TGetRslBlk structure

#include <PrintTraps.h>

typedef struct **TGetRslBlk** {		Size	Offset	Description
short	iOpCode;	2	0	4 = opcode for GetRslData
short	iError;	2	2	0=noErr; 1=noSuchRsl; 2=opNotImpl
long	lReserved;	4	4	(not used)
short	iRgType;	2	8	Range type; 1= ImageWriter, LaserWriter
TRslRg	XRslRg;	4	10	Ptr to record of Min and Max X resolution
TRslRg	YRslRg;	4	14	Ptr to record of Min and Max Y resolution
short	iRslRecCnt;	2	16	Number of resolution records to follow
TRslRec	rgRslRec[27];	108	18	Array of printer's resolution abilities
} **TGetRslBlk**;		126		

Notes: **TGetRslBlk** defines a subsidiary record used by the **TGnlData** record in **PrGeneral** calls. The first 8 bytes are common for all **PrGeneral** calls and, in fact, constitute the **TGnlData** record.

Once the application knows what resolutions the printer supports, it can then use SetRsl to pick among the various choices available, as specified in the array of resolution records rgRslRec.

Laser printers, with their variable resolution, use the XRslRg and YRslRg fields (pointed to by TRslRg) to show the different minimum and maximum dot densities they can achieve in both the X and Y axes. Dot matrix printers, like the ImageWriter, are called discrete-resolution printers because only specific resolutions can be stipulated and return zeros in the X and Y resolution range fields.

For resolution records (pointed to by TRslRec) a LaserWriter will show only one (300 x 300) while an ImageWriter will go ahead and give a resolution record for each of the discrete physical resolutions it can achieve (72 x 72; 144 x 144; 80 x 72; and 160 x 144)