
Subject: Re: Name of a print job is missing
Posted by [mirek](#) on Mon, 13 Nov 2006 10:49:29 GMT
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OK this seem to work fine for all cases:

```
bool PrinterJob::Execute0(bool dodlg)
{
    pdlg = new Win32PrintDlg_;
    PRINTDLG& dlg = *pdlg;
    dlg.Flags =
    PD_DISABLEPRINTTOFILE|PD_NOSELECTION|PD_HIDEPRINTTOFILE|PD_RETURNDEFAU
    LT;
    dlg.nFromPage = current;
    dlg.nToPage = current;
    dlg.nMinPage = from;
    dlg.nMaxPage = to;
    if(from != to)
        dlg.Flags |= PD_ALLPAGES;
    dlg.hwndOwner = GetActiveWindow();
    dlg.Flags |= PD_RETURNDEFAULT;
    if(!PrintDlg(&dlg)) return false;
    if(dlg.hDevMode) {
        DEVMODE *pDevMode = (DEVMODE*)::GlobalLock(dlg.hDevMode);
        pDevMode->dmOrientation = landscape ? DMORIENT_LANDSCAPE : DMORIENT_PORTRAIT;
        ::GlobalUnlock(dlg.hDevMode);
    }
    HDC hdc;
    if(dodlg) {
        dlg.Flags =
        PD_DISABLEPRINTTOFILE|PD_NOSELECTION|PD_HIDEPRINTTOFILE|PD_RETURNDC;
        if(!PrintDlg(&dlg)) return false;
        hdc = dlg.hDC;
    }
    else {
        DEVNAMES *p = (DEVNAMES *)::GlobalLock(dlg.hDevNames);
        String driver = (const char *)p + p->wDriverOffset;
        String device = (const char *)p + p->wDeviceOffset;
        if(dlg.hDevMode) {
            DEVMODE *pDevMode = (DEVMODE*)::GlobalLock(dlg.hDevMode);
            hdc = CreateDC(driver, device, NULL, pDevMode);
            ::GlobalUnlock(dlg.hDevMode);
        }
        else
            hdc = CreateDC(driver, device, NULL, NULL);
    }
    if(dlg.hDevMode)
```

```

::GlobalFree(dlg.hDevMode);
if(dlg.hDevNames)
::GlobalFree(dlg.hDevNames);
if(hdc) {
draw = new PrintDraw(hdc, Nvl(name, Ctrl::GetAppName()));
page.Clear();
if(!(dlg.Flags & PD_PAGENUMS)) {
dlg.nFromPage = dlg.nMinPage;
dlg.nToPage = dlg.nMaxPage;
}
for(int c = 0; c < ((dlg.Flags & PD_COLLATE) ? dlg.nCopies : 1); c++)
for(int i = dlg.nFromPage - 1; i <= dlg.nToPage - 1; i++)
for(int c = 0; c < ((dlg.Flags & PD_COLLATE) ? 1 : dlg.nCopies); c++)
page.Add(i);
return true;
}
return false;
}

```

testcase (puttin' that to reference):

```
#include <CtrlLib/CtrlLib.h>
```

```
GUI_APP_MAIN
```

```

{
PrinterJob pj;
if(PromptYesNo("Landscape?"))
pj.Landscape();
if(!PromptYesNo("Use default printer?"))
pj.Execute();
Draw& w = pj;
w.StartPage();
w.DrawText(0, 0, "Hello world!", Roman(100));
w.EndPage();
}

```

Mirek
