

24

Printing

Visual Basic .NET provides several good tools for printing. String formatting objects enable you to determine how text is wrapped and truncated if it won't fit in a printing area. Methods provided by Graphics objects enable you to easily scale, rotate, and translate drawing commands.

The basic process, however, seems somewhat backward to many programmers. Rather than issuing commands to a printer object, a program responds to requests to draw pages generated by a `PrintDocument` object. Instead of telling the printer what to do, the program responds to the `PrintDocument` object's requests for data.

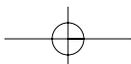
In some cases, generating a printout using only Visual Basic commands can be difficult. The following section explains alternative methods for generating a printout and tells when you might want to use those methods. If you just want to print several pages of text, it's often easier to pull the text into Microsoft Word or some other application that specializes in formatting text rather than writing your own.

In other cases, however, you cannot take an easy way out. If the program generates very complex images and graphs, or produces text that is positioned and formatted in a complex manner, you probably need to work through the Visual Basic printing system. The rest of this chapter explains the techniques that you use to generate printouts in Visual Basic. It shows how to draw graphics and text on the printer and how to scale and center the results.

How Not to Print

Although Visual Basic provides many tools for arranging graphics on a printout, it does not always provide the best approach to printing. The general method for printing in Visual Basic requires you to generate each page of output in turn. For simple documents (such as a line drawing containing a few lines and circles on a single page), this is easy.

On the other hand, suppose that you want to print several dozen pages of text interspersed with tables and pictures. Figuring out where each page break should be placed and how the text should flow around the tables and pictures could be a huge undertaking. To really do the job right, you might need to consider orphan lines (when the first line of a paragraph sits at the bottom of a page), widow lines (the last line of a paragraph sits at the top of a page), orphan and widow words (when





Part III: Graphics

the first or last word sits on a separate line), inserting extra space between words to make a line look nicer, page numbers, headers and footers, hyphenation, different left and right margins, mirrored margins, page gutters, bulleted lists, indentation and justification, different font sizes and styles, and a host of other issues.

Word processing and text-formatting applications such as Microsoft Word spend a great deal of effort on these issues — effort that you probably don't want to duplicate. In fact, Word is so good at handling these issues that you should consider using it to print your output instead of writing an elaborate Visual Basic program to do it.

If your output is simple text, you can drop it into a text file and then use Word to open, format, and print it. For printouts that you don't need to generate too frequently, and for printouts where the user may want to edit the results before printing anyway, this is a simple, flexible solution that doesn't require you to write, debug, and maintain a lot of complicated formatting code.

For more elaborate printouts, programs such as Word may still be useful. Using Visual Studio Tools for Office (VSTO), you can open a Microsoft Word application and control it from your Visual Basic program. Your program can use the Word object model to add text, insert pictures, build tables, set page printing options, and even print the result. You can then save the document for later use or discard it.

Using VSTO, not only can you control Microsoft Word, but you can also use the other Microsoft Office applications. For example, you can load information into Excel so that you can use its tools to analyze and graph the data, copy information into Access for analysis by other database applications, or compose email messages in Outlook.

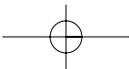
VSTO is relatively complicated and outside of the scope of this book, so it isn't described here. For more information, see the VSTO web site at msdn2.microsoft.com/office/aa905533.aspx. You can download Visual Studio 2005 Tools for Office Second Edition at www.microsoft.com/downloads/details.aspx?familyid=5e86cab3-6fd6-4955-b979-e1676db6b3cb. You can also learn more in a book about VSTO such as *Professional VSTO 2005: Visual Studio 2005 Tools for Office* by Alvin Bruney (Wiley, 2006).

Basic Printing

The `PrintDocument` class sits at the heart of the printing process in Visual Basic. The program creates an instance of this class and installs event handlers to catch its events. When the object must perform printing-related tasks, it raises events to ask the program for help.

The `PrintDocument` object raises four key events:

- ❑ `BeginPrint` — The `PrintDocument` raises its `BeginPrint` event when it is about to start printing. The program can initialize data structures, load data, connect to databases, and perform any other chores it must do to get ready to print.
- ❑ `QueryPageSettings` — Before it prints a page, the `PrintDocument` object raises its `QueryPageSettings` event. A program can catch this event and modify the document's margins for the page that it is about to print.
- ❑ `PrintPage` — The `PrintDocument` object raises its `PrintPage` event to generate a page. The program must catch this event and use the `Graphics` object provided by the event handler's



Chapter 24: Printing

parameters to generate output. When it is finished, the event handler should set the value `e.HasMorePages` to `True` or `False` to tell the `PrintDocument` whether there are more pages to generate.

- ❑ `EndPrint` — Finally, when it has finished printing, the `PrintDocument` object raises its `EndPrint` event. The program can catch this event to clean up any resources it used while printing. It can free data structures, close data files and database connections, and perform any other necessary cleanup chores.

Having created a `PrintDocument` object and its event handlers, you can do three things with it. First you can call the object's `Print` method to immediately send a printout to the currently selected printer. The `PrintDocument` object raises its events as necessary as it generates the printout.

Second, you can set a `PrintPreviewDialog` control's `Document` property to the `PrintDocument` object and then call the dialog's `ShowDialog` method. The `PrintPreviewDialog` displays the print preview window shown in Figure 24-1, using the `PrintDocument` object to generate the output it displays.

The preview dialog box's printer button on the left sends the printout to the printer. Note that this makes the `PrintDocument` object regenerate the printout using its events, this time sending the results to the printer instead of to the print preview dialog box. The magnifying glass button displays a drop-down list where the user can select various scales for viewing the printout. The next five buttons let the user display one, two, three, four, or six of the printout's pages at the same time. The Close button closes the dialog box and the Page up/down arrows let the user move through the printout's pages.

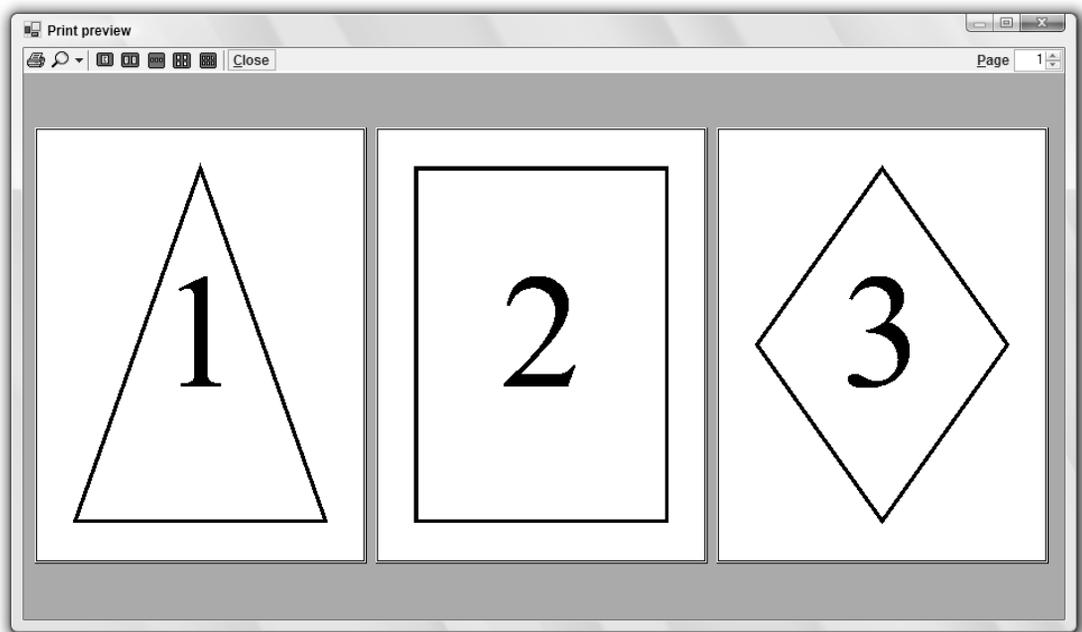
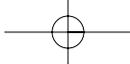


Figure 24-1: The `PrintPreviewDialog` control lets the user zoom in and out, and view the printout's various pages.



Part III: Graphics

The `PrintPreviewControl` displays a print preview much as the `PrintPreviewDialog` control does, except that it sits on your form. It does not provide all the buttons that the dialog box does, but it does provide methods that let you implement similar features. For example, it lets your program set the zoom level, number of columns in the display, and so forth.

The third task you can do with a `PrintDocument` is assign it to a `PrintDialog` object's `Document` property and then call the dialog box's `ShowDialog` method to display the dialog box shown in Figure 24-2. The user can select the printer and set its properties (for example, selecting landscape or portrait orientation). When the user clicks Print, the dialog box uses the `PrintDocument` object to send the printout to the printer.

Your results could look different from those shown here. The print preview adjusts its appearance based on such factors as the type of printer you are using, its settings, the size of the paper you are using, and the paper's orientation.

The following code shows how a simple printing application can send output to the printer. This is just about the smallest program that demonstrates all three uses for a `PrintDocument` object: printing immediately, displaying a print preview dialog box, and displaying a print dialog box.

The code declares a `PrintDocument` object named `m_PrintDocument`. It uses the `WithEvents` keyword, so it can easily catch the object's events.

When the user clicks the Print Now button, the `btnPrintNow_Click` event handler assigns `m_PrintDocument` to a new `PrintDocument` object and calls its `Print` method.

If the user clicks the Print Preview button, the `btnPrintPreview_Click` event handler assigns `m_PrintDocument` to a new `PrintDocument` object, sets the `PrintPreviewDialog` object's `Document` property equal to the new object, and invokes the dialog box's `ShowDialog` method.

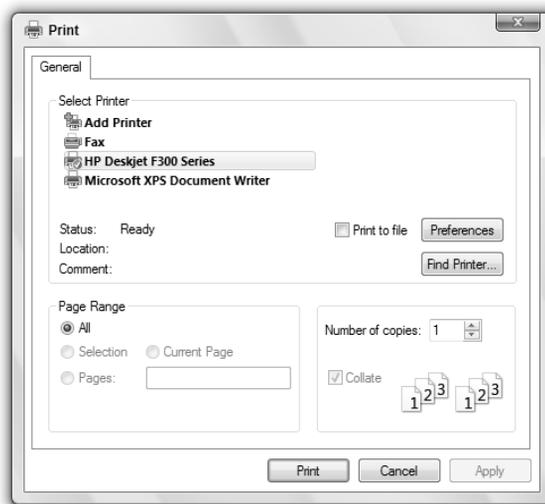
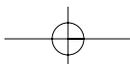


Figure 24-2: The `PrintDialog` control lets the user send a printout to a printer.



Chapter 24: Printing

The Print Dialog button works similarly. When the user clicks this button, the `btnPrintDialog_Click` event handler assigns `m_PrintDocument` to a new `PrintDocument` object, sets the `PrintDialog` object's `Document` property equal to the new object, and calls the dialog box's `ShowDialog` method.

In all three cases, the `PrintDocument` object raises its `PrintPage` event when it is ready to print a page. The program's event handler creates a 20-pixel-wide pen and uses it to draw a rectangle around the page's margin bounds. It changes the pen so that it is dashed and inset (so it draws inside the borders of a rectangle), and then draws a rectangle around the page's bounds. It finishes by setting `e.HasMorePages` to `False` to tell the `PrintDocument` that the printout is complete.

```
Imports System.Drawing.Printing

Public Class Form1
    Private WithEvents m_PrintDocument As PrintDocument

    ' Print now.
    Private Sub btnPrintNow_Click(ByVal sender As System.Object, _
        ByVal e As System.EventArgs) Handles btnPrintNow.Click
        m_PrintDocument = New PrintDocument
        m_PrintDocument.Print()
    End Sub

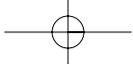
    ' Display a print preview dialog.
    Private Sub btnPrintPreview_Click(ByVal sender As System.Object, _
        ByVal e As System.EventArgs) Handles btnPrintPreview.Click
        m_PrintDocument = New PrintDocument
        dlgPrintPreview.Document = m_PrintDocument
        dlgPrintPreview.ShowDialog()
    End Sub

    ' Display a print dialog.
    Private Sub btnPrintDialog_Click(ByVal sender As System.Object, _
        ByVal e As System.EventArgs) Handles btnPrintDialog.Click
        m_PrintDocument = New PrintDocument
        dlgPrint.Document = m_PrintDocument
        dlgPrint.ShowDialog()
    End Sub

    ' Print a page with a diamond on it.
    Private Sub m_PrintDocument_PrintPage(ByVal sender As Object, _
        ByVal e As System.Drawing.Printing.PrintPageEventArgs) _
        Handles m_PrintDocument.PrintPage
        Using the_pen As New Pen(Color.Black, 20)
            e.Graphics.DrawRectangle(the_pen, e.MarginBounds)

            the_pen.DashStyle = Drawing2D.DashStyle.Dash
            the_pen.Alignment = Drawing2D.PenAlignment.Inset
            e.Graphics.DrawRectangle(the_pen, e.PageBounds)
        End Using

        e.HasMorePages = False
    End Sub
End Class
```



Part III: Graphics

The `PrintDocument` object's `PrintPage` event handler provides a parameter of type `PrintPageEventArgs` to let the program control the printout and to give information about the printer. This object's `PageBounds` and `MarginBounds` properties give the location of the printer's printable surface and the page's margins, respectively. Typically, the printable area might be a quarter inch smaller than the paper's physical size, and the margins might be an inch or more inside the paper's physical size.

Figure 24-3 shows these rectangles in a print preview. The `MarginBounds` are drawn with a thick line, and the `PageBounds` are shown with a thick dashed line.

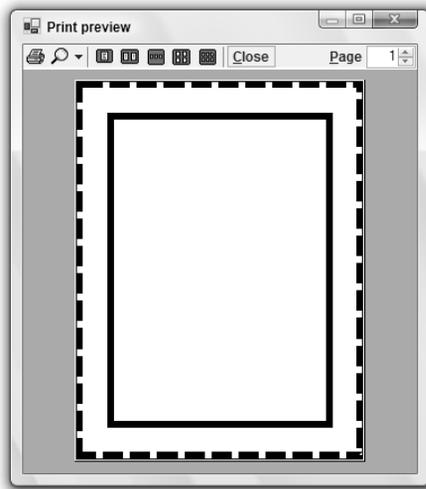
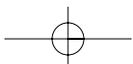


Figure 24-3: The `e.PageBounds` and `e.MarginBounds` parameters give the paper's printable area and margins.

Printing Text

The printing application described in the previous section is extremely simple. It prints a very straightforward shape on a single page. You know the positions of the diamond before starting, so the program needs to perform little arranging and formatting. The only formatting it does is to make its diamond fit the page's margins.

This section describes a more useful example that prints a long series of paragraphs using different font sizes. The program must figure out how to break the text into pages. It also assumes that you will print the pages double-sided and then later bind the results into a booklet. To allow extra room for the binding, the program adds a *gutter* to the margin of edge on each page on the side where the binding will be. The program assumes that you will place the first page on the outside of the booklet, so it adds the gutter



Chapter 24: Printing

to the left margin on odd-numbered pages and to the right margin on even-numbered pages. Finally, the program displays a page number in the upper corner opposite the gutter.

Figure 24-4 shows the results displayed in a print preview dialog box, so you can understand the goals. If you look closely, you can see that the left margins on the first and third pages and the right margin on the second page are enlarged to allow room for the gutter. You can also see that the page numbers are in the upper corner on the side that doesn't have the gutter. Imagine the second page printed on the back of the first, so their gutters lie on the same edge of the paper.

The following code shows the program that generated this printout. The program begins by declaring a new `PrintDocument` object with the `WithEvents` keyword. The program uses `ParagraphInfo` structures to hold information about the paragraphs it will print. Each `ParagraphInfo` entry contains a font size and some text. The `m_Paragraphs` collection holds the `ParagraphInfo` objects that describe the program's text. The `m_ParagraphsToPrint` collection holds a copy of the text while the program is printing. The code uses this copy to keep track of the text that has yet to be printed. Variable `m_PagesPrinted` keeps track of the number of pages printed during the printing process. The code uses this value to display page numbers and to determine whether it is printing an odd or even page.

This little piece of code should have been omitted. When the program loads, the `Form1_Load` event handler attaches the program's print and print preview dialogs to the `PrintDocument` object. It then creates the `m_Paragraphs` collection and adds `ParagraphInfo` objects to it. This is just a bunch of data, so little of it is shown here.

When the user clicks the Print Preview or Print Dialog buttons, the corresponding event handlers simply display the appropriate dialog boxes. When the user clicks the Print Now button, the program calls the `PrintDocument` object's `Print` method.

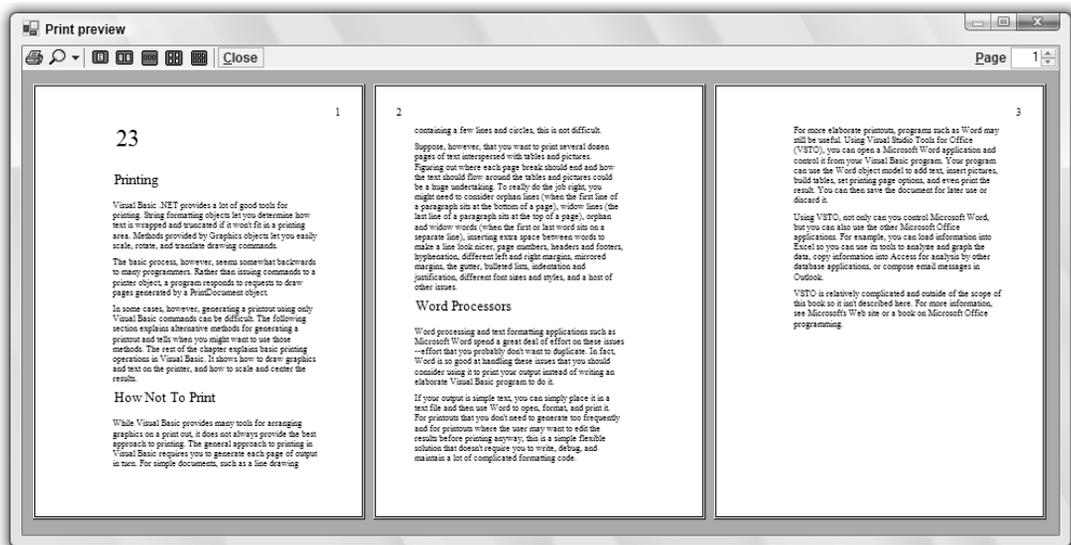
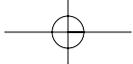


Figure 24-4: This preview shows text broken across pages with a gutter and displaying page numbers along the outside edges.



Part III: Graphics

More interesting differences between this program and the one described in the previous section come in the `PrintDocument` object's event handlers. The `BeginPrint` event handler sets `m_PagesPrinted` to zero. It then fills the `m_ParagraphsToPrint` collection with copies of the `ParagraphInfo` structures holding the program's text data. The program will use the objects in this collection to keep track of the paragraphs printed.

The `QueryPageSettings` event handler sets the margins for the page that the `PrintDocument` object is about to print. First, it sets the gutter size to 100 printer units (or one inch). Next, the program adjusts the margins based on the page number. If the page to be printed is the first page in the document, the program adds the gutter size to the left margin. If the page is some other odd-numbered page, the program moves the whole page to the right by increasing the left margin and decreasing the right margin. Finally, if the next page will be odd numbered, the program shifts the page to the left by decreasing the left margin and increasing the right margin.

The `PrintPage` event handler starts by incrementing the number of pages printed. It then includes commented code to draw a rectangle around the page's margins. When you are debugging a printing routine, drawing this rectangle can help you see where your drawing is in relation to the page's margins.

Next, the routine creates a font for the page number. Depending on whether this page is odd or even numbered, it calculates an X coordinate halfway between the nongutter margin and the edge of the printable page. It sets a `StringFormat` object's `Alignment` property to make numbers in the left margin left-justified and to make numbers in the right margin right-justified. It then draws the page number at the calculated X position, halfway between the top margin and the paper's top printable boundary.

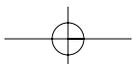
The program then prepares to draw the text for this page. It sets the `StringFormat` object's properties so that the text is left-justified and lines wrap at word boundaries instead of in the middle of words. It sets the `FormatFlags` property to `LineLimit`. If only part of a line of text would fit vertically on the page, this makes Visual Basic not draw the line rather than drawing just the top halves of its letters.

After this preparation, the program sets variable `ymin` to the minimum Y coordinate where the routine can draw text. Initially, this is the top margin. It then enters a `Do` loop to process as much text as will fit on the page.

Inside the loop, the program takes the first `ParagraphInfo` structure from the `m_ParagraphsToPrint` collection and makes a font that has the right size for that paragraph. It creates a `RectangleF` representing the remaining area on the page. This includes the area between the left and right margins horizontally, and between `ymin` and the bottom margin vertically.

The program then uses the `e.Graphics` object's `MeasureString` method to see how much space the next piece of text will need. It passes `MeasureString` the layout rectangle's size and the `StringFormat` object so that Visual Basic can decide how it will need to wrap the paragraph's text when it prints it. The code also passes in the variables `characters_fitted` and `lines_filled`. These parameters are passed by reference, so `MeasureString` can fill in the number of characters and lines it could draw within the allowed size.

The routine then checks `characters_fitted` to see if any characters will fit in the available area. If any characters can fit, the program draws the paragraph. Commented code draws a rectangle around the text to help with debugging. The program increases `ymin` by the paragraph's printed height plus half of the font's height to provide a break between paragraphs.



Chapter 24: Printing

Next, the program determines whether the entire paragraph fits in the allowed area. If some of the paragraph did not fit, the program stores the remaining text in the `ParagraphInfo` structure and puts the structure back at the beginning of the `m_ParagraphsToPrint` collection so that it can be printed on the next page. It then exits the `Do` loop because the current page is full.

When the page is full or the `m_ParagraphsToPrint` collection is empty, the `PrintPage` event handler is finished. It sets `e.HasMorePages` to `True` if `m_ParagraphsToPrint` is not empty.

Finally, when the `PrintDocument` has finished printing the whole document, the `EndPrint` event handler executes. This routine cleans up by setting the `m_ParagraphsToPrint` variable to `Nothing`, freeing up the collection object's memory. In this program, freeing the collection is a small matter. In a program that allocated more elaborate data structures, cleaning up in this event handler would be more important.

```
' The PrintDocument.
Private WithEvents m_PrintDocument As New PrintDocument

' Information about the paragraphs to print.
Private Structure ParagraphInfo
    Public FontSize As Integer
    Public Text As String
    Public Sub New(ByVal font_size As Integer, ByVal txt As String)
        FontSize = font_size
        Text = txt
    End Sub
End Structure

' The paragraphs.
Private m_Paragraphs As Collection
Private m_ParagraphsToPrint As Collection
Private m_PagesPrinted As Integer

' Load the paragraph info.
Private Sub Form1_Load(ByVal sender As Object, _
    ByVal e As System.EventArgs) Handles MyBase.Load
    ' Attach the PrintDocument to the
    ' PrintDialog and PrintPreviewDialog.
    dlgPrint.Document = m_PrintDocument
    dlgPrintPreview.Document = m_PrintDocument

    ' Make the text to print.
    m_Paragraphs = New Collection
    m_Paragraphs.Add(New ParagraphInfo(45, "23"))
    m_Paragraphs.Add(New ParagraphInfo(27, "Printing"))
    ... Code omitted...
End Sub

' Display the preview dialog.
Private Sub btnPrintPreview_Click(ByVal sender As System.Object, _
    ByVal e As System.EventArgs) Handles btnPrintPreview.Click
    dlgPrintPreview.WindowState = FormWindowState.Maximized
    dlgPrintPreview.ShowDialog()
End Sub
```



Part III: Graphics

```

' Display the print dialog.
Private Sub btnPrintDialog_Click(ByVal sender As System.Object, _
    ByVal e As System.EventArgs) Handles btnPrintDialog.Click
    dlgPrint.ShowDialog()
End Sub

' Print immediately.
Private Sub btnPrintNow_Click(ByVal sender As System.Object, _
    ByVal e As System.EventArgs) Handles btnPrintNow.Click
    m_PrintDocument.Print()
End Sub

' Get ready to print pages.
Private Sub m_PrintDocument_BeginPrint(ByVal sender As Object, _
    ByVal e As System.Drawing.Printing.PrintEventArgs) _
    Handles m_PrintDocument.BeginPrint
    ' We have not yet printed any pages.
    m_PagesPrinted = 0

    ' Make a copy of the text to print.
    m_ParagraphsToPrint = New Collection
    For Each para_info As ParagraphInfo In m_Paragraphs
        m_ParagraphsToPrint.Add(_
            New ParagraphInfo(para_info.FontSize, para_info.Text))
    Next para_info
End Sub

' Set the margins for the following page.
Private Sub m_PrintDocument_QueryPageSettings(ByVal sender As Object, _
    ByVal e As System.Drawing.Printing.QueryPageSettingsEventArgs) _
    Handles m_PrintDocument.QueryPageSettings
    ' Use a 1 inch gutter (printer units are 100 per inch).
    Const gutter As Integer = 100

    ' See if the next page will be the first, odd, or even.
    If m_PagesPrinted = 0 Then
        ' The next page is the first.
        ' Increase the left margin.
        e.PageSettings.Margins.Left += gutter
    ElseIf (m_PagesPrinted Mod 2) = 0 Then
        ' The next page will be odd.
        ' Shift the margins right.
        e.PageSettings.Margins.Left += gutter
        e.PageSettings.Margins.Right -= gutter
    Else
        ' The next page will be even.
        ' Shift the margins left.
        e.PageSettings.Margins.Left -= gutter
        e.PageSettings.Margins.Right += gutter
    End If
End Sub

' Print the next page.
Private Sub m_PrintDocument_PrintPage(ByVal sender As Object, _
    ByVal e As System.Drawing.Printing.PrintPageEventArgs) _

```



Chapter 24: Printing

```

Handles m_PrintDocument.PrintPage
' Increment the page number.
m_PagesPrinted += 1

' Draw the margins (for debugging).
'e.Graphics.DrawRectangle(Pens.Red, e.MarginBounds)

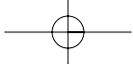
' Print the page number right justified
' in the upper corner opposite the gutter
' and outside of the margin.
Dim x As Integer
Using string_format As New StringFormat
' See if this is an odd or even page.
If (m_PagesPrinted Mod 2) = 0 Then
' This is an even page.
' The gutter is on the right and
' the page number is on the left.
x = (e.MarginBounds.Left + e.PageBounds.Left) \ 2
string_format.Alignment = StringAlignment.Near
Else
' This is an odd page.
' The gutter is on the left and
' the page number is on the right.
x = (e.MarginBounds.Right + e.PageBounds.Right) \ 2
string_format.Alignment = StringAlignment.Far
End If

' Print the page number.
Using the_font As New Font("Times New Roman", 20, _
FontStyle.Regular, GraphicsUnit.Point)
e.Graphics.DrawString(m_PagesPrinted.ToString, _
the_font, Brushes.Black, x, _
(e.MarginBounds.Top + e.PageBounds.Top) \ 2, _
string_format)
End Using ' the_font

' Draw the rest of the text left justified,
' wrap at words, and don't draw partial lines.
string_format.Alignment = StringAlignment.Near
string_format.FormatFlags = StringFormatFlags.LineLimit
string_format.Trimming = StringTrimming.Word

' Draw some text.
Dim paragraph_info As ParagraphInfo
Dim ymin As Integer = e.MarginBounds.Top
Dim layout_rect As RectangleF
Dim text_size As SizeF
Dim characters_fitted As Integer
Dim lines_filled As Integer
Do While m_ParagraphsToPrint.Count > 0
' Print the next paragraph.
paragraph_info = DirectCast(m_ParagraphsToPrint(1), ParagraphInfo)
m_ParagraphsToPrint.Remove(1)

```



Part III: Graphics

```

' Get the area available for this paragraph.
layout_rect = New RectangleF( _
    e.MarginBounds.Left, ymin, _
    e.MarginBounds.Width, _
    e.MarginBounds.Bottom - ymin)

' See how big the text will be and
' how many characters will fit.
' Get the font.
Using the_font As New Font("Times New Roman", _
    paragraph_info.FontSize, FontStyle.Regular, GraphicsUnit.Point)
    text_size = e.Graphics.MeasureString( _
        paragraph_info.Text, the_font, _
        New SizeF(layout_rect.Width, layout_rect.Height), _
        string_format, characters_fitted, lines_filled)

' See if any characters will fit.
If characters_fitted > 0 Then
    ' Draw the text.
    e.Graphics.DrawString(paragraph_info.Text, _
        the_font, Brushes.Black, _
        layout_rect, string_format)

    ' Debugging: Draw a rectangle around the text.
    'e.Graphics.DrawRectangle(Pens.Green, _
    '    layout_rect.Left, _
    '    layout_rect.Top, _
    '    text_size.Width, _
    '    text_size.Height)

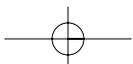
    ' Increase the location where we can start.
    ' Add a little interparagraph spacing.
    ymin += CInt(text_size.Height + _
        e.Graphics.MeasureString("M", the_font).Height / 2)
End If
End Using ' the_font

' See if some of the paragraph didn't fit on the page.
If characters_fitted < Len(paragraph_info.Text) Then
    ' Some of the paragraph didn't fit.
    ' Prepare to print the rest on the next page.
    paragraph_info.Text = paragraph_info.Text. _
        Substring(characters_fitted)
    m_ParagraphsToPrint.Add(paragraph_info, Before:=1)

    ' That's all that will fit on this page.
    Exit Do
End If
Loop
End Using ' string_format

' If we have more paragraphs, we have more pages.
e.HasMorePages = (m_ParagraphsToPrint.Count > 0)
End Sub

```



```
' Clean up.
Private Sub m_PrintDocument_EndPrint(ByVal sender As Object, _
    ByVal e As System.Drawing.Printing.PrintEventArgs) _
    Handles m_PrintDocument.EndPrint
    m_ParagraphsToPrint = Nothing
End Sub
```

Centering Printouts

The previous section explained how to handle a common scenario: printing large amounts of text. Another common scenario is printing a picture centered on the printed page. To do that, you must move the drawing vertically and horizontally to put it at the correct position. You can do this by using the `Graphics` object's `TranslateTransform` method. That method defines a translation transformation for all the graphics drawn by the object. After you set the transformation, you can draw any graphics as usual, and the `Graphics` object automatically moves them to the correct position.

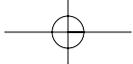
The `CenterPictureInMargins` subroutine shown in the following code defines a translation transformation that centers an area within some specified bounds. The routine begins by calling the `Graphics` object's `ResetTransform` method to remove any transformations that may already be defined. Next, the routine calculates the horizontal and vertical offsets by which it must translate the rectangle `picture_bounds` so that it will be centered within the rectangle `margin_bounds`. It calls the `Graphics` object's `TranslateTransform` method to make the translation.

```
' Transform the Graphics object to center the rectangle
' picture_bounds within margin_bounds.
Private Sub CenterPictureInMargins(ByVal gr As Graphics, _
    ByVal picture_bounds As RectangleF, ByVal margin_bounds As RectangleF)
    ' Remove any existing transformation.
    gr.ResetTransform()

    ' Apply the transformation.
    Dim dx As Single = _
        margin_bounds.Left - picture_bounds.Left + _
        (margin_bounds.Width - picture_bounds.Width) / 2
    Dim dy As Single = _
        margin_bounds.Top - picture_bounds.Top + _
        (margin_bounds.Height - picture_bounds.Height) / 2
    gr.TranslateTransform(dx, dy)
End Sub
```

You can use subroutine `CenterPictureInMargins` to prepare the `e.Graphics` object provided by the `PrintPage` event handler to center a drawing on a printout. For example, the following `PrintPage` event handler code draws a bar chart in the coordinate space $100 \leq X \leq 600$, $100 \leq Y \leq 400$. It begins with commented code that draws the page's margins for debugging purposes.

The code defines rectangles representing the area in which it will draw and the printed page's margin bounds. It passes those rectangles to the `CenterPictureInMargins` subroutine to prepare the `Graphics` object for centering.



Part III: Graphics

Next, the program fills the picture area's rectangle with light gray and outlines it in black. It then calls subroutine `DrawBar` several times to draw five values for the bar chart. The event handler sets `e.HasMorePages` to `False` and ends.

Subroutine `DrawBar` draws a rectangle for the bar chart. It draws its rectangle at the `X` coordinate passed as a parameter, making it 100 units wide and `hgt` units tall. It fills the rectangle with a hatch pattern and then outlines it in black. The subroutine finishes by adding 100 to `x`, so the next call to `DrawBar` draws a rectangle to the right.

```
' Print the page.
Private Sub Print_PrintPage(ByVal sender As Object, _
    ByVal e As System.Drawing.Printing.PrintPageEventArgs)
    ' Draw the margins (for debugging). Be sure
    ' to do this before transforming the Graphics object.
    e.Graphics.DrawRectangle(Pens.Red, e.MarginBounds)

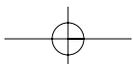
    ' This routine draws a bar chart for 5 values
    ' in printer coordinates between
    ' (100, 100) - (600, 400).
    ' Transform the Graphics object to center the results.
    Dim picture_rect As New RectangleF(100, 100, 600, 400)
    Dim margin_rect As New RectangleF( _
        e.MarginBounds.X, _
        e.MarginBounds.Y, _
        e.MarginBounds.Width, _
        e.MarginBounds.Height)
    CenterPictureInMargins(e.Graphics, picture_rect, margin_rect)

    ' Draw a rectangle around the chart.
    e.Graphics.FillRectangle(Brushes.LightGray, picture_rect)
    e.Graphics.DrawRectangle(Pens.Black, Rectangle.Round(picture_rect))

    ' Draw the values.
    Dim x As Integer = 100
    DrawBar(e.Graphics, x, 200, HatchStyle.BackwardDiagonal)
    DrawBar(e.Graphics, x, 280, HatchStyle.Vertical)
    DrawBar(e.Graphics, x, 240, HatchStyle.ForwardDiagonal)
    DrawBar(e.Graphics, x, 170, HatchStyle.Horizontal)
    DrawBar(e.Graphics, x, 290, HatchStyle.DiagonalCross)

    ' There are no more pages.
    e.HasMorePages = False
End Sub

' Draw a bar in (x, 400)-(x + 100, 400 - hgt).
Private Sub DrawBar(ByVal gr As Graphics, ByRef x As Integer, _
    ByVal hgt As Integer, ByVal hatch_style As HatchStyle)
    Dim rect As New Rectangle(x, 400 - hgt, 100, hgt)
    Using hatch_brush As New HatchBrush(hatch_style, Color.Black, Color.White)
        gr.FillRectangle(hatch_brush, rect)
    End Using
    gr.DrawRectangle(Pens.Black, rect)
    x += 100
End Sub
```



Chapter 24: Printing

Figure 24-5 shows the result. You can see in the picture that the bar chart is centered within the margins.

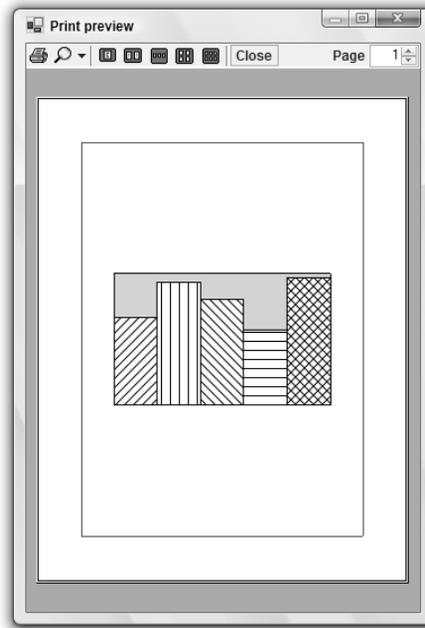


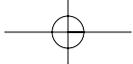
Figure 24-5: Subroutine `CenterPictureInMargins` makes it easy to center a picture within a printed page.

Fitting Pictures to the Page

Another common scenario is drawing a picture as large as possible on the page without distorting it. You can use the same approach to this problem that was described in the previous section: Apply a transformation to the `PrintPage` event handler's `Graphics` object to make the picture fit the printed page.

The subroutine `FitPictureToMargins` shown in the following code makes this transformation. It begins by calling the `Graphics` object's `ResetTransform` method to remove any existing transformation. Next the subroutine translates to center the `picture_bounds` rectangle at the origin. Scaling an object centered at the origin is relatively simple because the object's center remains at the origin, so the program starts by centering `picture_bounds`.

The program compares aspect ratios (ratios of height/width) of the `picture_bounds` and `margin_bounds` rectangles. If `picture_bounds` has the greater aspect ratio, then it is relatively taller and thinner than `margin_bounds`. In that case, the program scales to make `picture_bounds` the same height as `margin_bounds` and sets its width appropriately.



Part III: Graphics

If `picture_bounds` has the smaller aspect ratio, it is relatively wider and shorter than `margin_bounds`. In that case, the program scales to make `picture_bounds` the same width as `margin_bounds` and sets its height accordingly.

After calculating the scale factor it needs, the program calls the `Graphics` object's `ScaleTransform` method to add it to the `Graphics` object's transformation. It uses the `MatrixOrder.Append` parameter to make the object apply the scaling transformation after its first translation.

Finally, the subroutine applies another translation to move the center of the scaled `picture_bounds` rectangle from the origin to the center of `margin_bounds`. It again uses the `MatrixOrder.Append` parameter, so the new transformation is applied after the previous ones.

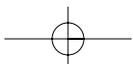
```
' Transform the Graphics object to fit the rectangle
' picture_bounds to margin_bounds and center it.
Private Sub FitPictureToMargins(ByVal gr As Graphics, _
    ByVal picture_bounds As RectangleF, ByVal margin_bounds As RectangleF)
    ' Remove any existing transformation.
    gr.ResetTransform()

    ' Translate to center picture_bounds at the origin.
    gr.TranslateTransform( _
        -(picture_bounds.Left + picture_bounds.Width / 2), _
        -(picture_bounds.Top + picture_bounds.Height / 2))

    ' Scale to make picture_bounds fit margin_bounds.
    ' Compare the aspect ratios.
    Dim margin_aspect As Single = margin_bounds.Height / margin_bounds.Width
    Dim picture_aspect As Single = picture_bounds.Height / picture_bounds.Width
    Dim scale As Single
    If picture_aspect > margin_aspect Then
        ' picture_bounds is relatively tall and thin.
        ' Make it as tall as possible.
        scale = margin_bounds.Height / picture_bounds.Height
    Else
        ' picture_bounds is relatively short and wide.
        ' Make it as wide as possible.
        scale = margin_bounds.Width / picture_bounds.Width
    End If
    ' Scale.
    gr.ScaleTransform(scale, scale, MatrixOrder.Append)

    ' Translate to move the origin to the center of margin_bounds.
    gr.TranslateTransform( _
        margin_bounds.Left + margin_bounds.Width / 2, _
        margin_bounds.Top + margin_bounds.Height / 2, _
        MatrixOrder.Append)
End Sub
```

A program can use subroutine `FitPictureToMargins` exactly as it can use subroutine `CenterPictureInMargins`. Figure 24-6 shows the result. This routine works whether the picture area is relatively short and wide (as in this case) or tall and thin. It will also shrink a picture that is bigger than the page.



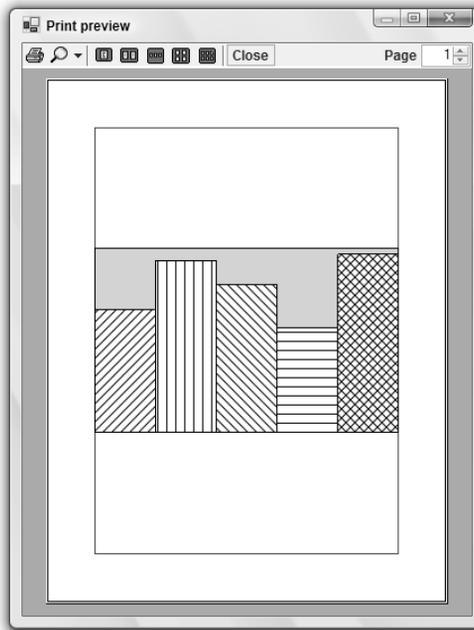


Figure 24-6: Subroutine `FitPictureToMargins` makes it easy to center a picture within a printed page, making it as large as possible without distortion.

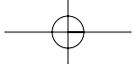
Simplifying Drawing and Printing

Many applications draw some graphics, possibly with some user interaction, and then later print the same graphics, perhaps centered and scaled to fit the page.

You can make this process easier if you move all of the program's drawing code into subroutines that are independent of the drawing or printing surface. These drawing routines should take as a parameter a `Graphics` object on which to draw. Then it doesn't matter whether the program passes these routines the `Graphics` object provided by a `PrintPage` event handler or a control's `Paint` event handler. They can even use a `Graphics` object generated by the control's `CreateGraphics` method.

The `DrawGraphics` subroutine shown in the following code encapsulates the drawing code used in the previous sections. It takes a `Graphics` object as a parameter, draws a background on it, and calls `DrawBar` to draw five hatched rectangles to form a bar chart.

```
' Draw the bar chart with world coordinate bounds (100, 100)-(600, 400).
Private Sub DrawGraphics(ByVal gr As Graphics)
    ' Draw a rectangle around the chart.
```



Part III: Graphics

```

Dim picture_rect As New Rectangle(100, 100, 500, 300)
gr.FillRectangle(Brushes.LightGray, picture_rect)
gr.DrawRectangle(Pens.Black, picture_rect)

' Draw the values.
Dim x As Integer = 100
DrawBar(gr, x, 200, HatchStyle.BackwardDiagonal)
DrawBar(gr, x, 280, HatchStyle.Vertical)
DrawBar(gr, x, 240, HatchStyle.ForwardDiagonal)
DrawBar(gr, x, 170, HatchStyle.Horizontal)
DrawBar(gr, x, 290, HatchStyle.DiagonalCross)
End Sub

```

Now the `PrintPage` event handler and other code can call this subroutine to draw the program's graphics. The following code shows how a program can use this routine to draw the bar chart on a `PictureBox` named `picCanvas`. The control's `Resize` event handler invalidates the control, so the `Paint` event handler can redraw the entire surface. The control's `Paint` event handler clears the `PictureBox`, calls `FitPictureToMargins` to fit the bar chart to the `PictureBox`'s surface (minus a 3-pixel margin), and calls `DrawGraphics` to draw the bar chart.

```

Private Sub picCanvas_Resize(ByVal sender As Object, _
    ByVal e As System.EventArgs) Handles picCanvas.Resize
    picCanvas.Invalidate()
End Sub
Private Sub picCanvas_Paint(ByVal sender As Object, _
    ByVal e As System.Windows.Forms.PaintEventArgs) Handles picCanvas.Paint
    ' Clear the picture.
    e.Graphics.Clear(picCanvas.BackColor)

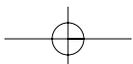
    ' This routine draws a bar chart for 5 values
    ' in printer coordinates between
    ' (100, 100) - (600, 400).
    ' Transform the Graphics object to center the results.
    Dim picture_rect As New RectangleF(100, 100, 500, 300)
    Dim margin_rect As New RectangleF( _
        picCanvas.ClientRectangle.X + 3, _
        picCanvas.ClientRectangle.Y + 3, _
        picCanvas.ClientRectangle.Width - 6, _
        picCanvas.ClientRectangle.Height - 6)
    FitPictureToMargins(e.Graphics, picture_rect, margin_rect)

    ' Draw the bar chart.
    DrawGraphics(e.Graphics)
End Sub

```

Figure 24-7 shows the result.

This technique minimizes the amount of drawing code. It lets the program share the same code for drawing, printing, and print previewing. That means less code to debug and maintain. It also means that you need only to modify the code in one place if you need to change it later.



Chapter 24: Printing

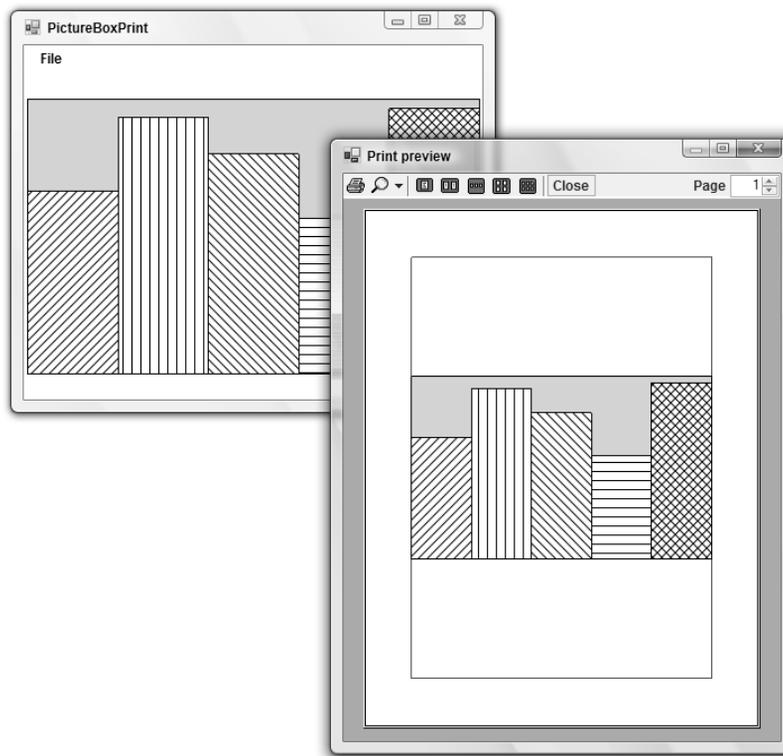
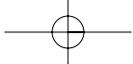


Figure 24-7: A program can use subroutine `FitPictureToMargins` to make a picture fit a `PictureBox` as well as a printed page.

By calling `FitPictureToMargins`, the program makes the bar chart fill the `PictureBox` as much as possible without distorting it. If the control is anchored or docked so that it resizes when the form does, the bar chart also resizes so that it is as big as possible, a fairly impressive feat at the cost of a single subroutine call.

Although very useful, the technique of using a common routine to draw and print graphics is not appropriate for every application. Sometimes a program must take advantage of the particular characteristics of a printer or screen object, and the results may not make sense for other types of devices.

For example, suppose that a program draws fractals by performing time-consuming calculations for each pixel. It may make sense to show the results as the pixels are calculated on the screen. That would take advantage of the fact that the user can immediately see the results of pixels drawn on the screen. On the printer, however, the results aren't visible until the complete page is printed, so sending pixels to the printer one at a time doesn't particularly help the user and may slow printing. It might make more sense to draw the complete image on a `Bitmap` in memory and then send the result to the printer all at once by using the `Graphics` object's `DrawImage` method.



Part III: Graphics

Similarly, the text-printing example described earlier in this chapter prints a long series of paragraphs broken across several pages. It takes advantage of the printed page's exact size and margins. You might be able to display the same page data in a scrolling window on the screen, but that probably wouldn't make much sense. In that application, trying to force screen drawing and page printing routines to produce exactly the same result would probably be a waste of time.

Summary

The `PrintDocument` object sits at the heart of the standard Visual Basic printing process. A program makes a `PrintDocument` object and then responds to its `BeginPrint`, `QueryPageSettings`, `PrintPage`, and `EndPrint` events to generate a printout.

The `PrintDocument` object's `Print` method immediately generates a printout. You can also attach the `PrintDocument` to a `PrintDialog`, `PrintPreviewDialog`, or `PrintPreviewControl` and use those objects to display previews and generate printouts.

This chapter describes printing in general. Using the `Graphics` object provided by the `PrintDocument` object's `PrintPage` event, you can print lines, curves, text, images, and anything else you can draw to the screen.

One particular kind of printing is very common in business applications: reporting. Although you can use the general printing techniques described in this chapter to draw your own reports, Visual Studio 2005 Professional Edition comes with a tool that simplifies many reporting tasks: Crystal Reports.

Crystal Reports can help you build, format, display, and print reports. It can automatically load data from a database and display it in tabular form complete with headers, sections, totals, subtotals, and graphs. Chapter 25 introduces Crystal Reports.

