
Subject: Re: DrawWin32.cpp: PrintDraw::InitPrinter()
Posted by [Tom1](#) on Wed, 26 Nov 2008 10:31:39 GMT
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Mirek,

You do not need to waste your money on an Epson ink-jet. Just install the latest driver on XP and check the preview option to verify the results. (I don't have such printer either, but my client unfortunately does.)

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Here's a minimal fix for ImageWin32/Image::Data::Paint() that gets things working with the 600 dpi default resolution:

```
if(GetKind() == IMAGE_OPAQUE && paintcount == 0 && sr == Rect(sz) && !w.IsMetaFile() &&
IsWinNT()) {//TODO !IsWinNT
```

Becomes:

```
if(GetKind() == IMAGE_OPAQUE && paintcount == 0 && sr == Rect(sz) && !w.IsMetaFile() &&
IsWinNT() && !w.IsPrinter()) {//TODO !IsWinNT
```

For printer jobs, this effectively passes the image rendering work from ::SetDIBitsToDevice based SetSurface implementation to another existing image rendering mechanism that works OK.

Additionally, to keep Draw::GetPagePixels() and Draw::GetPixelsPerInch working on the remapped printing context, the following needs to be added into the end of PrintDraw::InitPrinter():

```
pagePixels.cx=600*pagePixels.cx/inchPixels.cx;
pagePixels.cy=600*pagePixels.cy/inchPixels.cy;
inchPixels.cx=600;
inchPixels.cy=600;
```

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However, I would still strongly suggest on supporting the printer's native resolution for best printing quality and future flexibility -- even if it's an optional flag for PrintDraw::PrintDraw. The code for PrintDraw::InitPrinter then becomes:

```
int dpi=flagNativeDPI?min(inchPixels.cx,inchPixels.cy):600;
::SetMapMode(handle, MM_ANISOTROPIC);
::SetWindowExtEx(handle, dpi*pagePixels.cx/inchPixels.cx, dpi*pagePixels.cy/inchPixels.cy,
NULL);
```

```
::SetWindowOrgEx(handle, 0, 0, NULL);  
::SetViewportExtEx(handle, pagePixels.cx, pagePixels.cy, NULL);  
::SetViewportOrgEx(handle, 0, 0, NULL);  
pagePixels.cx=dpi*pagePixels.cx/inchPixels.cx;  
pagePixels.cy=dpi*pagePixels.cy/inchPixels.cy;  
inchPixels.cx=dpi;  
inchPixels.cy=dpi;
```

```
// Tom
```
