Subject: About Get Printer list from windows
Posted by fzx374cn on Wed, 19 Nov 2025 23:40:44 GMT
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```
#include <CtrlLib/CtrlLib.h>
#include <windows.h>
#include <winspool.h>

using namespace Upp;

Vector<String> EnumeratePrinters() {
    Vector<String> printers;
    DWORD needed = 0;
    DWORD returned = 0;



    if (!EnumPrinters(PRINTER_ENUM_LOCAL | PRINTER_ENUM_CONNECTIONS, NULL, 4,
NULL, 0, &needed, &returned)) {
        if (GetLastError() != ERROR_INSUFFICIENT_BUFFER) {
            return printers;
        }
    }


    Buffer<BYTE> buffer(needed);



 if (EnumPrinters(PRINTER_ENUM_LOCAL | PRINTER_ENUM_CONNECTIONS, NULL, 4,
buffer, needed, &needed, &returned)) {
        PRINTER_INFO_4* printerInfo = (PRINTER_INFO_4*)buffer;

        for (DWORD i = 0; i < returned; i++) {
            printers.Add(printerInfo[i].pPrinterName);
        }
    }

    return printers;
}

GUI_APP_MAIN {
    Vector<String> printers = EnumeratePrinters();

    for (int i = 0; i < printers.GetCount(); i++) {

    }
}
```

//Why can't run?

Posted by fzx374cn on Thu, 20 Nov 2025 04:34:21 GMT
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```
#include <CtrlLib/CtrlLib.h>
#include <windows.h>
#include <winspool.h>

using namespace Upp;


Vector<String> EnumeratePrinters() {
   Vector<String> printers;

   HMODULE hWinSpool = LoadLibrary("winspool.drv");

   if (!hWinSpool) {

      return printers;
   }


   typedef BOOL (WINAPI *EnumPrintersFunc)(DWORD, LPTSTR, DWORD, LPBYTE, DWORD,
LPDWORD, LPDWORD);
   EnumPrintersFunc pEnumPrinters = (EnumPrintersFunc)GetProcAddress(hWinSpool,
"EnumPrintersA");

   if (!pEnumPrinters) {

      FreeLibrary(hWinSpool);
      return printers;
   }

   DWORD needed = 0;
   DWORD returned = 0;


   if (!pEnumPrinters(PRINTER_ENUM_LOCAL | PRINTER_ENUM_CONNECTIONS, NULL, 4,
NULL, 0, &needed, &returned)) {
      if (GetLastError() != ERROR_INSUFFICIENT_BUFFER) {

         FreeLibrary(hWinSpool);
         return printers;
```

```
        }
    }


    Buffer<BYTE> buffer(needed);


    if (pEnumPrinters(PRINTER_ENUM_LOCAL | PRINTER_ENUM_CONNECTIONS, NULL, 4,
buffer, needed, &needed, &returned)) {
        PRINTER_INFO_4* printerInfo =


        for (DWORD i = 0; i < returned; i++) {
            printers.Add(printerInfo[i].pPrinterName);
        }
    }

    FreeLibrary(hWinSpool);
    return printers;
}

GUI_APP_MAIN {
    Vector<String> printers = EnumeratePrinters();
    DUMP(printers);

    for (int i = 0; i < printers.GetCount(); i++) {

    }
}
```