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Subject: Re: DrawWin32.cpp: PrintDraw::InitPrinter()

Posted by [rylek](#) on Fri, 28 Nov 2008 12:31:29 GMT

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Hello Tom!

I think I agree with you. The 600 DPI "dot" is a handy unit for most ordinary printing stuff but there are cases where a truly low-cost development environment like U++ should allow switching to native device coordinates; at the very least today there are devices with much larger resolution than 600 DPI and it's a shame we can't legally draw on such devices with the highest possible resolution. On the other hand, for those unlucky ones of us who still have to support W98 from time to time, sometimes there's need to keep the DPI low because of the old GDI 16-bit coordinate limit. We could perhaps use the same approach as in DrawingDraw, letting the PrintDraw switch between dot-based and native device pixel units. Perhaps there would be not much harm in even using the existing Pixels() and Dots() methods to distinguish those two modes.

Regards

Tomas

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