TGnlData   structure

#include <PrintTraps.h>

typedef struct **TGnlData** {		Size	Offset	Description
short	iOpCode;	2	0	One of 5 possible subsidiary data blocks
short	iError;	2	2	0=noErr; 1=noSuchRsl; 2=opNotImpl
long	lReserved;	4	4	(not used)
variable length data depending on routine selected by opcode specified in the first field				
} **TGnlData**;		8+*n*		

Notes: **TGnlData** defines a record used in **PrGeneral** calls. The fields of this
structure are set according to the type of printer being used and the style
and resolution of the output.

The first field specifies an opcode that serves as a routine selector for
subsidiary data blocks and can be:

> iOpCode (4)   GetRsl (TGetRslBlk**)**
>
> iOpCode (5)   SetRsl (TSetRslBlk**)**
>
> iOpCode (6)   DraftBits (TDftBitsBlk**)**
>
> iOpCode (7)   NoDraftBits (TDftBitsBlk**)**
>
> iOpCode (8)   GetRotn (TGetRotnBlk**)**

When either opcode 4 or opcode 5 occupies the first field of the **TGnlData**
record you are letting the application know what resolutions the printer
supports -- and then specifying the desired resolution. Opcodes 6 and 7
tell you whether or not you can print bitmaps in draft mode on the
ImageWriter. Opcode 8 informs the application that the page has been
rotated to print sideways.

The iError field only returns the result produced by the print code and
only reflects conditions that occur during a **PrGeneral** call.

		It will be one of:
noErr	(0)	No error
noSuchRsl	(1)	Specified resolution not available
opNotImpl	(2)	Printer driver doesn't support this opcode

After the four-byte reserved field, the rest of the data block will be filled
in with one or another of the subsidiary data blocks specified by the opcode
listed in the first field (iOpCode).