

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

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

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

This is just a test application.

Thank you

JoseB

Subject: Re: GetDefaultPrinter Call does not compile

Posted by [koldo](#) on Wed, 15 Dec 2010 20:47:55 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hello JoseB

Just add winspool library.

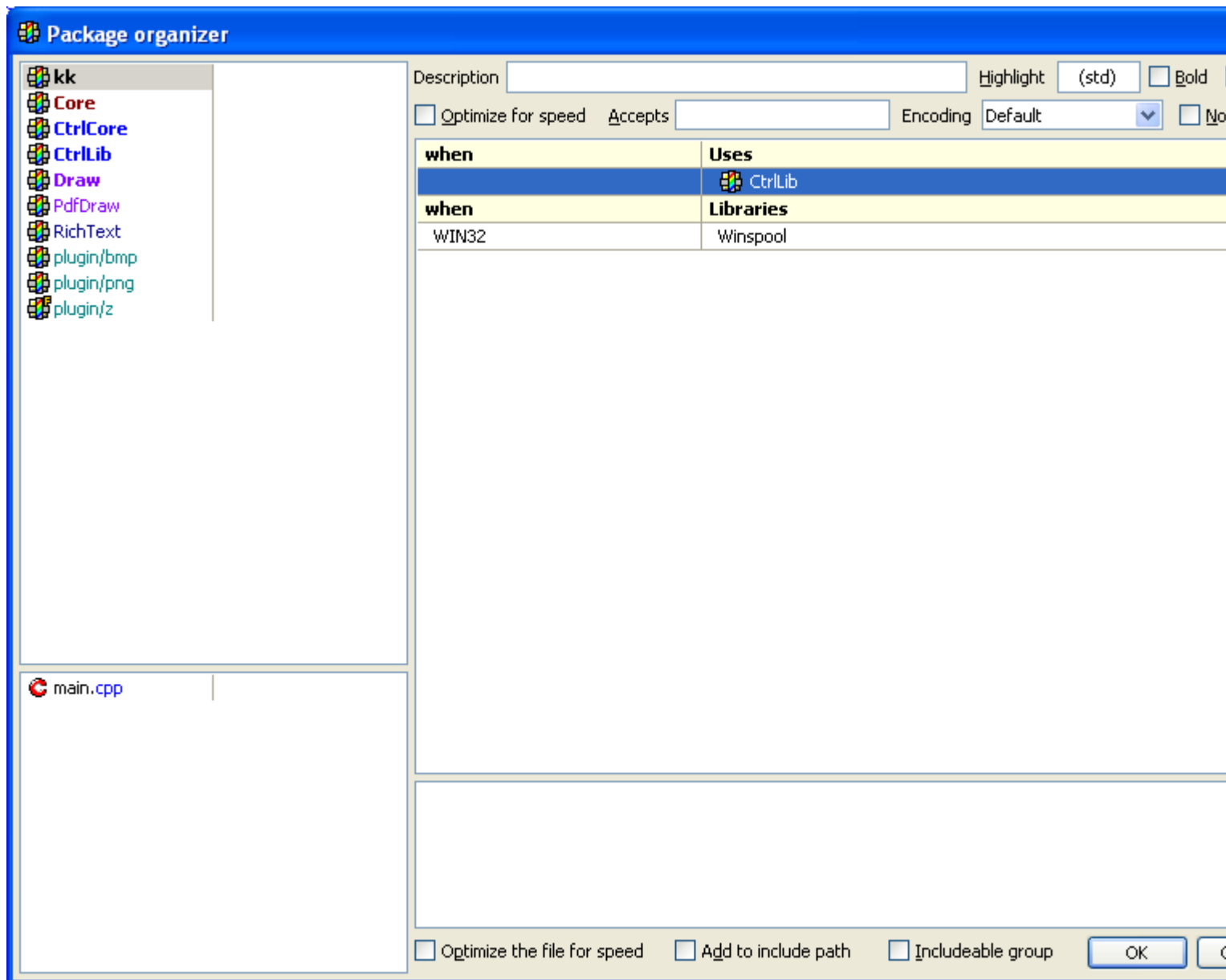
So:

- Select your package
- Do right click or select menu Project
- Choose Package Organizer
- In right side blank area do right click
- Choose New Libraries...
- Fill WIN32 in the left field and winspool in right field
- Push Ok
- Push Ok

Thats all. Here there is a screenshot:

File Attachments

1) [dib.PNG](#), downloaded 1321 times



Subject: Re: GetDefaultPrinter Call does not compile
Posted by [JoseB](#) on Wed, 15 Dec 2010 22:38:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ok. Thank you
(I thought it was a compiler error and not a linking error)

JoseB

Subject: Re: GetDefaultPrinter Call does not compile
Posted by [koldo](#) on Thu, 16 Dec 2010 08:05:11 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hello JoseB

Yes you are right. You got that message from the compiler (MinGW) before adding the line:

```
#include <winpool.h>
```

Including winpool as include and lib solves it all .

Subject: Re: GetDefaultPrinter Call does not compile

Posted by [JoseB](#) on Thu, 16 Dec 2010 16:42:09 GMT

[View Forum Message](#) <> [Reply to Message](#)

I am still getting the same error even after adding the include and the lib references

JoseB

Subject: Re: GetDefaultPrinter Call does not compile

Posted by [cbpporter](#) on Thu, 16 Dec 2010 18:41:34 GMT

[View Forum Message](#) <> [Reply to Message](#)

Sorry, I only got a linking error that was fixed by adding the library.

Could you post more details about your U++ version and Windows version?

Subject: Re: GetDefaultPrinter Call does not compile

Posted by [koldo](#) on Thu, 16 Dec 2010 21:09:59 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hello JoseB

Try this.

File Attachments

1) [kk.7z](#), downloaded 485 times

Subject: Re: GetDefaultPrinter Call does not compile

Posted by [JoseB](#) on Sat, 18 Dec 2010 02:35:54 GMT

[View Forum Message](#) <> [Reply to Message](#)

I tried the [kk.7z](#) and the error still exists.

I am compiling in windows 7 and upp 2901

Please, could you create a little program from the ground upp console or dialog to try it im my environment?

Thanks

JoseB

Subject: Re: GetDefaultPrinter Call does not compile
Posted by [koldo](#) on Sun, 19 Dec 2010 20:15:19 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hello JoseB

What is the compiler output?

Subject: Re: GetDefaultPrinter Call does not compile
Posted by [JoseB](#) on Tue, 21 Dec 2010 09:55:37 GMT

[View Forum Message](#) <> [Reply to Message](#)

Here it is:

```
----- CtrlLib ( GUI GCC DEBUG DEBUG_FULL BLITZ WIN32 ) ( 1 / 9 )
----- CtrlCore ( GUI GCC DEBUG DEBUG_FULL BLITZ WIN32 ) ( 2 / 9 )
----- Draw ( GUI GCC DEBUG DEBUG_FULL BLITZ WIN32 ) ( 3 / 9 )
----- plugin/bmp ( GUI GCC DEBUG DEBUG_FULL BLITZ WIN32 ) ( 4 / 9 )
----- RichText ( GUI GCC DEBUG DEBUG_FULL BLITZ WIN32 ) ( 5 / 9 )
----- Core ( GUI GCC DEBUG DEBUG_FULL BLITZ WIN32 ) ( 6 / 9 )
----- plugin/z ( GUI GCC DEBUG DEBUG_FULL BLITZ WIN32 ) ( 7 / 9 )
----- plugin/png ( GUI GCC DEBUG DEBUG_FULL BLITZ WIN32 ) ( 8 / 9 )
----- kk ( GUI MAIN GCC DEBUG DEBUG_FULL BLITZ WIN32 ) ( 9 / 9 )
```

main.cpp

C:\upp\MyApps\kk\main.cpp: In constructor 'MyAppWindow::MyAppWindow()':

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

kk: 1 file(s) built in (0:04.06), 4065 msec / file, duration = 4125 msec, parallelization 0%

There were errors. (0:04.90)

JoseB

Subject: Re: GetDefaultPrinter Call does not compile
Posted by [koldo](#) on Tue, 21 Dec 2010 13:11:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hello JoseB

Find file "winspool.h" and #include it in source.

Subject: Re: GetDefaultPrinter Call does not compile
Posted by [JoseB](#) on Tue, 21 Dec 2010 16:10:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

Do you means include it physically? Make a copy of it or just use the include directive?

I have this already and the error still exists:

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

```
struct MyAppWindow : TopWindow
{
...
}
```

JoseB

Subject: Re: GetDefaultPrinter Call does not compile
Posted by [koldo](#) on Tue, 21 Dec 2010 16:17:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hello JoseB

The compiler reports "GetDefaultPrinterA" has not been declared.

However "winspool.h" is included.

So it seems:

- either "winspool.h" is not accessible by the compiler
 - or "GetDefaultPrinterA" is not included in "winspool.h". In this case tell me your MinGW version. Perhaps it would be outdated.
-

Subject: Re: GetDefaultPrinter Call does not compile
Posted by [JoseB](#) on Tue, 21 Dec 2010 16:46:08 GMT

[View Forum Message](#) <> [Reply to Message](#)

Version 2901...

May it be a UPP bug?

JoseB

Subject: Re: GetDefaultPrinter Call does not compile
Posted by [koldo](#) on Wed, 22 Dec 2010 08:39:08 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hello JoseB

Quote:- either "winspool.h" is not accessible by the compiler
- or "GetDefaultPrinterA" is not included in "winspool.h". In this case tell me your MinGW version.
Perhaps it would be outdated.

Please first search in your MinGW include files if "winspool.h" is there.

Subject: Re: GetDefaultPrinter Call does not compile
Posted by [JoseB](#) on Wed, 22 Dec 2010 10:14:29 GMT

[View Forum Message](#) <> [Reply to Message](#)

Yes, "winspool.h" is there.

JoseB

File Attachments

1) [winspool_loc.png](#), downloaded 636 times

File Actions View Settings Help								
Files and Folders								
Containing Text Date and Size Attributes								
File Name								
winspool.h								
Search Path								
C:\upp\mingw								
☒ Search in Subfolders ☐ Search in Hidden Subfolders								
☒ Show Matching Foldernames ☒ Show Matching Filenames ☐ Append Results								
Nº	Name	Folder	Size	Ext	Type	Attributes	Modified Date	Cr
1	 winspool.h	 C:\upp\mingw\include\	35 KB	.h	C/C++ Header	A	04-04-2009 09:26:18	18

Subject: Re: GetDefaultPrinter Call does not compile

Posted by [koldo](#) on Wed, 22 Dec 2010 11:12:17 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hello JoseB

Please check:

- Is "c:\upp\mingw\include" in Setup/Build Methods/MINGW/Include Directories menu?
 - Does "c:\upp\mingw\include\winspool.h" contains GetDefaultPrinterA?
-

Subject: Re: GetDefaultPrinter Call does not compile

Posted by [JoseB](#) on Wed, 22 Dec 2010 11:28:13 GMT

[View Forum Message](#) <> [Reply to Message](#)

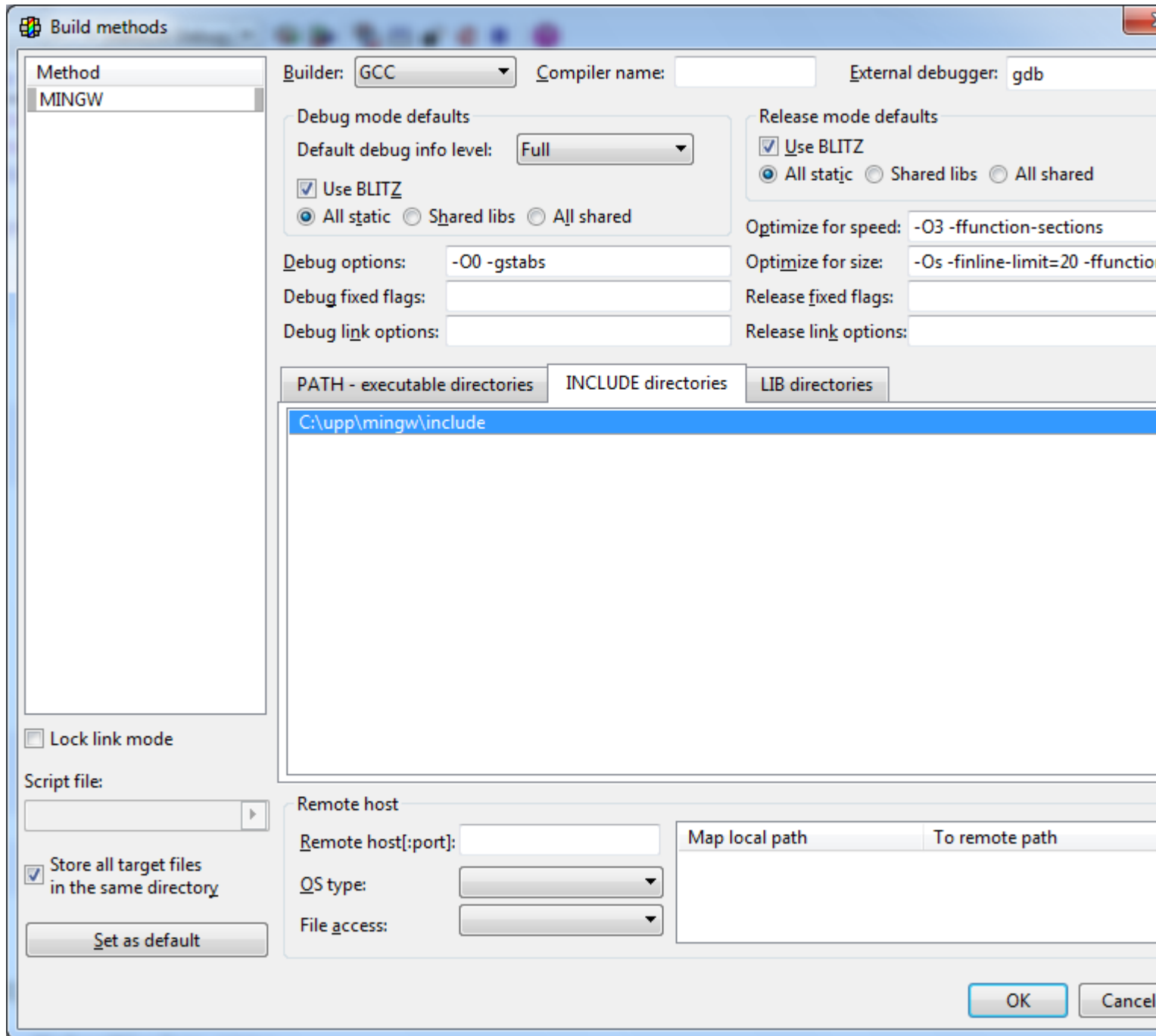
Yes, it is in the menu. See img in attachment.

In the c:\upp\mingw\include\winspool.h i have the entries in img in attachment (for you to see line numbers)

JoseB

File Attachments

1) [MingW_Incs.png](#), downloaded 687 times



2) [lines.png](#), downloaded 673 times

```

778 HANDLE WINAPI FindNextPrinterChangeNotification (HANDLE, PDWORD, PVOID, PVOID*);
779 BOOL WINAPI FreePrinterNotifyInfo (PPRINTER_NOTIFY_INFO);
780 #if _WIN32_WINNT >= 0x0500
781 BOOL WINAPI GetDefaultPrinterA (LPSTR, LPDWORD);
782 BOOL WINAPI GetDefaultPrinterW (LPWSTR, LPDWORD);
783 #endif
784 BOOL WINAPI GetFormA (HANDLE, LPSTR, DWORD, PBYTE, DWORD, PDWORD);
785 BOOL WINAPI GetFormW (HANDLE, LPWSTR, DWORD, PBYTE, DWORD, PDWORD);

880 #define EnumPrinters EnumPrintersW
881 #define EnumPrintProcessorDatatypes EnumPrintProcessorDatatypesW
882 #define EnumPrintProcessors EnumPrintProcessorsW
883 #define GetDefaultPrinter GetDefaultPrinterW
884 #define GetForm GetFormW
885 #define GetJob GetJobW
886 #define GetPrinter GetPrinterW

958 #define EnumPrintersA EnumPrintersA
959 #define EnumPrintProcessorDatatypesA EnumPrintProcessorDatatypesA
960 #define EnumPrintProcessorsA EnumPrintProcessorsA
961 #define GetDefaultPrinterA GetDefaultPrinterA
962 #define GetFormA GetFormA
963 #define GetJobA GetJobA

```

Subject: Re: GetDefaultPrinter Call does not compile
 Posted by [koldo](#) on Wed, 22 Dec 2010 13:11:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hello JoseB

I do not know what to answer you .

- You have XP or newer windows
- You have "c:\upp\mingw\include\winspool.h"
- And you have in your source:

```
#include "c:\upp\mingw\include\winspool.h"
```

or

```
#include <winspool.h>
```

I do not understand the compiler error:
 C:\upp\MyApps\kk\main.cpp:21: error: 'GetDefaultPrinterA' was not declared in this scope

If you want, open a "TeamViewer" session for me to see in my browser your Desktop. It is like VNC but simple to install and immune to firewalls and proxies.

Subject: Re: GetDefaultPrinter Call does not compile
Posted by [JoseB](#) on Wed, 22 Dec 2010 13:24:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

Can you tell me a email of you to send you the team viewer credentials? (gmail one to GTalk if necessary?)

(imoveisnacionais@gmail.com)

Can we schedule the operating 1 hour later? Here it is 13:33. Can we make that at 14:30h?

JoseB
