

How to merge PDF documents in C++ and ByteScout PDF Extractor SDK

Write code in C++ to merge PDF documents with this step-by-step tutorial

ByteScout tutorials are designed to explain the code for both C++ beginners and advanced programmers. ByteScout PDF Extractor SDK can merge PDF documents. It can be used from C++. ByteScout PDF Extractor SDK is the SDK that helps developers to extract data from unstructured documents, pdf, images, scanned and electronic forms. Includes AI functions like automatic table detection, automatic table extraction and restructuring, text recognition and text restoration from pdf and scanned documents. Includes PDF to CSV, PDF to XML, PDF to JSON, PDF to searchable PDF functions as well as methods for low level data extraction.

C++ code samples for C++ developers help to speed up coding of your application when using ByteScout PDF Extractor SDK. Follow the instructions from the scratch to work and copy the C++ code. Detailed tutorials and documentation are available along with installed ByteScout PDF Extractor SDK if you'd like to dive deeper into the topic and the details of the API.

ByteScout free trial version is available for download from our website. It includes all these programming tutorials along with source code samples.

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Source Code Files:

```

#include "stdafx.h"
#include "comip.h"

// you may also refer to the tlb from \net4.00\ folder
// you may also want to include the tlb file into the project so you could compile
#import "c:\Program Files\Bytescout PDF Extractor SDK\net2.00\Bytescout.PDFExtractor.tlb"

using namespace Bytescout_PDFExtractor;

int _tmain(int argc, _TCHAR* argv[])
{
    // Initialize COM.
    HRESULT hr = CoInitializeEx(NULL, COINIT_APARTMENTTHREADED);

    // Create the interface pointer.
    _DocumentSplitterPtr pIDocumentSplitter(__uuidof(DocumentSplitter));

    // Set the registration name and key
    // Note: You should use _bstr_t or BSTR to pass string to the library
    _bstr_t bstrRegName(L"DEMO");
    pIDocumentSplitter->put_RegistrationName(bstrRegName);

    _bstr_t bstrRegKey(L"DEMO");
    pIDocumentSplitter->put_RegistrationKey(bstrRegKey);

    // you may enable optimization for extracted pages from documents
    // pIDocumentSplitter->put_OptimizeSplittedDocuments = true;

    // Load sample PDF document
    HRESULT sRes = S_OK;
    //1. extract selected pages (!note: page numbers are 1-based)
    _bstr_t bstrPath(L"..\\..\\sample2.pdf");
    _bstr_t bstrParam(L"page2.pdf");
    sRes = pIDocumentSplitter->ExtractPage(bstrPath, bstrParam, 2);

    // 2. split the doc into 2 parts at page #2
    // (!) Note: page numbers are 1-based
    _bstr_t bstrPathInput(L"..\\..\\sample2.pdf");
    _bstr_t bstrParam1(L"part1.pdf");
    _bstr_t bstrParam2(L"part2.pdf");
    sRes = pIDocumentSplitter->Split(bstrPathInput, bstrParam1, bstrParam2);

    // 3. merge page 2 extracted on step 1 along with base pdf
    // Create the interface pointer.
    _DocumentMergerPtr pIDocumentMerger(__uuidof(DocumentMerger));
    //_bstr_t bstrRegName(L"DEMO");
    pIDocumentMerger->put_RegistrationName(bstrRegName);
    //_bstr_t bstrRegKey(L"DEMO");
    pIDocumentMerger->put_RegistrationKey(bstrRegKey);

    // merge 2 files into the 3rd one
    _bstr_t bstrParamMerge1(L"page2.pdf");
    _bstr_t bstrParamMerge2(L"..\\..\\sample2.pdf");

```

```

        _bstr_t bstrParamMergeOutput(L"merged.pdf");

        sRes = pIDocumentMerger->Merge2(bstrParamMerge1, bstrParamMerge2, bstrParamMergeOutput);

        // finally release both instances
        pIDocumentSplitter->Release();
        pIDocumentMerger->Release();

        // uninitialized ActiveX COM support
        CoUninitialize();

        return 0;
    }

```

stdafx.cpp

```

// stdafx.cpp : source file that includes just the standard includes
// CPPEExample.pch will be the pre-compiled header
// stdafx.obj will contain the pre-compiled type information

#include "stdafx.h"

// TODO: reference any additional headers you need in STDAFX.H
// and not in this file

```

stdafx.h

```

// stdafx.h : include file for standard system include files,
// or project specific include files that are used frequently, but
// are changed infrequently
//

#pragma once

#include "targetver.h"

#include <stdio.h>
#include <tchar.h>

```

```
// TODO: reference additional headers your program requires here
```

targetver.h

```
#pragma once

// Including SDKDDKVer.h defines the highest available Windows platform.

// If you wish to build your application for a previous Windows platform, include WinS
// set the _WIN32_WINNT macro to the platform you wish to support before including SDK

#include <SDKDDKVer.h>
```

VIDEO

https://www.youtube.com/watch?v=s28W3_KMraU

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