



How-To Guide

SigPlus VB6 Background Image Demo

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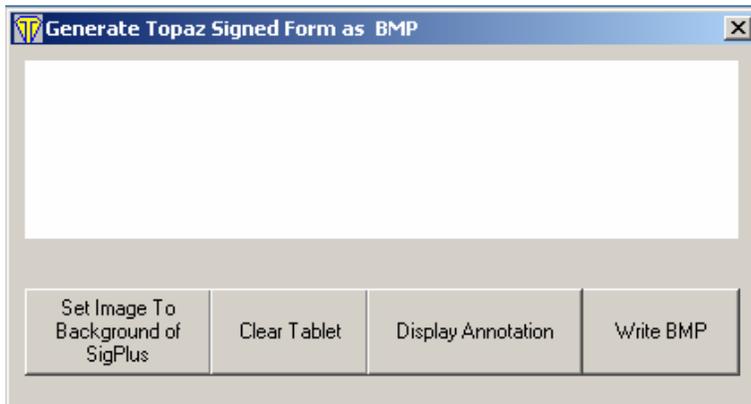
Overview

Welcome to the Topaz VB6 Background Image Demo. This demo can be used to better understand how to set a background bmp image to the SigPlus object in a VB6 environment.

Download at: www.topazsystems.com/Software/vb6_backgroundimage.zip

Begin by extracting the files from “vb6_backgroundimage.zip”. The “sigline.bmp” is required for this demo and must be copied to the root C: directory.

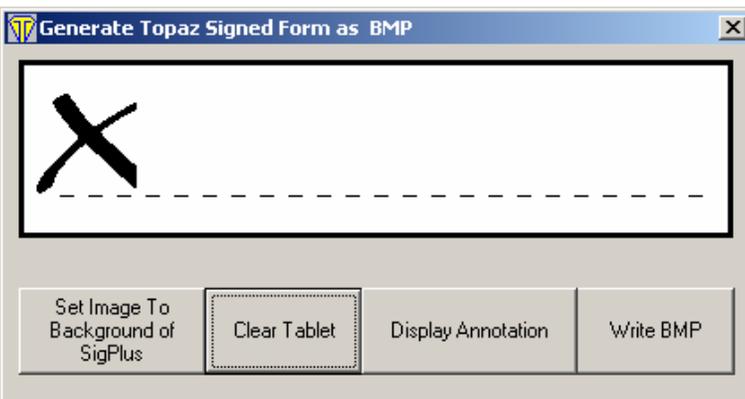
Once “sigline.bmp” is located in your root C: directory, run the executable file called “bckgrding.exe.” You will see the screen below.



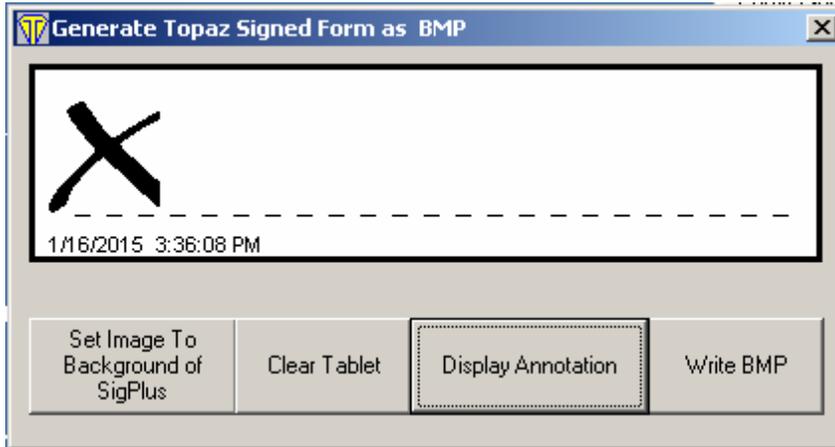
This demo has a simple interface and four options:

1. Set Image to Background of SigPlus
2. Clear Tablet
3. Display Annotation
4. Write Bitmap

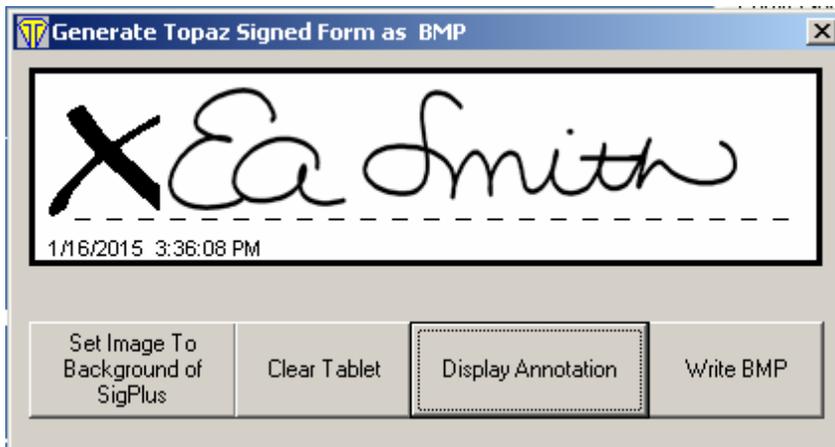
First, click “Set Image to Background of SigPlus” to set “sigline.bmp” as a background for the interface.



To display a time and date stamp, click the “Display Annotation” button, and the annotation will appear as shown below. The current system clock is used.



Now, sign on your Topaz tablet, and your signature will also be displayed on the screen.



At this point, you can either press “Clear Tablet” to start over, or “Write Bitmap” to save the signed form as a BMP. You will see the screen below if you save as a bitmap. The image will be saved in your root C: directory as “signedsigline.bmp”.



The Code

Below is the code that adds the annotation to signature, both in the displayed image on the screen, and ultimately the BMP image it outputs. Setting the background of SigPlus requires a BMP format image. Additionally, SigPlus will not resize the BMP to fit. The height/width of SigPlus must match the height/width (in px) of the image you are to use as the background. Finally, if you are going to output a final image as the combined signature pen data and bmp background, the ImageXSize and ImageYSize properties, which manage the final output bmp height/width, must also match the initial BMP size and SigPlus size.

```
Private Sub cmdDisplayAnnotation_Click()
SigPlus1.DisplayTimeStamp = True 'activate display time stamp (in SigPlus object)
SigPlus1.ImageTimeStamp = True 'activate iamge time stamp (for imaging--BMP
SigPlus1.DisplayTimeStampSize = 70 'sets annotaion size
SigPlus1.ImageTimeStampSize = 70 'sets annotaion size
SigPlus1.TimeStamp = Now 'sets the timestamp to a value
End Sub
```

Below is the code which prepares the application to accept signatures in the proper format and writes the sigline.bmp to the background of the application.

```
Private Sub Command1_Click()
SigPlus1.TabletState = 1 'Turns on tablet
SigPlus1.DisplayWindowRes = True 'sets up for proper sizing
SigPlus1.SetAntiAliasParameters 1, 630, 540 'antialias the signature for smoother look
SigPlus1.SetDynamicPressure 60, 0.03, 0 'dynamic pressure draws signature based on velocity
SigPlus1.DisplayMode = 3 'used for dynamic pressure and antialias params
SigPlus1.SetBackground "c:\sigline.bmp", 0 'sets background of SigPlus to this image
End Sub
```

The code below clears the tablet data so that the user can effectively restart the application.

```
Private Sub Command2_Click()
SigPlus1.ClearTablet 'erases ink and annotation from display
End Sub
```

Below is the code which saves the form information as a bitmap.

```
Private Sub Command3_Click()
SigPlus1.ImageXSize = 400 'image output size must match SigPlus width
SigPlus1.ImageYSize = 100 'image output size must match SigPlus height

'creates the image in the root C:
SigPlus1.WriteImageFile "C:\siglinesigned.bmp"
MsgBox "BMP saved to C:\siglinesigned.bmp", vbInformation, "Save Results"
End Sub
```

Finally, the following takes place upon the loading of the form. It makes sure that the size of the SigPlus object matches that of the background image.

```
Private Sub Form_Load()  
  
SigPlus1.Width = 400 * Screen.TwipsPerPixelX 'SigPlus size must match background image size!  
SigPlus1.Height = 100 * Screen.TwipsPerPixelY 'SigPlus size must match background image size!  
End Sub
```