BUG: DotTwain Device.GetSupportedResolutions() is returning TwainResolution with 0,0 for X and Y Values

UPDATE: Nov 15, 2023 - fixed in 11.4.0.12

This issue has been addressed in FixPack 12 of DotImage 11.4

Please upgrade to version 11.4.0.12 or newer to address this issue.

Original KB article content

A Regression has been found in DotImage 11.4.0.9 - 11.4.0.11 that breaks the call to Device.GetSupportedResolutions() by causing it to always return 0 as the X and Y values

You get an array with the correct number of values and correct Units but the X and Y are always 0

This is a known issue and will be resolved in a future fix pack

Customers using DotTwain who are relying on this feature are urged to use 11.4.0.8 or wait until we have a fix pack (we will update this KB with the fix pack number when it's resolved)

Or to change their code to use some "sane default guesses" if an array with all 0, 0 values is returned

Atalasoft Knowledge Base
https://www.atalasoft.com/kb2/KB/50429/BUG-DotTwain-DeviceGetSupportedResol...