
Subject: Re: TopWindow content to image
Posted by [mirek](#) on Fri, 07 May 2010 12:42:03 GMT
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Usually, you do this by implementing the actual rendering process in some other routine than Paint. Paint then just calls this routine; often you will want to parametrize a bit so what is going to screen is different from what is going to printer.

Then, if you are about to print, just use Draw obtained from PrinterJob (and the one you get in Paint for screen).

Sort of example can be found in UWord; but you will have to dig quite deep: In fact, rendering is implemented by RichText class there, and used for printer and for screen by RichEdit.
