TPrXInfo   structure

#include <PrintTraps.h>

typedef struct **TPrXInfo** {	Size	Offset	Description
short iRowBytes;	2	0	rowBytes (as in a bitMap) for a band
short iBandV;	2	2	Height of a band, in printer dots
short iBandH;	2	4	Width of a band
short iDevBytes;	2	6	Size of buffer needed by **PrPicFile**
short iBands;	2	8	Number of bands per page
SignedByte bPatScale;	1	10	Pattern scaling factor
SignedByte bUlThick;	1	11	Underlining parameters
SignedByte bUlOffset;	1	12	
SignedByte bUlShadow;	1	13	
SignedByte scan;	1	14	Band-scanning direction code:
			0 = top-to-bottom
			1 = bottom-to-top,
			2 = left-to-right
			3 = right-to-left.
SignedByte XInfoX;	1	15	(not used)
} **TPrXInfo**;	16		

typedef TPrXInfo ***TPPrXInfo**;

───

Notes: TPrXInfo defines a subrecord of the TPrint structure (ie, TPrint.prXInfo**)**
which is used in many Printing Manager calls. The fields of this structure
are set according to the type of printer being used and the style of the
output.

If you decide to allocate your own device buffer when you call **PrPicFile**,
that buffer must be at least TPrXInfo.iDevBytes large.