

TPrStl structure

#include <PrintTraps.h>

		<u>Size</u>	<u>Offset</u>	<u>Description</u>
typedef struct TPrStl {	<u>short</u> wDev;	2	0	Device number. Hi byte is refNum low byte is variant: 0xF0=hi res, 0xF1=portrait, 0xF2=square dots, 0xF3=Zoom,0xF4 = scroll
	<u>short</u> iPageV;	2	2	Paper height in 1/120th-inch units
	<u>short</u> iPageH;	2	4	Paper width
	<u>char</u> bPort;	1	6	I/O port number
	<u>unsigned char</u> feed;	1	7	Type of paper feed: 0=cut sheet, 1=fanfold, 2=mech cut, 3=else
} TPrStl;		8		

typedef TPrStl ***TPPrStl**;

Notes: TPrStl gets set according to selections made in the print dialogs, especially the style dialog presented via **PrStlDialog**. It is not used directly in any Printing Manager functions, but it defines a subrecord of the TPrint structure (ie, TPrint.prStl) which is used in many Printing Manager calls.