
Subject: About Get Printer list from windows

Posted by [fzx374cn](#) on Wed, 19 Nov 2025 23:40:44 GMT

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

```
using namespace Upp;
```

```
Vector<String> EnumeratePrinters() {
    Vector<String> printers;
    DWORD needed = 0;
    DWORD returned = 0;
```

```
    if (!EnumPrinters(PRINTER_ENUM_LOCAL | PRINTER_ENUM_CONNECTIONS, NULL, 4,
        NULL, 0, &needed, &returned)) {
        if (GetLastError() != ERROR_INSUFFICIENT_BUFFER) {
            return printers;
        }
    }
}
```

```
    Buffer<BYTE> buffer(needed);
```

```
    if (EnumPrinters(PRINTER_ENUM_LOCAL | PRINTER_ENUM_CONNECTIONS, NULL, 4,
        buffer, needed, &needed, &returned)) {
        PRINTER_INFO_4* printerInfo = (PRINTER_INFO_4*)buffer;

        for (DWORD i = 0; i < returned; i++) {
            printers.Add(printerInfo[i].pPrinterName);
        }
    }

    return printers;
}
```

```
GUI_APP_MAIN {
    Vector<String> printers = EnumeratePrinters();

    for (int i = 0; i < printers.GetCount(); i++) {

    }
}
```

//Why can't run?

Posted by [fzx374cn](#) on Thu, 20 Nov 2025 04:34:21 GMT
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```
#include <CtrlLib/CtrlLib.h>
#include <windows.h>
#include <winspool.h>
```

```
using namespace Upp;
```

```
Vector<String> EnumeratePrinters() {
    Vector<String> printers;
```

```
    HMODULE hWinSpool = LoadLibrary("winspool.drv");
```

```
    if (!hWinSpool) {
```

```
        return printers;
```

```
    }
```

```
    typedef BOOL (WINAPI *EnumPrintersFunc)(DWORD, LPTSTR, DWORD, LPBYTE, DWORD,
LPDWORD, LPDWORD);
```

```
    EnumPrintersFunc pEnumPrinters = (EnumPrintersFunc)GetProcAddress(hWinSpool,
"EnumPrintersA");
```

```
    if (!pEnumPrinters) {
```

```
        FreeLibrary(hWinSpool);
```

```
        return printers;
```

```
    }
```

```
    DWORD needed = 0;
```

```
    DWORD returned = 0;
```

```
    if (!pEnumPrinters(PRINTER_ENUM_LOCAL | PRINTER_ENUM_CONNECTIONS, NULL, 4,
NULL, 0, &needed, &returned)) {
```

```
        if (GetLastError() != ERROR_INSUFFICIENT_BUFFER) {
```

```
            FreeLibrary(hWinSpool);
```

```
            return printers;
```

```

    }
}

Buffer<BYTE> buffer(needed);

if (pEnumPrinters(PRINTER_ENUM_LOCAL | PRINTER_ENUM_CONNECTIONS, NULL, 4,
buffer, needed, &needed, &returned)) {
    PRINTER_INFO_4* printerInfo =

    for (DWORD i = 0; i < returned; i++) {
        printers.Add(printerInfo[i].pPrinterName);
    }
}

FreeLibrary(hWinSpool);
return printers;
}

GUI_APP_MAIN {
    Vector<String> printers = EnumeratePrinters();
    DUMP(printers);

    for (int i = 0; i < printers.GetCount(); i++) {

    }
}
}

```
