## Subject: Re: PrintJob does not works on "large project"
Posted by mirek on Sat, 08 Jan 2011 12:15:29 GMT

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alex100 wrote on Wed, 05 January 2011 10:46The problem arises from the code

printjob.cpp
::Execute0

if(!PrintDlg(&dlg))
{
   DWORD x= CommDlgExtendedError();



the CommDlgExtendedError returns 0x1008 which means
"A default printer does not exist."

How to solve this?



Again, the following small project runs well...

#include "teste2.h"



teste2::teste2()
{
 CtrlLayout(*this, "Window title");
 btBut <<= THISBACK(OnBut);



}

void teste2::OnBut(void)
{
 PrinterJob pj;
 Draw& w = pj;
 w.StartPage();
 w.DrawText(0, 0, "Hello world!", Roman(100));
 w.EndPage();

}

GUI_APP_MAIN

```
{
 teste2().Run();
}
```

It seems that it is something related with that project/executable...


Thanks

Alex

Well, the general approach I am using in cases like this (you have big project with strange behaviour of unknown source) is to "exclude" the code until it starts working.

E.g. rename "GUI_APP_MAIN" of above code to "DoTest", then put all of that to your project (temorarily) and call DoTest at beginning of your big app GUI_APP_MAIN. If it does not work, there is a bug in global constructor somewhere. If it works ok, start it moving down the code... until it stops - then you have identified what makes the error.