
Subject: Re: Direct printing to a specific printer
Posted by [Lance](#) on Tue, 10 May 2016 22:37:44 GMT
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You should have no problem doing that. Maybe not out of box.

Look into Upp code PrinterJob.cpp, in particular Execute0()

```
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 i = dlg.nFromPage - 1; i <= dlg.nToPage - 1; i++)
        page.Add(i);
    return true;
}
return false;
}

```

Pay attention to this line:

```

if(hdc) {
    draw = new PrintDraw(hdc, Nvl(name, Ctrl::GetAppName()));

```

That says with a standard win32 HDC, you can create a PrintDraw, which speaks U++. So your task is how to use win32 api to create a HDC with a given device (printer) name. The above listed Execute0 also gives you a lots of clue, some of the relevant code can be boiled down to

```

DEVNAMES *p = (DEVNAMES *)::GlobalLock(dlg.hDevNames);
const char *driver = (const char *)p + p->wDriverOffset;
const char *device = (const char *)p + p->wDeviceOffset;
hdc = CreateDC(driver, device, NULL, NULL);

```

now remaining question is what dlg.hDevNames is, how to map your printer name to that particular handle. This is probably a viable path. This is not the say that it's the smartest or shortest path. Check with somebody who is really familiar with Win32 programming.
