TRslRg   structure

#include <PrintTraps.h>

typedef struct **TRslRg** {	Size	Offset	Description
short iMin;	2	0	0 = discrete resolution printer
short iMax;	2	2	0 = discrete resolution printer
} **TRslRg**;	4		

typedef **TRslRg** ;

Notes: The values specified by iMin and iMax show the range of resolutions achievable by a particular printer. There is a **TRslRg** given for each axis, oriented on the printer rather than the document--as when a document is set to print in a sideways or "landscape" mode.