

# About This Book

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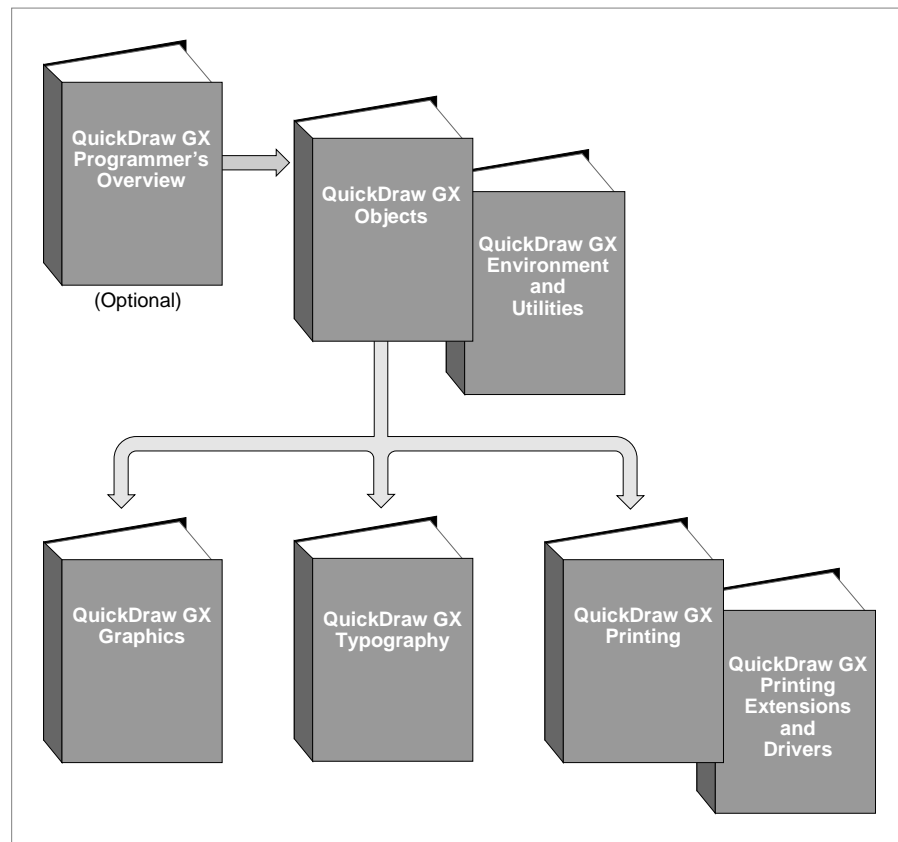
QuickDraw GX is an integrated, object-based approach to graphics programming on Macintosh computers. This book, *Inside Macintosh: QuickDraw GX Printing*, describes how to design your application to use the printing features of QuickDraw GX. It begins with an introduction to printing with QuickDraw GX and discusses architectural aspects of QuickDraw GX printing features—printing-related objects and the user interfaces. Then the book separates QuickDraw GX printing features into core features, page formatting and dialog box customization, and advanced features. You only need to read as many chapters as apply to your application's printing needs.

Before you begin this book, you should already be familiar with the QuickDraw GX environment and QuickDraw GX objects. An overview of the environment and objects is provided in the introductory chapter of *Inside Macintosh: QuickDraw GX Objects*. Complete information can be found in *Inside Macintosh: QuickDraw GX Environment and Utilities* and the other chapters of *Inside Macintosh: QuickDraw GX Objects*.

For more information about programming with QuickDraw GX, you need to refer to other books in the QuickDraw GX suite, including *Inside Macintosh: QuickDraw GX Objects*, *Inside Macintosh: QuickDraw GX Graphics*, and *Inside Macintosh: QuickDraw GX Typography*. If you need information on how to use QuickDraw GX to write printer drivers or printing extensions, see *Inside Macintosh: QuickDraw GX Printing Extensions and Drivers*.

Figure P-1 shows the suggested reading order for the QuickDraw GX suite of books. A pictorial overview of *Inside Macintosh*, including the QuickDraw GX suite of books, appears inside the back cover.

**Figure P-1** Roadmap to the QuickDraw GX suite of books



## What to Read

This book is intended for developers who are interested in providing a QuickDraw GX printing capability in their applications. You can design your application to use the QuickDraw GX application-programming interface (API) for printing, even if the application doesn't use the graphics and typographic capabilities of QuickDraw GX.

In this book, each succeeding chapter builds on the previous chapter's information. So it's important to begin by learning the QuickDraw GX printing concepts and terms that are in Chapter 1, "Introduction to Printing With QuickDraw GX." This chapter presents an overview of printing with QuickDraw GX and briefly describes the dialog boxes that QuickDraw GX provides for user interaction with the printing process.

Most applications only need to support the set of printing features that are described in Chapter 2, "Core Printing Features." You use the core printing features when printing documents using QuickDraw GX. You also use them to display the standard printing-related dialog boxes and to print documents that were originally created to print with previous versions of the Macintosh printing architecture.

However, if you want to add panels to QuickDraw GX print dialog boxes to provide special features that require additional user specification, or if you want to manipulate the objects that QuickDraw GX uses to format the pages of a document, you also need to read Chapter 3, "Page Formatting and Dialog Box Customization." For example, through QuickDraw GX, your application can allow users to specify unique formats for the individual pages of a printable document.

Features that go beyond the core set and beyond those that allow you to handle page-by-page formatting and dialog box customization are described in Chapter 4, "Advanced Printing Features." You can use these features to optimize output for the capabilities of a particular device, create a file that is application-independent, define custom paper sizes, and more.

The first two pages of this book are color plates. Plate 1 shows an example of the QuickDraw GX color separation capability. Plate 2 shows common color-transfer modes used in printing.

## Chapter Organization

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Most chapters in this book follow a standard general structure. For example, the chapter "Core Printing Features" contains these sections:

- "About Core Printing Features." This section provides an overview of the core printing features provided by QuickDraw GX.
- "Using Core Printing Features." This section describes the tasks you can accomplish using the core printing features of QuickDraw GX. It describes how to use the most common functions, gives related user interface information, provides code samples, and supplies additional information.

- “Core Printing Features Reference.” This section provides a complete reference for the core printing calls by describing the data structures and functions you can use. Each function description follows a standard format, which gives the function declaration; a description of every parameter; the function result, if any; and a list of result codes. Most function descriptions give additional information about using the function and include cross-references to related information elsewhere.
- “Summary of Core Printing Features.” This section shows the C interface for the constants, data types, and functions associated with the core printing features.

## Conventions Used in This Book

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This book uses various conventions to present certain types of information.

### Special Fonts

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All code listings, reserved words, and the names of data structures, constants, fields, parameters, and functions are shown in Courier (`this is Courier`).

When new terms are introduced, they are in **boldface**. These terms are also defined in the glossary.

### Types of Notes

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There are several types of notes used in this book.

#### Note

A note like this contains information that is interesting but possibly not essential to an understanding of the main text. (An example appears on page 1-10.) ♦

#### IMPORTANT

A note like this contains information that is especially important. (An example appears on page 2-49.) ▲

### Numerical Formats

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Hexadecimal numbers are shown in this format: 0x0008.

The numerical values of constants are shown in decimal, unless the constants are flag or mask elements that can be summed, in which case they are shown in hexadecimal.

## Type Definitions for Enumerations

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Enumeration declarations in this book are commonly followed by a type definition that is not strictly part of the enumeration. You can use the type to specify one of the enumerated values for a parameter or field. The type name is usually the singular of the enumeration name, as in the following example:

```
enum gxDashAttributes {
    gxBendDash      = 0x0001,
    gxBreakDash     = 0x0002,
    gxClipDash      = 0x0004,
    gxLevelDash     = 0x0008,
    gxAutoAdvanceDash = 0x0010
};
typedef long gxDashAttribute;
```

## Illustrations

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This book uses several conventions in its illustrations.

In illustrations that show object properties, properties that are object references are in *italics*. For example, see Figure 1-13 on page 1-21.

Objects in diagrams, whether shown with their properties or without, are represented by distinctive icons, such as these:



See, for example, Figure 1-2 on page 1-7.

## Development Environment

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The QuickDraw GX functions described in this book are available using C interfaces. How you access these functions depends on the development environment you are using.

Code listings in this book are shown in ANSI C. They suggest methods of using various functions and illustrate techniques for accomplishing particular tasks. Although most code listings have been compiled and tested, Apple Computer, Inc., does not intend for you to use these code samples in your applications.

## For More Information

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APDA is Apple's worldwide source for hundreds of development tools, technical resources, training products, and information for anyone interested in developing applications on Apple platforms. Customers receive the *APDA Tools Catalog* featuring all current versions of Apple development tools and the most popular third-party development tools. APDA offers convenient payment and shipping options, including site licensing.

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