HOWTO: Load GlyphReaderEngine by Reflection

BACKGROUND

There are certain circumstances where our GlyphReaderEngine class will not load normally. In these cases, it requires loading via reflection instead.

Common circumstances:

- Code-behind or in a handler in a Web application (ASP.NET)
- As part of a WCF service
- When targeting .NET 8+

PREPARATION

You need to prep for this by creating an OcrResources folder in your application /bin/ folder

Note that the /bin/ folder could vary depending on your targeting

- /bin
- /bin/Release
- /bin/Debug/net8.0-windows
- etc...

Once you've created that OcrResources folder, You will need to navigate to the OcrResources directory where the SDK has been installed - typically

C:\Program Files (x86)\Atalasoft\DotImage 11.5\bin\OCRResources

Go into that directory and Copy the entire GlyphReader directory into your /bin/OcrResources directory

You also need to copy the Atalasoft.dotImage.Ocr.GlyphReader.dll from the SDK install for your target and bitness into the /bin/OcrResources root folder

For instance if you're working with .NET 8.0 in DotImage 11.5 x64, this would be

C:\Program Files (x86)\Atalasoft\DotImage 11.5\bin\6.0\x64\Atalasoft.dotImage.Ocr.GlyphReader.dll

Now, You must also go into your application solution explorer in Visual Studio and set the Copy Local property of the Atalasoft.dotImage.Ocr.GlyphReader.dll reference to No

THE CODE TO LOAD

Use this simple method to handle the loading (make sure you set your paths)

```
rivate static OcrEngine CreateGlyphreaderEngine() { try { string ocrPath = System.IO.Directory.GetCurrentDirectory() + "\\OcrResources\\"; GlyphReaderLoader loader = new GlyphReaderLoader(ocrPath); string dllPath = ocrPath + "/Atalasoft.dotImage.Ocr.Glyphreader.dll"; Assembly asm = Assembly.LoadFile(dllPath); Type obj = asm.GetType("Atalasoft.Ocr.GlyphReader.GlyphReaderEngine"); ConstructorInfo ci = obj.GetConstructor(new Type[0]); OcrEngine engine = ci.Invoke(null) as OcrEngine; return engine; } catch { return null; } }
```

CREATING AND USING THE ENGINE

Now that you have all of this in place, you can finally use the Engine...

```
crEngine engine = CreateGlyphreaderEngine(); engine.Initialize(); OcrPage sampePage = engine.Recognize( AtalaImageHere ); ...
```

SAMPLE APPLICATION

GlyphReaderByReflection (.NET 8) - A simple example targeting .NET 8

Original Article

Q10423 - HOWTO: Load GlyphReaderEngine by Reflection

Last Update

2026-10-25 - TD - (Updated sample app to point to GitHub)

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Atalasoft Knowledge Base
https://www.atalasoft.com/kb2/KB/50077/HOWTO-Load-GlyphReaderEngine-by-Refl...