FIX: EZTwain Pro 4 Licensing in PowerBuilder (and other Unicode Languages)

For EZTwain Pro 4 licensing, you input your licensing with a string and key

string licString = "Your Licnese String Provided By Sales Here";

int licKey = -1234567890; //integer (signed, so it may or may not be -) that sales provided to go with your string here

EZTwain.UniversalLicense(licString, licKey);

However, some languages, (PowerBuilder in specific, but maybe others) will fail this license call even when given the correct string and key

This is because EZTwain Pro expects an ANSI string, but newer PowerBuilder (and other languages) may be Unicode based. The Unicoe string default for PowerBuilder is causing licenses not to be recognized.

The fix is to force the stirng to ANSI

PowerBuilder:

licString = String("Your Licnese String Provided By Sales Here", EncodingANSI!)

licKey = -1234567890 //integer (signed, so it may or may not be -) that sales provided to go with your string here

TWAIN_UniversalLicense(licString, licKey)

Original Article:

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Atalasoft Knowledge Base
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