
Subject: Re: DrawWin32.cpp: PrintDraw::InitPrinter()
Posted by [mirek](#) on Sun, 23 Nov 2008 10:01:31 GMT
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Tom1 wrote on Tue, 18 November 2008 10:09

If someone really relies on the fixed 600x600 dpi resolution of a upp generic printer device, they may possibly not like my suggestion.

Well, but that is how physical dimensions in U++ are defined.

When you are doing output with physical representation (can be e.g. PDF too), it is guaranteed that 1 pixel is equivalent to 1 pixel on 600dpi printer. We call this unit the "dot". Relying on fixed 600 dpi resolutions seems to be very convenient.

What exactly was the problem? Also, what OS is it? Win32?

I believe anything not really related to Images should print OK, with correct aspect ratio.

As for images, well, perhaps we should not rely on GDI to rescale the image and do it ourselves - that should solve the problem.

Mirek