Printer.iwb

Name: SetDocumentName(STRING text)

Description: Sets the document name to "text".

Name: SelectPrinter(OPT STRING DefPrinter = "")

Description: If DefPrinter equals "DEFAULT", then the default printer is selected. Otherwise it brings up the printer dialog box

Name: NewPage()

Description: Starts a new page. Once you call this you cannot go back.

Name: EndPrint()

Description: You must call EndPrint() if you have selected a printer. This sends the document to the printer and cleans up the memory.

Name: SetPrinterUnits(INT Units)

Description: Units can be one of the following: PRINTER_UNIT_PIXEL, PRINTER_UNIT_INCH, PRINTER_UNIT_MM. If you do not set this, PRINTER_UNIT_PIXEL is used. This should be set right after a printer is selected as this is used for all graphic commands.

Name: SetTransparentMode()

Description: Sets the background for text to transparent.

Name: SetOpaqueMode()

Description: Sets the background for text to opaque.

Name: PrintBMP(STRING Filename, FLOAT x, FLOAT y FLOAT w, OPT FLOAT h = 0)

Description: Filename must be a BMP bitmap. It prints it at the top left corner, as wide as "w" and as high as "h" if h is specified. If "h" isn't specified,
the height is scaled according to "w".

Name: PrintPolygon(POINTF points[], INT cnt, COLORREF bColor, FLOAT bWidth, COLORREF fColor, OPT INT Transparent=0)

Description: Draws a polygon specified by the points, with cnt members. "bColor" is the border color with "bWidth" in specified printer_units. "fColor" is the fill color. If Transparent is not equal to zero, the fColor is ignored and the polygon is drawn using the NULL_BRUSH.

Note: Current PrinterPen and PrinterBrush are changed.

Name: PrintRectangle(FLOAT StartX, FLOAT StartY, FLOAT EndX, FLOAT EndY, INT bColor, FLOAT bWidth, INT fColor, OPT FLOAT
nWidth=0, OPT FLOAT nHeight=0, OPT INT Transparent=0)

Description: Draws a rectangle from the top left corner to the bottom right. "bColor" is the border color with a width of bWidth. "fColor" is the fill color. "nWidth" and "nHeight" are the horizontal and vertical distances for rounded corners. If Transparent is not equal to zero, the fColor is ignored and the polygon is drawn using the NULL_BRUSH.

Name: PrintEllipse(FLOAT X, FLOAT Y, FLOAT Width, FLOAT Height, INT bColor, FLOAT bWidth, INT fColor, OPT INT Transparent=0)

Description: Draws an ellipse or circle with the center at x,y with a width of "Width" and a height of "Height". "bColor" and "bWidth" are the border color and width, with "fColor" the fill color. If Transparent is not equal to zero, the fColor is ignored and the polygon is drawn using the NULL_BRUSH.

Name: PrintLine(FLOAT StartX, FLOAT StartY, FLOAT EndX, FLOAT EndY)

Description: This draws a line from StartX, StartY to EndX, EndY using the current Printer_Pen.

Name: PrintLineTo(FLOAT EndX, FLOAT EndY)

Description: Draws a line from the last point to EndX,EndY using the current PrinterPen.

Name: PrinterTextColor(COLORREF textcolor)

Description: This changes the text color to "textcolor" which is a RGB value.

Name: SetPenColor(COLORREF pColor, FLOAT pWidth)

Description: Sets the PrinterPen to "pColor" with a width of "pWidth".

Name: SetBrushColor(COLORREF pColor, OPT INT Transparent=0)

Description: Sets the PrinterBrush to "pColor". If Transparent is not equal to zero, PrinterBrush is set to NULL_BRUSH.

Name: SetPrinterFont(STRING name, INT pointa, OPT INT angle=0, OPT INT font_weight = 400, OPT INT DoStyle=0)

Description: Set the PrinterFont to "name" with the points of "pointa". "angle" is set in 1/10 of a degree (e.i. 450 is 45 degrees). "font_weight" specifies the boldness of the font. "DoStyle" sets Italic, Underline or Strikethru. They can be OR'd together.

Name: TextSizeEx(ISTRING text[], FLOAT length, INT nchar BYREF, FLOAT width BYREF, FLOAT height BYREF)

Description: You specify the text and length you would like to fit it in, and it returns how many characters of the string will fit in the allotted space, together with the current width and height of the text.

Name: TextSize(STRING text, FLOAT width BYREF, FLOAT height BYREF)

Description: This returns the width and height of text at the current PrinterFont.

Name: PrintText(FLOAT x, FLOAT y, STRING text, OPT STRING align="L")

Description: This prints the current text using the current PrinterFont at location x,y. You can use "align" to position your text. "L" is left aligned. "B" is bottom. "C" is centered. "R" is right aligned.