TRslRec   structure

#include <PrintTraps.h>

typedef struct **TRslRec** {	Size	Offset	Description
short iXRsl;	2	0	Particular X resolution value
short iYRsl;	2	2	Particular Y resolution value
} **TRslRec**;	4		

Notes: The values specified by iXRsl and iYRsl show actual dot densities in the horizontal and vertical axes. Depending on the number of discrete resolutions the printer can achieve, there can be up to 27 records in an array of TRslRec (called a RgRslRec) for each printer.