

TPrPort structure

```
#include <PrintTraps.h>
```

```
typedef struct TPrPort {
    GrafPort      gPort;      Size Offset      Description
                                108  0      portBits, portRect, pnSize, txFont,
                                ...
    QDProcs      gProcs;      52    108      Specialized printer drawing hooks
    long          IGParam1;    4      160      Private storage ...
    long          IGParam2;    4      164      ... for the driver
    long          IGParam3;    4      168
    long          IGParam4 ;   4      172
    Boolean      fOurPtr;      1      176      Was this port allocated by the
                                driver?
    Boolean      fOurBits;     1      177      Was the bit map allocated by the
                                driver?
} TPrPort;                  178

typedef TPrPort *TPPrPort;
```

Notes: TPrPort is a sort of "Printer Port Peek" structure. As with a **WindowRecord**, its first 108 bytes contain the fields of a GrafPort into which all drawing will occur.

This structure is used internally by the Printing Manager. A pointer to a TPrPort is obtained via **PrOpenDoc**, and a is used directly in calls to

PrCloseDoc **PrOpenDoc** **PrPicFile**
PrClosePage **PrOpenPage**

Subfields of the gProcs field can be modified to provide custom routines for text-measuring, line-drawing, etc.