TPrStatus   structure

#include <PrintTraps.h>

typedef struct **TPrStatus** {		Size	Offset	Description
short	iTotPages;	2	0	Total pages in spool file
short	iCurPage;	2	2	Page currently being printed (1-based)
short	iTotCopies;	2	4	Total copies requested
short	iCurCopy;	2	6	Current copy (1-based)
short	iTotBands;	2	8	Total bands per page
short	iCurBand;	2	10	Band currently being printed
Boolean	fPgDirty;	1	12	TRUE if printing has started for this page
Boolean	fImaging;	1	13	TRUE while in banded **DrawPicture** call
THPrint	hPrint;	4	14	Leads to active print record. See TPrint
TPPrPort	pPrPort;	4	18	Addr of active printer port. See TPrPort
PicHandle	hPic;	4	22	Leads to active Picture structure
} **TPrStatus**;		26		

typedef TPrStatus ***TPPrStatus**;

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Notes: A pointer to a TPrStatus structure is used in calls to **PrPicFile**. If you employ a background procedure while printing a spooled file, you can examine this structure to inform the user of the printing progress. The structure will be updated as the printing progresses.

See **PrPicFile** and TPrJob for related information.