

**Printing a Drawing**

```

// Printing a drawing
// This is a very simple demo of how to use the Print Manager to
// print a drawing.

// Assumes inclusion of <MacHeaders>
#include <PrintTraps.h>

void PrintPicture (PicHandle whichPic, Rect *whichDestRect);
void ToolBoxInit(void);

void ToolBoxInit ()
{
    InitGraf (&thePort);
    InitFonts ();
    InitWindows ();
    InitMenus ();
    TEInit ();
    InitDialogs (nil);
    InitCursor ();
}

void PrintPicture (PicHandle whichPic, Rect *whichDestRect)
{
    GrafPtr      savePort;
    TPrStatus    prStatus;
    TPPrPort     printPort;
    OSErr        err;
    THPrint      hPrint;

    GetPort(&savePort);
    PrOpen();
    hPrint = (THPrint) NewHandle(sizeof(TPrint));
    PrintDefault(hPrint);
    ClipRect (&whichDestRect);

    if (PrJobDialog(hPrint)) {
        printPort = PrOpenDoc(hPrint, nil, nil);
        SetPort(&printPort->gPort);
        PrOpenPage(printPort, nil);           // Open this page ...
        // -----
        DrawPicture(whichPic, whichDestRect); // Or any other drawing
                                                // commands ...
        // -----
        PrClosePage(printPort);               // Close this page ...
        PrCloseDoc(printPort);
        // Handle print spooler
        if (((*hPrint)->prJob.bJDocLoop = bSpoolLoop) && (!PrError() ) )
            PrPicFile(hPrint, nil, nil, nil, &prStatus);
    }
    PrClose();
    SetPort(savePort);
}

```

```
void main ()
{
    PicHandle    myPict;
    Rect        drawingRect,
                scratchRect;

    short       i;
    WindowPtr   wind;

    ToolBoxInit();

    SetRect(&drawingRect, 40, 40, 300, 300);
    wind = NewWindow (nil, &drawingRect, "p", TRUE, documentProc,
                        (WindowPtr) -1, FALSE, 0 );

    SetPort (wind);
    myPict = OpenPicture(&drawingRect); // 'Open' a picture
    ShowPen();
    // ----- Do your drawing here ...
    PenSize(4, 4);
    SetRect(&scratchRect, 50, 50, 200, 200);
    for (i = 0; i < 10; i++) {
        FrameOval(&scratchRect);
        InsetRect(&scratchRect, 10, 10);
    }
    PenNormal();
    // ----- After your drawing is finished
    HidePen(); // So closing the picture will make the pen visible
    ClosePicture();
    PrintPicture(myPict, &drawingRect); // This will print our drawing
}
```