Legacy Controls NOTICE

This article references our legacy Web Forms Web Viewing controls (WebImageViewer, WebAnnotationViewer, WebThumbnailViewer). It is preserved for archival purposes, but support strongly recommends using our modern HTML5 web controls: WebDocumentViewer, WebDocumentThumbnailer instead.

INFO: WebDocumentViewer Whitepaper - Getting Started With Web Viewing

Main Article Content

Enumeration Objects

The objects shown below are used to represent the enumerations that are used within the server side portion of the DotImage WebControls. These objects do not need to be instantiated.

Usage:

JavaScript

```
/* You will need a reference to Enums.js before this snippet. * This reference is automatically added to the page, inline with the WebControls, * so placing this snippet below one of these controls will be sufficient. */function EnumsExample(){ // Best fit the image to the size of the WebImageViewer WebImageViewer1.setAutoZoom(AutoZoomMode.BestFit); // Scale 1-bit images to 8-bit grayscale for zoom levels less than 1
WebImageViewer1.setAntialiasDisplay(AntialiasDisplayMode.ScaleToGray); // Sets the mouse tool to zoom in on a left click, and zoom out on a right click
WebImageViewer1.setMouseTool(MouseToolType.ZoomIn, MouseToolType.ZoomOut); // Sets the interact mode to modify for annotation editing
WebAnnotationViewer1.setInteractMode(AnnotationInteractMode.Modify); // Sets the mouse cursor to a cross hair WebImageViewer1.setMouseToolCursor(MouseToolCursor.Crosshair); }
```

AutoZoomMode

This object mimics the Atalasoft.Imaging.WebControls.AutoZoomMode enumeration, for use on the client side. Specifies the automatic zoom setting of the image displayed in the control.

Properties

Server Name	JavaScript Syntax	Value	Description
None	**None**	0	Does not change the zoom of the image based on image size.
BestFit	**BestFit**	1	Fits the image by sizing the width or height to best fit the control.
BestFitShrinkOnly	**BestFitShrinkOnly**	2	Fits the image by sizing the width or height to best fit the control.
FitToWidth	**FitToWidth**	3	Fits the image by sizing the width to fit the control.
FitToHeight	**FitToHeight**	4	Fits the image by sizing the height to fit the control.
FitToImage	**FitToImage**	5	Fits the image by sizing the control to the size of the image.

AntialiasDisplayMode

This object mimics the Atalasoft.Imaging.WebControls.AntialiasDisplayMode enumeration, for use on the client side. Specifies the antialias display mode that can be set to the control.

Properties

Server Name	JavaScript Syntax	Value	Description
None	**None**	0	Do not antialias (fastest performance)
ScaleToGray	**ScaleToGray**	1	Only antialias 1-bit document images for zoom levels less then

			1.
ReductionOnly	**ReductionOnly**	2	Antialias all pixel formats when zoom level is less then 1.
Full	**Full**	3	Antialias all images for all zoom levels.

MouseToolType

This object mimics the Atalasoft.Imaging.WebControls.MouseToolType enumeration, for use on the client side. Specifies the behavior of the mouse.

Properties

Server Name	JavaScript Syntax	Value	Description
None	**None**	0	Specify no special mouse behavior.
Center	**Center**	1	Clicking the mouse will center the area clicked.
Selection	**Selection**	2	Mouse will be set to crosshairs and can be used to drag and modify a selection rectangle on the image.
ZoomIn	**ZoomIn**	3	Clicking will zoom in.
ZoomOut	**ZoomOut**	4	Clicking will zoom out.
ZoomArea	**ZoomArea**	5	Zoom in on a specified area defined by dragging a rectangle onto the image.
Pan	**Pan**	6	Clicking and dragging the mouse will scroll the image.
PassThrough	**PassThrough**	7	Clicking on the image

			will postback the page, used for custom MouseTools.

ScrollBarVisibility

This object mimics the Atalasoft.Imaging.WebControls.ScrollBarVisibility enumeration, for use on the client side. Specifies the scroll bar visibility.

Properties

Server Name	JavaScript Syntax	Value	Description
Dynamic	**Dynamic**	0	Automatically show or hide the horizontal and vertical scrollbars as the control or image resizes.
None	**None**	1	Never show scroll bars.
Always	**Always**	2	Always show scroll bars.

AnnotationInteractMode

This object mimics the Atalasoft.Imaging.WebControls.AnnotationInteractMode enumeration, for use on the client side. Specifies the annotation viewer interaction mode (with the mouse)

Properties

Server Name	JavaScript Syntax	Value	Description
None	**None**	0	Do not allow interaction with an annotation -- pass through to viewer
Modify	**Modify**	2	Annotations can be selected, moved and resized using the

			mouse.
Author	**Author**	3	Annotations can be created, selected, moved and resized using the mouse.

AnnotationTool

This object has no equivalent on the server side. Specifies the behavior of the mouse when creating annotations. This object is currently only used internally, as the WebAnnotationViewer automatically changes the AnnotationTool based on the created annotation.

Properties

Server Name	JavaScript Syntax	Value	Description
N/A	**None**	0	No annotations are created
N/A	**Line**	1	Line annotations are created by pressing the left mouse button down, dragging, and releasing the button
N/A	**Lines**	2	Multi-line annotations are created by left-clicking the mouse for each point, right clicking stops editing
N/A	**Freehand**	3	Freehand annotations are created by pressing the left mouse button down, dragging, and releasing the button
N/A	**Polygon**	4	Multi-side polygon annotations are created by

			left-clicking the mouse for each point, right clicking stops editing
N/A	**Ellipse**	5	Ellipse annotations are created by pressing the left mouse button down, dragging, and releasing the button
N/A	**Rectangle**	6	Rectangle annotations are created by pressing the left mouse button down, dragging, and releasing the button

MouseToolCursor

This object mimics the Atalasoft.Imaging.WebControls.MouseToolCursor enumeration, for use on the client side. Specifies the cursor used with the mouse tool.

Properties

Server Name	JavaScript Syntax	Value	Description
Auto	**Auto**	0	Mouse cursor is automatically set based on the MouseTool and AnnotationTool
Arrow	**Arrow**	1	Mouse cursor is an arrow
Crosshair	**Crosshair**	2	Mouse cursor is a crosshair
Grab	**Grab**	3	Mouse cursor is a grabbing hand
Hand	**Hand**	4	Mouse cursor is a hand with the index

			finger pointing up
Move	**Move**	5	Mouse cursor is a cross with arrows in all four directions
ZoomIn	**ZoomIn**	6	Mouse cursor is a magnifying glass with a plus
ZoomOut	**ZoomOut**	7	Mouse cursor is a magnifying glass with a minus
Custom	**Custom**	8	Mouse cursor is defined by the MouseToolCustomCursor value

Original Article

Q10359 - INFO: Enums - JavaScript API Reference (Legacy Web Controls)

Last Update

2026-11-06 - TD - (Fixed intro and headings)

Atalasoft Knowledge Base
https://www.atalasoft.com/kb2/KB/50128/INFO-Enums-JavaScript-API-Reference-...