

LAMPIRAN A
LISTING PROGRAM

1. Listing Program Utama

```
Dim h As Integer, i As Integer, j As Integer
Dim db(37, 2) As String
Dim angka As String
Private Sub Command1_Click()
    Command1.enabled = False
    Call TWAIN_LogFile(1)

    Call TWAIN_SetHideUI(1)
    Call TWAIN_SetIndicators(0)
    Call TWAIN_SetFileAppendFlag(0)
    Call TWAIN_SetJpegQuality(75)
    If TWAIN_OpenSource("CanoScan D646U") <> 0 Then
        Call TWAIN_SetXferCount(1)

        ' If you can't use Me.hwnd, pass 0:
        Call TWAIN_AcquireToFilename(Me.hwnd, "d:\image.jpg")
    End If
    If TWAIN_LastErrorCode() <> 0 Then
        Call TWAIN_ReportLastError("Unable to scan.")
    End If

    Picture1.Picture = LoadPicture("d:\image.jpg")
    Picture1.Refresh
    Command1.enabled = True
End Sub
Public Sub Tampil()
    db(1, 1) = "1"
    db(1, 2) = "a"
    db(2, 1) = "3"
    db(2, 2) = "b"
    db(3, 1) = "9"
    db(3, 2) = "c"
```

db(4, 1) = "25"
db(4, 2) = "d"
db(5, 1) = "17"
db(5, 2) = "e"
db(6, 1) = "11"
db(6, 2) = "f"
db(7, 1) = "27"
db(7, 2) = "g"
db(8, 1) = "19"
db(8, 2) = "h"
db(9, 1) = "10"
db(9, 2) = "i"
db(10, 1) = "26"
db(10, 2) = "j"
db(11, 1) = "5"
db(11, 2) = "k"
db(12, 1) = "7"
db(12, 2) = "l"
db(13, 1) = "13"
db(13, 2) = "m"
db(14, 1) = "29"
db(14, 2) = "n"
db(15, 1) = "21"
db(15, 2) = "o"
db(16, 1) = "15"
db(16, 2) = "p"
db(17, 1) = "31"
db(17, 2) = "q"
db(18, 1) = "23"
db(18, 2) = "r"
db(19, 1) = "14"
db(19, 2) = "s"
db(20, 1) = "30"
db(20, 2) = "t"

db (21, 1) = "37"
db (21, 2) = "u"
db (22, 1) = "39"
db (22, 2) = "v"
db (23, 1) = "58"
db (23, 2) = "w"
db (24, 1) = "45"
db (24, 2) = "x"
db (25, 1) = "61"
db (25, 2) = "y"
db (26, 1) = "53"
db (26, 2) = "z"
db (27, 1) = "2"
db (27, 2) = ", "
db (28, 1) = "6"
db (28, 2) = " ; "
db (29, 1) = "50"
db (29, 2) = " . "
db (30, 1) = "36"
db (30, 2) = " majemuk"
db (31, 1) = "22"
db (31, 2) = " ! "
db (32, 1) = "18"
db (32, 2) = " : "
db (33, 1) = "12"
db (33, 2) = " / "
db (34, 1) = "34"
db (34, 2) = " + "
db (35, 1) = "20"
db (35, 2) = " - "
db (36, 1) = "40"
db (36, 2) = " hrftebal"
db (37, 1) = "32"
db (37, 2) = " hrfbesar"

```

    i = 1
    While (angka <> db(i, 1) And i <= 38)
        i = i + 1
    Wend
    Text1.Text = Text1.Text + db(i, 2)
End Sub

Private Sub Command2_Click()
    Command2.enabled = False
    Text1.Text = ""
    t1 = 0
    t2 = 0
    t3 = 0
    t4 = 0
    t5 = 0
    t6 = 0
    For m = 0 To 2
        For n = 0 To 4
            bki = n * 90
            bka = bki + 90
            ba = m * 90
            bbw = ba + 90
            For j = ba To bbw
                For i = bki To bka
                    a0 = Picture1.Point(i, j)
                    r1 = a0 And RGB(255, 0, 0)
                    g1 = (a0 And RGB(0, 255, 0)) \ 256
                    b1 = (a0 And RGB(0, 0, 255)) \ 256 \ 256
                    grey = (r1 + g1 + b1) / 3
                    If ((j > ba + 5) And (j < ba + 25)) And ((i > bki + 5)
                        And (i < bki + 35)) Then
                        If ((grey < 64)) Then
                            t1 = t1 + 1
                        End If
                    End If
                End For
            End For
        End For
    End For

```

```

    If (j > ba + 35) And (j < ba + 55) And ((i > bki + 5)
And (i < bki + 35)) Then
        If ((grey < 64)) Then
            t2 = t2 + 1
        End If
    End If

    If (j > ba + 65) And (j < ba + 85) And ((i > bki + 5)
And (i < bki + 35)) Then
        If ((grey < 64)) Then
            t3 = t3 + 1
        End If
    End If

If ((j > ba + 5) And (j < ba + 25)) And (i > bki +
50) And (i < bki + 85) Then
    If ((grey < 64)) Then
        t4 = t4 + 1
    End If
End If

    If (j > ba + 35) And (j < ba + 55) And ((i > bki +
50) And (i < bki + 85)) Then
        If ((grey < 64)) Then
            t5 = t5 + 1
        End If
    End If

    If (j > ba + 65) And (j < ba + 85) And ((i > bki +
50) And (i < bki + 85)) Then
        If ((grey < 64)) Then
            t6 = t6 + 1
        End If
    End If

Next i
Next j
If (t1 >= 100) Then

```

```

t1 = 1
Else: t1 = 0
End If
If (t2 >= 100) Then
t2 = 2
Else: t2 = 0
End If
If (t3 >= 100) Then
t3 = 4
Else: t3 = 0
End If
If (t4 >= 100) Then
t4 = 8
Else: t4 = 0
End If
If (t5 >= 100) Then
t5 = 16
Else: t5 = 0
End If
If (t6 >= 100) Then
t6 = 32
Else: t6 = 0
End If
angka =trim(Str(t1 + t2 + t3 + t4 + t5 + t6))
Call Tampil
t1 = 0
t2 = 0
t3 = 0
t4 = 0
t5 = 0
t6 = 0
Next n
Text1.Text = Text1.Text & vbCrLf
Next m

```

```

If Not cWaveTTS1.IsTTSSpeaking Then
    'Set the output device (sound-card, modems, etc...)
    cWaveTTS1.Voice_Output = 0

    'Set the voice rate (-10 to 10)
    cWaveTTS1.Voice_Rate = -1

    'Set the voice volume (0 to 100)
    cWaveTTS1.Voice_Volume = HScroll1.Value

End If

    cWaveTTS1.Speak Text1.Text

Command2.enabled = True
End Sub

Private Sub Command3_Click()
CommonDialog2.Filter = "Bitmap (*.BMP)|*.bmp"

CommonDialog2.ShowSave

SavePicture Picture2.Image, CommonDialog2.fileName
End Sub
Private Sub Form_Load()
cWaveTTS1.Init "Trail Mode."
cWaveTTS1.GetFormats
HScroll1.Value = 0
End Sub

Private Sub Text1_Change()

End Sub

Private Sub Command4_Click()
Command4.enabled = False

```



```

Text1.Text = ""
t1 = 0
t2 = 0
t3 = 0
t4 = 0
t5 = 0
t6 = 0
hanya_angka = False
For m = 0 To 2
For n = 0 To 4
bki = n * 90
bka = bki + 90
ba = m * 90
bbw = ba + 90
For j = ba To bbw
For i = bki To bka
a0 = Picture1.Point(i, j)
r1 = a0 And RGB(255, 0, 0)

g1 = (a0 And RGB(0, 255, 0)) \ 256
b1 = (a0 And RGB(0, 0, 255)) \ 256 \ 256
grey = (r1 + g1 + b1) / 3

If ((j > ba + 5) And (j < ba + 25)) And ((i > bki + 5)
And (i < bki + 35)) Then
        If ((grey < 64)) Then
            t1 = t1 + 1
        End If
    End If

If (j > ba + 35) And (j < ba + 55) And ((i > bki + 5)
And (i < bki + 35)) Then
        If ((grey < 64)) Then
            t2 = t2 + 1
        End If
    End If

```

```

                                End If

If (j > ba + 65) And (j < ba + 85) And ((i > bki + 5)
And (i < bki + 35)) Then
                                If ((grey < 64)) Then
                                    t3 = t3 + 1
                                End If
                                End If

If ((j > ba + 5) And (j < ba + 25)) And (i > bki + 50)
And (i < bki + 85) Then
                                If ((grey < 64)) Then
                                    t4 = t4 + 1
                                End If
                                End If

If (j > ba + 35) And (j < ba + 55) And ((i > bki + 50)
And (i < bki + 85)) Then
                                If ((grey < 64)) Then
                                    t5 = t5 + 1
                                End If
                                End If

                                If (j > ba + 65) And (j < ba + 85) And ((i > bki + 50)
And (i < bki + 85)) Then
                                    If ((grey < 64)) Then
                                        t6 = t6 + 1
                                    End If
                                End If

                                Next i
                                Next j

If (t1 >= 100) Then
t1 = 1
Else: t1 = 0
End If

```

```
If (t2 >= 100) Then
t2 = 2
Else: t2 = 0
End If
```

```
If (t3 >= 100) Then
t3 = 4
Else: t3 = 0
End If
```

```
If (t4 >= 100) Then
t4 = 8
Else: t4 = 0
End If
```

```
If (t5 >= 100) Then
t5 = 16
Else: t5 = 0
End If
```

```
If (t6 >= 100) Then
t6 = 32
Else: t6 = 0
End If
```

```
angka =Trim(Str(t1 + t2 + t3 + t4 + t5 + t6))
```

```
If (angka = "60" Or hanya_angka = True) Then
    hanya_angka = True
    Call Tampil2
Else
    Call Tampil
End If
```

```

t1 = 0
t2 = 0
t3 = 0
t4 = 0
t5 = 0
t6 = 0
Next n
Text1.Text = Text1.Text & vbCrLf
Next m

If Not cWaveTTS1.IsTTSSpeaking Then

    'Set the output device (sound-card, modems,
etc...)
    cWaveTTS1.Voice_Output = 0

    'Set the selected voice from the cboVoices
    cWaveTTS1.Voice_Index = 0

    'Set the voice rate (-10 to 10)
    cWaveTTS1.Voice_Rate = -1

    'Set the voice volume (0 to 100)
    cWaveTTS1.Voice_Volume = HScroll11.Value
End If
    cWaveTTS1.Speak Text1.Text

Command4.enabled = True
End Sub

Private Sub Form_Load()
cWaveTTS1.Init "Trail Mode."
cWaveTTS1.GetFormats
HScroll11.Value = 0

```

```
End Sub
```

```
Public Sub Tampil2()
```

```
db(1, 1) = "1"
```

```
db(1, 2) = "1"
```

```
db(2, 1) = "3"
```

```
db(2, 2) = "2"
```

```
db(3, 1) = "9"
```

```
db(3, 2) = "3"
```

```
db(4, 1) = "25"
```

```
db(4, 2) = "4"
```

```
db(5, 1) = "17"
```

```
db(5, 2) = "5"
```

```
db(6, 1) = "11"
```

```
db(6, 2) = "6"
```

```
db(7, 1) = "27"
```

```
db(7, 2) = "7"
```

```
db(8, 1) = "19"
```

```
db(8, 2) = "8"
```

```
db(9, 1) = "10"
```

```
db(9, 2) = "9"
```

```
db(10, 1) = "26"
```

```
db(10, 2) = "0"
```

```
db(11, 1) = "60"
```

```
db(11, 2) = "hanya_angka"
```

```
i = 1
```

```
While (angka <> db(i, 1) And i <= 11)
```

```
    i = i + 1
```

```
Wend
```

```
    Text1.Text = Text1.Text + db(i, 2) + " "
```

```
End Sub
```

LAMPIRAN B
LISTING PROGRAM MODUL EZTWAIN

Listing Program Class Module Eztwain.

```
Declare Sub TWAIN_LogFile Lib "Eztwain3.dll" (ByVal fLog As Long)
    void TWAIN_LogFile(int fLog)
' Turn logging eztwain.log on or off.
' By default the log file is written to C:\ but this
' can be overridden, see TWAIN_SetLogFolder below.
' fLog = 0    close log file and turn off logging
' The following flags can be combined to enable logging:
' 1          basic logging of TWAIN and EZTwain operations.
' 2          flush log constantly (use if EZTwain crashes)
' 4          log Windows messages flowing through EZTwain
Global Const EZT_LOG_ON = 1
Global Const EZT_LOG_FLUSH = 2
Global Const EZT_LOG_DETAIL = 4
```

```
By default, the default data source (DS) is opened, displays its
    dialog,
' and determines all the parameters of the acquisition and transfer.
' If you want to (try to) hide the DS dialog, see TWAIN_SetHideUI.
' To set acquisition parameters, you need to do something like this:
'     TWAIN_OpenDefaultSource() -or- TWAIN_OpenSource(sourceName)
'     TWAIN_Set*           - one or more capability-setting functions
'     hdib = TWAIN_Acquire(hwnd)
'     if (hdib) then ... process image, TWAIN_FreeNative(hdib); end
TWAIN_SetHideUI(int fHide)
```

```
Declare Sub TWAIN_SetFileAppendFlag Lib "Eztwain3.dll" (ByVal bAppend
    As Long)
```

```
Declare Function TWAIN_GetFileAppendFlag Lib "Eztwain3.dll" () As Long
    int TWAIN_SetIndicators(BOOL bVisible)
```

```
' Set or get the File Append Flag.
' When this flag is non-zero and EZTwain writes to an existing TIFF,
  PDF or DCX
' file, the new images are *appended* to the existing file.
' When this flag is False (0), writing to any existing file replaces
  the file.
' The default state of this flag is: False (0).
```

```
Declare Sub TWAIN_SetJpegQuality Lib "Eztwain3.dll" (ByVal nQ As Long)
Declare Function TWAIN_GetJpegQuality Lib "Eztwain3.dll" () As Long
```

```
void TWAIN_SetJpegQuality(int nQ)
```

```
' Set the 'quality' of subsequently saved JPEG/JFIF image files.
' nQ = 100 is maximum quality & minimum compression.
' nQ = 75 is 'good' quality, the default.
' nQ = 1 is minimum quality & maximum compression.
```

```
void TWAIN_SetJpegQuality(int nQ)
```

```
Declare Function TWAIN_OpenSourceManager Lib "Eztwain3.dll" (ByVal
  hwnd As Long) As Long
```

```
int TWAIN_OpenSource(string pzName)
```

```
' Opens the Data Source Manager, if not already open.
' If the Source Manager is already open, does nothing and returns
  TRUE.
```

```
' This call will fail if the Source Manager is not loaded.
```

```
Declare Function TWAIN_SetXferCount Lib "Eztwain3.dll" (ByVal nXfers
  As Long) As Long
```

```
int TWAIN_SetXferCount(int nXfers)
```


' Negotiate with open Source the number of images application will accept.

' nXfers = -1 means any number

' Returns: TRUE(1) for success, FALSE(0) for failure.

Declare Function TWAIN_Testing123 Lib "EztwainCall

 TWAIN_AcquireToFilename3.dll" (ByVal s As String, ByVal n As Long, ByVal h As Long, ByVal d As Double, ByVal u As Long) As Long

 Int Twain_AcquireToFilename(HWND hwndApp, string pszFile)

' Displays a dialog box showing the parameter values received by the function.

' Pass in any valid values for the parameters - if they are faithfully

' displayed in the dialog box when you call this function, then parameter

' passing from your program to EZTwain is probably working correctly.

Return values:

' 0 success

' -1 the Acquire failed, or the device closed or quit after 0 pages.

' If 0 pages were written but no other error was diagnosed,

' TWAIN_LastErrorCode will be EZTEC_0_PAGES.

Declare Function DIB_LoadArrayFromFilename Lib "Eztwain3.dll" (ByRef ahndib As Long, ByVal nMax As Long, ByVal sFileName As String) As Long

 int TWAIN_LastErrorCode(void)

' Load up to nMax images as DIBs into an array, reading from the specified file.

' If filename is null or the empty string, the user is prompted to select a file.

' If the user is prompted and cancels, this function returns -10.
' Otherwise if successful it returns the number of pages (images)
loaded.
' Otherwise it returns -1 and you should call TWAIN_ReportLastError,
TWAIN_LastErrorCode, etc.
void TWAIN_ReportLastError(string pzMsg)

LAMPIRAN C
LISTING PROGRAM WAVE TTS ACTIVEX

Listing Program Wave Tts ActiveX.

```
'Save the text on the text-box to a wave file.

'Set the output device (sound-card, modems, etc...)
cWaveTTS1.Voice_Output = cboAudioOutputs.ListIndex

'Set the voice rate
cWaveTTS1.Voice_Rate = 0

'Set the voice volume
cWaveTTS1.Voice_Volume = 100

End If

End Sub

'Speak the text on the text-box.

'Check if already speak
If Not cWaveTTS1.IsTTSSpeaking Then

    'Set the output device (sound-card, modems, etc...)
    cWaveTTS1.Voice_Output = cboAudioOutputs.ListIndex

    'Set the voice rate (-10 to 10)
    cWaveTTS1.Voice_Rate = sldRate.Value

    'Set the voice volume (0 to 100)
    cWaveTTS1.Voice_Volume = sldVolume.Value

End If

'Speak it
cWaveTTS1.Speak Text1.Text

    Command2.enabled = True

End Sub
```

LAMPIRAN D
GAMBAR HURUF *BRILLE*

LAMPIRAN E
DATABASE HURUF *BRILLE*

Database huruf *braille*.

Angka Akumulasi	Abjad
1	a
3	b
9	c
25	d
17	e
11	f
27	g
19	h
10	i
26	j
5	k
7	l
13	m
29	n
21	o
15	p
31	q
23	r
14	s
30	t
37	u
39	v
58	w
45	x
61	y
53	z
60	Masuk angka
2	,
6	;
50	.
36	Majemuk
22	!
18	:
40	Huruf tebal

32	Huruf besar
12	/
20	-
34	+