NiXPS SDK v2.6.6

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The NiXPS SDK offers you the capability to handle XPS files within your application. It's a cross-platform library with APIs to C/C++ as well as .NET.
It is a powerful, high-level application; however, it also provides complete low-level access for all the parts that comprise the XPS file.

The NiXPS SDK has several APIs that provide a variety of advanced functionality that's not accessible in the default .NET and win32 world. It includes an object model and manipulation and selection of objects in PDF, conversion to TIFF, and other formats... It includes C/C++ APIs; however, it also has a .NET API. It provides low-level access to both write and read access to the various components of XML files that comprise the XPS file. Additionally, there's an object-based, high-level API that lets you create or edit XPS documents in a programmatic manner. In addition, there are additional tools that allow specific actions to be performed on XPS documents (f.i. manipulations of pages), and, with the help of an embedded rendering engine, there is the ability to create high-resolution renderings for XPS documents. Find out more about the difference.

Our library is running at its maximum speed natively. We have gone to great lengths to ensure that the library can process XPS efficiently and speedily. By optimizing the XML parsing to XPS and ensuring that the library only processes specific parts of XPS to avoid unnecessary effort and provide optimal speed.

The library has an API that allows exact operations to your XPS file. With our API, you can make use of this feature and only modify areas of the file that need changes. We refer to this as "high-fidelity" processing. The file put into the library is maintained as clean as it can be after being written back (including comments and special sections). ...). This means there are no surprises to your files and, more importantly, your customers' files.

Use this library to convert your XPS documents to PDF, SVG, or TIFF to further process.
Our PDF and SVG conversion creates excellent quality, optimized vector-based files.
The conversion process does not use GDI or the printer driver. You can convert directly within your C/C++ application or .NET application using one function call.

NiXPS library does not rely on any particular operating system. The library is compatible with Mac OS X and Windows and is entirely independent software that is not dependent on any specific operating system or application deployment platform.

XPS is a fascinating innovation that you should be taking advantage of it for your application. However, that doesn't mean you have to build the specifications or rendering capability from scratch from the bottom. Use NiXPS, our tried and tested technology. We provide very flexible and competitive licensing plans which allow you to offer quality XPS support to your applications today.

NiXPS SDK Fantastic Features:

- Native processing of XPS
  The SDK is directly integrated with native XPS structures. So, the data that comes in is sent to be exactly what it was. Risk-free, native processing.
- Package XPS API
  This makes it easier to manage resources (fonts images, fonts, etc. ...). It allows for powerful manipulations using just only a few lines of code.
- XPS Content Model of an object API with write and read access
  Our SDK offers a robust object model for XPS content. Instead of working directly on XML structures, you can use an elegant object model that encapsulates all of the details that comprise XPS XML.
- The manipulation and selection of objects
  The SDK allows you to choose objects and to manipulate the things you have selected. (F.i. select all entities within the

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specified region, then erase them.)

- Extracting text from a computer and manipulation
  Select the text, then remove the text.
- Find and Replace Text
  Find the string you want to search for and then substitute it with another.
- Manipulations of Documents and Pages
  Add to, remove, extract, insert,... document pages with ease.
- Conversion of Direct Image to XPS
  Convert an image to an XPS file using just only one page of code.
- Low-level XML Access
  In addition to an advanced model of objects, Alongside the advanced object model, SDK provides computerized access to the original XML content of various XPS components.
- Undo/Redo support
  The SDK includes an undo/redo mechanism that allows the creation of XPS Processing applications that work efficiently and quickly.
- Conversion of XPS to PDF
  The SDK offers conversion of PDF. The transformation doesn't require an actual printer driver, which is why it can be easily integrated into your project's code. The resultant PDF is a one-dimensional PDF that preserves all the vector information possible.
- Converting XPS into PDF/A
  Conversion to PDF that conforms to the specifications of PDF/A-1b.
- Conversion of XPS to SVG
  Conversion to SVG Retaining vectors.
- Converting XPS to TIFF conversion renders an XPS file as an image.
- Support for Windows 2000/XP/Vista/Win7.
  The SDK can be used on 32 and 64 bit Windows systems.
- Mac OSX 10.4, 10.5, and 10.6 support
  Both PPC, as well as Intel Macs, are supported. Both Intel and PPC Macs can be used.
- Interface between C/C++ and C/C++
  The SDK is delivered with a single DLL with a C API. The full C++ object model is also included as a source file, making an excellent integration into your C/C++-based project.
- .NET interface
  We offer a complete C# object model that makes using the SDK for your .NET developed projects easier.

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