Subject: GetDefaultPrinter Call does not compile
Posted by JoseB on Wed, 15 Dec 2010 15:20:38 GMT
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Please, could you help me compilling this little example app:

```
#include <CtrlLib/CtrlLib.h>
#include <winspool.h>
using namespace Upp;

struct MyAppWindow : TopWindow
{
   virtual void Paint(Draw& w)
   {
      w.DrawRect(GetSize(), SWhite);
      w.DrawText(20, 20, "Hello world!", Arial(30), Magenta);
   }

   MyAppWindow()
   {
      Title("My application").Zoomable().Sizeable();


      char szPrinterName[255];
      unsigned long lPrinterNameLentgth;

      int ret=GetDefaultPrinter(szPrinterName,&lPrinterNameLentgth );
      if(ret==0)
      {
         DWORD dwErr = ::GetLastError();
         char e[100];
         sprintf(e,"%d",dwErr);

         MessageBox(NULL, "GetDefaultPrinter Error", e,MB_ICONINFORMATION);
      }
   }
};

GUI_APP_MAIN
{
   MyAppWindow app;
   app.SetRect(0, 0, 200, 100);
   app.Run();
}
```

The compiler says:
C:\upp\MyApps\ppp\main.cpp: In constructor 'MyAppWindow::MyAppWindow()':
C:\upp\MyApps\ppp\main.cpp:21: error: 'GetDefaultPrinterA' was not declared in this scope
C:\upp\MyApps\ppp\main.cpp:29: error: returning a value from a constructor

This is just a test application.

Thank you

JoseB
