
Subject: Re: Print unwanted copy
Posted by [mirek](#) on Thu, 25 Dec 2014 19:56:53 GMT
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Well, it looks like this really is Microsoft bug, see "known issue" for PD_USEDEVMODECOPIESANDCOLLATE

http://msdn.microsoft.com/en-us/library/windows/desktop/ms64_6843%28v=vs.85%29.aspx

In any case, I have now tried the workaround proposed by KB, which basically says "always depend to OS/Driver to do copies".

Please try this:

```
bool PrinterJob::Execute0(bool dodlg)
{
    pdlg = new Win32PrintDlg_;
    PRINTDLG& dlg = *pdlg;
    dlg.Flags =
PD_DISABLEPRINTTOFILE|PD_NOSELECTION|PD_HIDEPRINTTOFILE|PD_RETURNDEFAU
LT;
    dlg.nFromPage = current;
    dlg.nToPage = current;
    dlg.nMinPage = from;
    dlg.nMaxPage = to;
    if(from != to)
        dlg.Flags |= PD_ALLPAGES;
    dlg.hwndOwner = 0;
    dlg.Flags |= PD_RETURNDEFAULT;
    dlg.nCopies = 1;
    if(!PrintDlg(&dlg)) return false;
    if(dlg.hDevMode) {
        DEVMODE *pDevMode = (DEVMODE*)::GlobalLock(dlg.hDevMode);
        pDevMode->dmOrientation = landscape ? DMORIENT_LANDSCAPE : DMORIENT_PORTRAIT;
        ::GlobalUnlock(dlg.hDevMode);
    }
    HDC hdc;
    if(dodlg) {
        dlg.Flags =
PD_DISABLEPRINTTOFILE|PD_NOSELECTION|PD_HIDEPRINTTOFILE|PD_RETURNDC|PD_
USEDEVMODECOPIESANDCOLLATE;
        Vector< Ptr<Ctrl> > disabled = DisableCtrls(Ctrl::GetTopCtrls());
        bool b = PrintDlg(&dlg);
        EnableCtrls(disabled);
        if(!b) return false;
        hdc = dlg.hDC;
    }
}
```

```

else {
    DEVNAMES *p = (DEVNAMES *)::GlobalLock(dlg.hDevNames);
    const char *driver = (const char *)p + p->wDriverOffset;
    const char *device = (const char *)p + p->wDeviceOffset;
    if(dlg.hDevMode) {
        DEVMODE *pDevMode = (DEVMODE*)::GlobalLock(dlg.hDevMode);
        hdc = CreateDC(driver, device, NULL, pDevMode);
        ::GlobalUnlock(dlg.hDevMode);
    }
    else
        hdc = CreateDC(driver, device, NULL, NULL);
}
if(dlg.hDevMode)
    ::GlobalFree(dlg.hDevMode);
if(dlg.hDevNames)
    ::GlobalFree(dlg.hDevNames);
if(hdc) {
    draw = new PrintDraw(hdc, Nvl(name, Ctrl::GetAppName()));
    page.Clear();
    if(!(dlg.Flags & PD_PAGENUMS)) {
        dlg.nFromPage = dlg.nMinPage;
        dlg.nToPage = dlg.nMaxPage;
    }
    // for(int c = 0; c < ((dlg.Flags & PD_COLLATE) ? dlg.nCopies : 1); c++)
    for(int i = dlg.nFromPage - 1; i <= dlg.nToPage - 1; i++)
    // for(int c = 0; c < ((dlg.Flags & PD_COLLATE) ? 1 : dlg.nCopies); c++)
        page.Add(i);
    return true;
}
return false;
}

```

(also in trunk, for now).

Mirek