

Please, could you help me compiling this little example app:

```
#include <CtrlLib/CtrlLib.h>
#include <winpool.h>
using namespace Upp;

struct MyAppWindow : TopWindow
{
    virtual void Paint(Draw& w)
    {
        w.DrawRect(GetSize(), SWhite);
        w.DrawText(20, 20, "Hello world!", Arial(30), Magenta);
    }

    MyAppWindow()
    {
        Title("My application").Zoomable().Sizeable();

        char szPrinterName[255];
        unsigned long lPrinterNameLentgth;

        int ret=GetDefaultPrinter(szPrinterName,&lPrinterNameLentgth );
        if(ret==0)
        {
            DWORD dwErr = ::GetLastError();
            char e[100];
            sprintf(e,"%d",dwErr);

            MessageBox(NULL, "GetDefaultPrinter Error", e,MB_ICONINFORMATION);
        }
    }
};

GUI_APP_MAIN
{
    MyAppWindow app;
    app.SetRect(0, 0, 200, 100);
    app.Run();
}
```

The compiler says:

C:\lupp\MyApps\ppp\main.cpp: In constructor 'MyAppWindow::MyAppWindow()':

C:\lupp\MyApps\ppp\main.cpp:21: error: 'GetDefaultPrinterA' was not declared in this scope

C:\lupp\MyApps\ppp\main.cpp:29: error: returning a value from a constructor

This is just a test application.

Thank you

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