HOWTO: Scan Images with DotTwain Acquire Method

Batch Scanning consists of two parts: The call to acquire and the ImageAcquired event which is called when each page is scanned. The following example illustrates how this can be done:

Class Fields

```
/ this goes in your class definition as a field for your application private Acquisition
_acquisition; private Device _device;
```

Initialization

```
/This code would happen in your main constructor etc.. this._acquisition = new Acquisition();
if (this._acquisition.Devices.Default != null) { this._device =
this._acquisition.Devices.Default; } this._acquisition.ImageAcquired += new
ImageAcquiredEventHandler(_acquisition_ImageAcquired); this._acquisition.AcquireCanceled +=
new EventHandler(_acquisition_AcquireCanceled); this._acquisition.AcquireFinished += new
EventHandler(_acquisition_AcquireFinished); this._acquisition.AsynchronousException += new
AsynchronousExceptionEventHandler(_acquisition_AsynchronousException);
```

Please see the [Acquisition Demo](#) in our [Legacy Demos KB article](#) for a more complete implementation

Acquire

```
f (this._device == null) { this._device = this._acquisition.Devices.Default; }
this._device.Acquire();
```

Event handlers

```
rivate void _acquisition_ImageAcquired(object sender, Atalasoft.Twain.AcquireEventArgs e) {
// Perform for each scanned page if (e.Image != null) { AtalaImage currentImg =
AtalaImage.FromBitmap(e.Image); // do whatever with currentImg currentImg.Dispose(); } }
private void _acquisition_AsynchronousException(object sender, AsynchronousExceptionEventArgs
e) { // Try to gracefully close the device so we don't end up "keeping our thumb on the
scanner" if (this._device.State == TwainState.SourceOpen) { this._device.Close(); } // in
this simple example we're just blabbing the message.. // production code would likely want to
provide user friendly message and probably log the error // message and StackTrace for use in
troubleshooting MessageBox.Show("ERROR: " + e.Exception.Message); } private void
_acquisition_AcquireFinished(object sender, EventArgs e) { // there is no processing needed
on finished but if you did need to take some action // after a batch acquire finished, this
is the place to do it if (this._device.State == TwainState.SourceOpen) {
```

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```
this._device.Close(); } } private void _acquisition_AcquireCanceled(object sender, EventArgs
e) { // Again, we are just making sure we gracefully close the device so as not to cause //
errors where device is blocked because it's been left hanging if (this._device.State ==
TwainState.SourceOpen) { this._device.Close(); } }
```

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