew                                     |
| CS_ISO8859_9    | Turkish                                    |

## **SCCOPT\_UNMAPPABLECHAR**

This option selects the character used when a character cannot be found in the output character set. This option takes the Unicode value for the replacement character. It is left to the user to make sure that the selected replacement character is available in the output character set.

### **Handle Types**

VTHDOC

**Scope**

Local

**Data Type**

VTWORD

**Data**

The Unicode value for the character to use.

**Default**

- 0x002a = "\*"

## Input Handling

This section discusses input handling.

### SCCOPT\_EXTRACTXMPMETADATA

Adobe's Extensible Metadata Platform (XMP) is a labeling technology that allows you to embed data about a file, known as metadata, into the file itself. This option enables the XMP feature, which does not interpret the XMP metadata, but passes it straight through without any interpretation. This option is independent of the other two "metadata" options. This option will be ignored if the SCCOPT\_PARSEXMPMETADATA option is enabled.

- SCCEX\_IND\_SUPPRESSPROPERTIES will not affect XMP, so if you turn XMP on, but also set SuppressProperties, you will still get the XMP.
- SCCEX\_METADATAONLY will not guarantee that XMP is produced.

**Handle Types**

VTHDOC

**Scope**

Local (was Global prior to release 8.2.2)

**Data Type**

VTBOOL

**Data**

- TRUE: This setting enables XMP extraction.
- FALSE: This setting disables XMP extraction.

**Default**

- FALSE



## SCCOPT\_FALLBACKFORMAT

This option controls how files are handled when their specific application type cannot be determined. This normally affects all plain-text files, because plain-text files are generally identified by process of elimination, for example, when a file isn't identified as having been created by a known application, it is treated as a plain-text file.

A number of values that were formerly allowed for this option have been deprecated. Specifically, the values that selected specific plain-text character sets are no longer to be used. For such functionality, applications should instead use the option [SCCOPT\\_DEFAULTINPUTCHARSET](#).

### Handle Types

NULL, VTHDOC

### Scope

Global

### Data Type

VTDWORD

### Data

The high VTWORD of this value is reserved and should be set to 0, and the low VTWORD must have one of the following values:

- FI\_TEXT: Unidentified file types will be treated as text files.
- FI\_NONE: Outside In will not attempt to process files whose type cannot be identified. This will include text files. When this option is selected, an attempt to process a file of unidentified type will cause Outside In to return an error value of DAERR\_FILTERNOTAVAIL (or SCCERR\_NOFILTER).

### Default

- FI\_TEXT

## SCCOPT\_FIFLAGS

This option affects how an input file's internal format (application type) is identified when the file is first opened by the Outside In technology. When the extended test flag is in effect, and an input file is identified as being either 7-bit ASCII, EBCDIC, or Unicode, the file's contents will be interpreted as such by the viewing process.

The extended test is optional because it requires extra processing and cannot guarantee complete accuracy (which would require the inspection of every single byte in a file to eliminate false positives.)

### Handle Types

NULL, VTHDOC

**Scope**

Global

**Data Type**

VTDWORD

**Data**

One of the following values:

- `SCCUT_FI_NORMAL`: This is the default value. When this is set, standard file identification behavior occurs.
- `SCCUT_FI_EXTENDEDTEST`: If set, the File Identification code will run an extended test on all files that are not identified.

**Default**

- `SCCUT_FI_NORMAL`

## **SCCOPT\_SYSTEMFLAGS**

This option controls a number of miscellaneous interactions between the developer and the Outside In Technology.

**Handle Type**

VTHDOC

**Scope**

Local

**Data Type**

VTDWORD

**Data**

- `SCCVW_SYSTEM_UNICODE`: This flag causes the strings in `SCCDATREENODE` to be returned in Unicode.

**Default**

0

## **SCCOPT\_IGNORE\_PASSWORD**

This option can disable the password verification of files where the contents can be processed without validation of the password. If this option is not set, the filter should prompt for a password if it handles password-protected files.

As of Release 8.4.0, only the PST and MDB Filters support this option.

**Scope**

Global

**Data Type**

VTBOOL

**Data**

- TRUE: Ignore validation of the password
- FALSE: Prompt for the password

**Default**

FALSE

**SCCOPT\_LOTUSNOTESDIRECTORY**

This option allows the developer to specify the location of a Lotus Notes or Domino installation for use by the NSF filter. A valid Lotus installation directory must contain the file nnotes.dll.

---

---

**Note:**

Please see section 2.1.1 for NSF support on Win x86-32 or Win x86-64 or section 3.1.1 for NSF support on Linux x86-32 or Solaris Sparc 32.

---

---

**Handle Types**

NULL

**Scope**

Global

**Data Type**

VTLPBYTE

**Data**

A path to the Lotus Notes directory.

**Default**

If this option isn't set, then OIT will first attempt to load the Lotus library according to the operating system's PATH environment variable, and then attempt to find and load the Lotus library as indicated in HKEY\_CLASSES\_ROOT\Notes.Link.

**SCCOPT\_PARSEXMPMETADATA**

Adobe's Extensible Metadata Platform (XMP) is a labeling technology that allows you to embed data about a file, known as metadata, into the file itself. This option enables parsing of the XMP data into normal OIT document properties. Enabling this option

may cause the loss of some regular data in premium graphics filters (such as Postscript), but won't affect most formats (such as PDF).

**Handle Types**

VTHDOC

**Scope**

Local

**Data Type**

VTBOOL

**Data**

- TRUE: This setting enables parsing XMP.
- FALSE: This setting disables parsing XMP.

**Default**

FALSE

**SCCOPT\_PDF\_FILTER\_REORDER\_BIDI**

This option controls whether or not the PDF filter will attempt to reorder bidirectional text runs so that the output is in standard logical order as used by the Unicode 2.0 and later specification. This additional processing will result in slower filter performance according to the amount of bidirectional data in the file.

**Handle Types**

VTHDOC, NULL

**Scope**

Global

**Data Type**

VTDWORD

**Data**

- SCCUT\_FILTER\_STANDARD\_BIDI
- SCCUT\_FILTER\_REORDERED\_BIDI

**Default**

SCCUT\_FILTER\_STANDARD\_BIDI

**SCCOPT\_PROCESS\_OLE\_EMBEDDINGS**

Microsoft Powerpoint versions from 1997 through 2003 had the capability to embed OLE documents in the Powerpoint files. This option controls which embeddings are to

be processed as native (OLE) documents and which are processed using the alternate graphic.

---

---

**Note:**

The Microsoft Powerpoint application sometimes does embed known Microsoft OLE embeddings (such as Visio, Project) as an "Unknown" type. To process these embeddings, the SCCOPT\_PROCESS\_OLEEMBED\_ALL option is required. Post Office-2003 products such as Office 2007 embeddings also fall into this category.

---

---

**Handle Types**

VTHDOC, NULL

**Scope**

Global

**Data Type**

VTWORD

**Data**

- SCCOPT\_PROCESS\_OLEEMBED\_ALL : Process all embeddings in the file
- SCCOPT\_PROCESS\_OLEEMBED\_NONE : Process none of the embeddings in the file
- SCCOPT\_PROCESS\_OLEEMBED\_STANDARD (default) : Process embeddings that are known standard embeddings. These include Office 2003 versions of Word, Excel, Visio etc.

**Default**

SCCOPT\_PROCESS\_OLEEMBED\_STANDARD

**SCCOPT\_TIMEZONE**

This option allows the user to define an offset to GMT that will be applied during date formatting, allowing date values to be displayed in a selectable time zone. This option affects the formatting of numbers that have been defined as date values. This option will not affect dates that are stored as text.

---

---

**Note:**

Daylight savings is not supported. The sent time in msg files when viewed in Outlook can be an hour different from the time sent when an image of the msg file is created.

---

---

**Handle Types**

NULL, VTHDOC

**Scope**

Global

**Data Type**

VTLONG

**Data**

Integer parameter from -96 to 96, representing 15-minute offsets from GMT. To query the operating system for the time zone set on the machine, specify SCC\_TIMEZONE\_USENATIVE.

**Default**

- 0: GMT time

**SCCOPT\_HTML\_COND\_COMMENT\_MODE**

Some HTML includes a special type of comment that will be read by particular versions of browsers or other products. This option allows you to control which of those comments are included in the output.

**Handle Type**

VTHDOC

**Scope**

Local

**Data Type**

VTDWORD

**Data**

- One or more of the following values OR-ed together:
- HTML\_COND\_COMMENT\_NONE: Don't output any conditional comments. Note: setting any other flag will negate this.
- HTML\_COND\_COMMENT\_IE5: include the IE 5 comments
- HTML\_COND\_COMMENT\_IE6: include the IE 6 comments
- HTML\_COND\_COMMENT\_IE7: include the IE 7 comments
- HTML\_COND\_COMMENT\_IE8: include the IE 8 comments
- HTML\_COND\_COMMENT\_IE9: include the IE 9 comments
- HTML\_COND\_COMMENT\_ALL: include all conditional comments including the versions listed above and any other versions that might be in the HTML.

**Default**

HTML\_COND\_COMMENT\_NONE

## SCCOPT\_PDF\_FILTER\_DROPHYPHENS

This option controls whether or not the PDF filter will drop hyphens at the end of a line. Since most PDF-generating tools create them as generic dashes, it's impossible for Outside In to know if the hyphen is a syllable hyphen or part of a hyphenated word. When this option is set to TRUE, all hyphens at the end of lines will be dropped from the extracted text.

---

---

**Note:**

When this option is TRUE, the character counts for the extracted text may not match the counts used for rendering where the hyphens are required for rendering. This will affect annotations in rendering APIs.

---

---

**Handle Types**

VTHDOC

**Scope**

Global

**Data Type**

VTBOOL

**Data**

- TRUE: This setting drops hyphens from the end of all lines.
- FALSE: This setting retains hyphens at the end of all lines.

**Default**

FALSE

## SCCOPT\_ARCFULLPATH

In the Viewer and rendering products, this option tells the archive display engine to show the full path to a node in the szNode field in response to a SCCVW\_GETTREENODE message. It also causes the name fields in DAGetTreeRecord and DAGetObjectInfo to contain the full path instead of just the archive node name.

**Data Type**

VTBOOL

**Data**

- TRUE: Display the full path.
- FALSE: Do not display the path.

**Default**

FALSE

**SCCOPT\_NULLREPLACECHAR**

This option specifies a two-byte Unicode character that will be used to replace null characters if null path separators are being used. This option defaults to '/' and is valid for SearchML 3.x, SearchHTML, SearchText, Content Access and the DA APIs.

---

---

**Note:**

This is identical to SCCOPT\_XML\_NULLREPLACECHAR.

---

---

**Handle Types**

VTHDOC

**Scope**

Local

**Data Type**

VTWORD

**Data**

A two-byte Unicode character that will be used to replace null characters if null path separators are being used.

**Default**

0x002f = "/"

**SCCOPT\_EX\_PERFORMANCEMODE**

When possible, skip the processing of some or all style information. This should result in better performance, but certain output will no longer be available.

- **SCCEX\_PERFORMANCE\_TEXTONLY** - When this flag is set, no style information is processed in optimized filters. The following output won't be available even if they have been requested: character attributes, paragraph attributes, font names, and PDF Map Problem warnings. Not all input filters are optimized to work with this performance mode, but Microsoft Office, PDF, RTF, MSG, Mime, and HTML are included in the optimized list. If this flag is set and an input document for a non-optimized filter is encountered, this option will default back to **SCCEX\_PERFORMANCE\_TEXTANDFONTS**. Characters in symbol fonts use the font name as part of the character mapping process. Since the font name is not tracked, there may be minor mapping differences in these characters, but character counts should still be accurate.
- **SCCEX\_PERFORMANCE\_TEXTANDFONTS** - When this flag is set, minimal style information is tracked including character sets and font names. That information corrects the mapping differences in symbol characters, but doesn't give as much



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performance benefit as SCCEX\_PERFORMANCE\_TEXTONLY. This flag also works with all input filters.

**Handle Types**

VTHDOC

**Scope**

Local

**Data Type**

VTDWORD

**Data**

One of the following:

- SCCEX\_PERFORMANCE\_NORMAL - Process the style information normally.
- SCCEX\_PERFORMANCE\_TEXTANDFONTS - Process only the font and character set information within a style.
- SCCEX\_PERFORMANCE\_TEXTONLY - Skip processing all style information.

**Default**

SCCEX\_PERFORMANCE\_NORMAL

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**Note:**

This option is only supported in Search Export and Content Access. Attempting to use it with other products will lead to unpredictable results.

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**SCCOPT\_GENERATEEXCELREVISIONS**

This option enables you to extract tracked changes from Excel. Extracted content shall include location (worksheet, row, column), author, date, and time. Please note that Excel has an option to display the changes inline or on a different sheet. Either case should be extracted along with where the comments are displayed in the Excel file (inline or separate sheet).

**Handle Types**

VTHDOC

**Scope**

Global

**Data Type**

VTBOOL

**Data**

- TRUE: The setting enables generating Excel revision data
- FALSE: This setting disables generating Excel revision data

**Default**

FALSE

## Compression

This section discusses compression.

### SCCOPT\_FILTERJPG

This option can disable access to any files using JPEG compression, such as JPG graphic files or TIFF files using JPEG compression, or files with embedded JPEG graphics. Attempts to read or write such files when this option is enabled will fail and return the error `SCCERR_UNSUPPORTEDCOMPRESSION` if the entire file is JPEG compressed, and grey boxes for embedded JPEG-compressed graphics.

The following is a list of file types affected when this option is disabled:

- JPG files
- Postscript files containing JPG images
- PDFs containing JPEG images

Note that the setting for this option overrides the requested output graphic format when there is a conflict.

**Handle Types**

VTHDOC, HEXPORT

**Scope**

Global

**Data Type**

VTDWORD

**Data**

- `SCCVW_FILTER_JPG_ENABLED`: Allow access to files that use JPEG compression
- `SCCVW_FILTER_JPG_DISABLED`: Do not allow access to files that use JPEG compression

**Default**`SCCVW_FILTER_JPG_ENABLED`

## SCCOPT\_FILTERLZW

This option can disable access to any files using Lempel-Ziv-Welch (LZW) compression, such as .GIF files, .ZIP files or self-extracting archive (.EXE) files containing "shrunk" files. Attempts to read such files when this option is enabled will fail and return the error SCCERR\_UNSUPPORTEDCOMPRESSION. Unlike many other options, this option must be set programmatically, as it is not stored or read on startup.

The following is a list of file types affected when this option is disabled:

- GIF files
- TIF files using LZW compression
- PDF files that use internal LZW compression
- TAZ and TAR archives containing files that are identified as FI\_UNIXCOMP
- ZIP and self-extracting archive (.EXE) files containing "shrunk" files
- Postscript files using LZW compression

Although this option can disable access to files in ZIP or EXE archives stored using LZW compression, any files in such archives that were stored using any other form of compression will still be accessible.

### Handle Types

VTHDOC

### Scope

Global

### Data

- SCCVW\_FILTER\_LZW\_ENABLED: LZW compressed files will be read normally.
- SCCVW\_FILTER\_LZW\_DISABLED: LZW compressed files will not be read.

### Default

SCCVW\_FILTER\_LZW\_ENABLED

## Content Access Flags

The following section discusses content access flags.

### SCCOPT\_ENABLEALLSUBOBJECTS

Outside In has an internal flag that is used to optimize several of the input filters for searching. One of the side effects of this optimization is that many embedded bitmaps, including Progressive JPEG, aren't output by the filter. SCCOPT\_ENABLEALLSUBOBJECTS can override this internal optimization.

**Handle Types**

VTHDOC

**Scope**

Global

**Data Type**

VTDWORD

**Data**

One of the following values:

- `SCCUT_FILTER_ENABLEALLSUBOBJECTS`: Override the optimizations.
- `SCCUT_FILTER_NORMALSUBOBJECTS`: Allow the optimizations.

**Default**

`SCCUT_FILTER_NORMALSUBOBJECTS`

## **SCCOPT\_CA\_FLAGS**

This option allows the developer to set a flag to enable an option unique to Content Access.

**Handle Types**

VTHDOC

**Scope**

Local

**Data Type**

DWORD

**Data**

- `SCCEX_IND_GENERATED`: Includes data not originally stored as text in the input document. This can be important content the user would see when viewing the document in the original application (time and size information in archives, numbers in spreadsheets/databases, and so forth).
- `SCCEX_IND_GENERATESYSTEMMETADATA`: When this flag is set, system metadata will be generated. This text is "generated," so it will be affected by `SCCEX_IND_GENERATED`. This information is gathered through system calls and may adversely affect performance.

**Default**

- 0: The flag is turned off.

## SCCOPT\_FORMATFLAGS

This option allows the developer to set flags that enable options that span multiple export products.

### Handle Types

VTHDOC

### Scope

Local

### Data Type

VTDWORD

### Data

- **SCCOPT\_FLAGS\_ALLISODATETIMES:** When this flag is set, all Date and Time values are converted to the ISO 8601 standard. This conversion can only be performed using dates that are stored as numeric data within the original file.
- **SCCOPT\_FLAGS\_STRICTFILEACCESS:** When an embedded file or URL can't be opened with the full path, OIT will sometimes try and open the referenced file from other locations, including the current directory. When this flag is set, it will prevent OIT from trying to open the file from any location other than the fully qualified path or URL.

### Default

0: All flags turned off

## File System

This section discusses file systems.

## SCCOPT\_IO\_BUFFERSIZE

This provides three options that allow the user to adjust buffer sizes to take advantage of faster computers/more memory. This is an advanced option that casual users of Content Access may ignore. This option allows the users to tune Content Access memory usage to a particular target machine. The number specified will be in kilobytes.

### Handle Type

NULL, VTHDOC

### Scope

Global

### Data Type

SCCBUFFEROPTIONS Structure

## Data

A buffer options structure

### SCCBUFFEROPTIONS Structure

```
typedef struct SCCBUFFEROPTIONStag
{
    VTDWORD dwReadBufferSize;    /* size of the I/O Read buffer
                                in KB */
    VTDWORD dwMMapBufferSize;    /* maximum size for the I/O
                                Memory Map buffer in KB */
    VTDWORD dwTempBufferSize;    /* maximum size for the memory-
                                mapped temp files in KB */
    VTDWORD dwFlags;             /* use flags */
} SCCBUFFEROPTIONS, *PSCCBUFFEROPTIONS;
```

### Parameters

- **dwReadBufferSize:** Used to define the number of bytes that will read from disk into memory at any given time. Once the buffer has data, further file reads will proceed within the buffer until the end of the buffer is reached, at which point the buffer will again be filled from the disk. This can lead to performance improvements in many file formats, regardless of the size of the document.
- **dwMMapBufferSize:** Used to define a maximum size that a document can be and use a memory-mapped I/O model. In this situation, the entire file is read from disk into memory and all further I/O is performed on the data in memory. This can lead to significantly improved performance, but note that either the entire file can be read into memory, or it cannot. If both of these buffers are set, then if the file is smaller than the `dwMMapBufferSize`, the entire file will be read into memory; if not, it will be read in blocks defined by the `dwReadBufferSize`.
- **dwTempBufferSize:** The maximum size that a temporary file can occupy in memory before being written to disk as a physical file. Storing temporary files in memory can boost performance on archives, files that have embedded objects or attachments. If set to 0, all temporary files will be written to disk.
- **dwFlags**
  - `SCCBUFLOPT_SET_READBUFSIZE 1`
  - `SCCBUFLOPT_SET_MMAPBUFSIZE 2`
  - `SCCBUFLOPT_SET_TEMPBUFSIZE 4`

To set any of the three buffer sizes, set the corresponding flag while calling `dwSetOption`.

### Default

The default settings for these options are:

- `#define SCCBUFOPT_DEFAULT_READBUFSIZE 2`: A 2KB read buffer.
- `#define SCCBUFOPT_DEFAULT_MMAPBUFSIZE 8192`: An 8MB memory-map size.
- `#define SCCBUFOPT_DEFAULT_TEMPBUFSIZE 2048`: A 2MB temp-file limit.

Minimum and maximum sizes for each are:

- SCCBUFOPT\_MIN\_READBUFSIZE 1: Read one Kbyte at a time.
- SCCBUFOPT\_MIN\_MMAPBUFSIZE 0: Don't use memory-mapped input.
- SCCBUFOPT\_MIN\_TEMPBUFSIZE 0: Don't use memory temp files
- SCCBUFOPT\_MAX\_READBUFSIZE 0x003fffff, SCCBUFOPT\_MAX\_MMAPBUFSIZE 0x003fffff, SCCBUFOPT\_MAX\_TEMPBUFSIZE 0x003fffff: These maximums correspond to the largest file size possible under the 4GB DWORD limit.

## SCCOPT\_TEMPDIR

From time to time, the technology needs to create one or more temporary files. This option sets the directory to be used for those files.

It is recommended that this option be set as part of a system to clean up temporary files left behind in the event of abnormal program termination. By using this option with code to delete files older than a predefined time limit, the OEM can help to ensure that the number of temporary files does not grow without limit.

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### Note:

This option will be ignored if SCCOPT\_REDIRECTTEMPFILE is set.

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### Handle Types

NULL, VTHDOC

### Scope

Global

### Data Type

SCCUTTEMPDIRSPEC structure

### SCCUTTEMPDIRSPEC Structure

This structure is used in the SCCOPT\_TEMPDIR option.

SCCUTTEMPDIRSPEC is a C data structure defined in sccvw.h as follows:

```
typedef struct SCCUTTEMPDIRSPEC
{
    VTDWORD    dwSize;
    VTDWORD    dwSpecType;
    VTBYTE     szTempDirName[SCCUT_FILENAMEEMAX];
} SCCUTTEMPDIRSPEC, * LPSCCUTTEMPDIRSPEC;
```

There is a limitation in the current release. dwSpecType describes the contents of szTempDirName. Together, dwSpecType and szTempDirName describe the location of the source file. The only dwSpecType values supported at this time are:

- IOTYPE\_ANSIPATH: Windows only. szTempDirName points to a NULL-terminated full path name using the ANSI character set and FAT 8.3 (Win16) or NTFS (Win32 and Win64) file name conventions.

- **IOTYPE\_UNICODEPATH:** Windows only. `szTempDirName` points to a NULL-terminated full path name using the Unicode character set and NTFS file name conventions. Note that the length of the path name is limited to `SCCUT_FILENAMEMAX` bytes, or  $(\text{SCCUT\_FILENAMEMAX} / 2)$  double-byte Unicode characters.
- **IOTYPE\_UNIXPATH:** X Windows on UNIX platforms only. `szTempDirName` points to a NULL-terminated full path name using the system default character set and UNIX path conventions.

Specifically not supported at this time is `IOTYPE_REDIRECT`.

### Parameters

- `dwSize`: Set to `sizeof(SCCUTTEMPDIRSPEC)`.
- `dwSpecType`: `IOTYPE_ANSIPATH`, `IOTYPE_UNICODE` or `IOTYPE_UNIXPATH`
- `szTempDirName`: The path to the directory to use for the temporary files. Note that if all `SCCUT_FILENAMEMAX` bytes in the buffer are filled, there will not be space left for file names.

## SCCOPT\_DOCUMENTMEMORYMODE

This option determines the maximum amount of memory that the chunker may use to store the document's data, from 4 MB to 1 GB. The more memory the chunker has available to it, the less often it needs to re-read data from the document.

### Handle Types

NULL, VTHDOC

### Scope

Global

### Data Type

VTDWORD

### Parameters

- `SCCDOCUMENTMEMORYMODE_SMALLEST` (4MB)
- `SCCDOCUMENTMEMORYMODE_SMALL 2` (16MB)
- `SCCDOCUMENTMEMORYMODE_MEDIUM 3` (64MB)
- `SCCDOCUMENTMEMORYMODE_LARGE` (256MB)
- `SCCDOCUMENTMEMORYMODE_LARGEST` (1 GB)

### Default

`SCCDOCUMENTMEMORYMODE_LARGE` (256MB)



## SCCOPT\_REDIRECTTEMPFILE

This option is set when the developer wants to use redirected IO to completely take over responsibility for the low level IO calls of the temp file.

### Handle Types

NULL, VTHDOC

### Scope

Global (not persistent)

### Data Type

VTLPVOID: pCallbackFunc

Function pointer of the redirect IO callback.

Redirect call back function:

```
typedef
{
    VTDWORD (* REDIRECTTEMPFILECALLBACKPROC)
    (HIOFILE *phFile,
    VTVOID *pSpec,
    VTDWORD dwFileFlags);
```

There is another option to handle the temp directory, SCCOPT\_TEMPDIR. Only one of these two can be set by the developer. The SCCOPT\_TEMPDIR option will be ignored if SCCOPT\_REDIRECTTEMPFILE is set. These files may be safely deleted when the Close function is called.



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