

## HOWTO: Manually read XMP data into an AnnotationController

### LEGACY CONTENT WARNING

Please note that this article refers to outdated methods of loading.. please consider just using

```
controller.Load(annotationData, AnnotationDataFormat.Xmp);
```

instead.

If you do need to load manually, please note that there are other types of annotation xmp that may come in .. such as LayerDataCollection, or LayerData .. this sample was created assuming certain types.. it is for reference only

### Original Article

When loading XMP data into the AnnotateViewer, it will normally replace all existing annotations and layers in the control with those from the XMP. The code in this article provides a simple method that will append the layers and annotations rather than replace them.

The process is simple: Create an XmpFormatter and use its Deserialize method. This will return whatever annotation, layer or layer collection that was saved. You can then append these items into the existing AnnotationController any way you wish.

The method below takes the filename of the XMP data and the AnnotationController to add the annotations into. The AnnotateViewer.Annotations property can be passed in for the controller argument.

### C#

```
private void AddAnnotationData(string fileName, AnnotationController controller) {  
    Atalasoftware.Formatters.XmpFormatter xmp = new  
    Atalasoftware.Formatters.XmpFormatter(); object dataObject = null; using (FileStream fs  
    = new FileStream(fileName, FileMode.Open, FileAccess.Read, FileShare.Read)) { dataObject =  
    xmp.Deserialize(fs); } if (dataObject == null) return; // Most of the time you will receive a  
    LayerCollection. // In this case, we will simply add these layers into // the existing  
    LayerCollection. LayerCollection layers = dataObject as LayerCollection; if (layers != null)  
    { foreach (LayerAnnotation layer in layers) { controller.Layers.Add(layer); } return; } // If
```

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```
you receive a single layer, simply add it. LayerAnnotation l = dataObject as LayerAnnotation;
if (l != null) { controller.Layers.Add(l); return; } // If only a single annotation is
returned, add it // to the CurrentLayer (making sure a layer exists). AnnotationUI ann =
dataObject as AnnotationUI; if (ann != null) { if (controller.CurrentLayer == null)
controller.Layers.Add(new LayerAnnotation()); controller.CurrentLayer.Items.Add(ann); return;
} }
```

### VB.NET

```
private Sub AddAnnotationData(ByVal fileName As String, ByVal controller As
AnnotationController) Dim xmp As Atalasoft.Annotate.Formatter.XmpFormatter = New
Atalasoft.Annotate.Formatter.XmpFormatter Dim dataObject As Object = Nothing Dim fs As
FileStream = New FileStream(fileName, FileMode.Open, FileAccess.Read, FileShare.Read) Try
dataObject = xmp.Deserialize(fs) Finally fs.Close() End Try If dataObject Is Nothing Then
Return End If ' Most of the time you will receive a LayerCollection. ' In this case, we will
simply add these layers into ' the existing LayerCollection. Dim layers As LayerCollection =
CType(dataObject, LayerCollection) If Not layers Is Nothing Then Dim layer As LayerAnnotation
For Each layer In layers controller.Layers.Add(layer) Next Return End If ' If you receive a
single layer, simply add it. Dim l As LayerAnnotation = CType(dataObject, LayerAnnotation) If
Not l Is Nothing Then controller.Layers.Add(l) Return End If ' If only a single annotation is
returned, add it ' to the CurrentLayer (making sure a layer exists). Dim ann As AnnotationUI
= CType(dataObject, AnnotationUI) If Not ann Is Nothing Then If controller.CurrentLayer Is
Nothing Then controller.Layers.Add(New LayerAnnotation) End If
controller.CurrentLayer.Items.Add(ann) Return End If End Sub
```

Original Article:

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