

## Base Language - Feature #1625

### implement OUTPUT TO PRINTER on Windows

10/21/2012 09:54 AM - Greg Shah

<b>Status:</b>	WIP	<b>Start date:</b>	
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>		<b>% Done:</b>	0%
<b>Category:</b>		<b>Estimated time:</b>	24.00 hours
<b>Target version:</b>		<b>version:</b>	
<b>billable:</b>	No		
<b>vendor_id:</b>	GCD		
<b>Description</b>			

#### History

**#1 - 10/31/2012 01:42 PM - Greg Shah**

- Target version set to Milestone 7

**#2 - 04/25/2013 11:13 AM - Greg Shah**

- Target version changed from Milestone 7 to Milestone 12

**#3 - 04/25/2013 11:14 AM - Greg Shah**

- Estimated time changed from 12.00 to 24.00

**#4 - 09/06/2013 07:28 AM - Greg Shah**

- Status changed from New to WIP

- Assignee set to Vadim Gindin

Please see [#1631](#) for details on how the PRINTER option works for Linux/UNIX. When used on Linux, the PRINTER destination causes a child process to be launched with the command line "lp -s" and all output is written to the STDIN of that child process. This is equivalent to:

OUTPUT THROUGH lp -s.

On Windows, the same 4GL code will drive the GUI printer environment. So the converted code must be the same and the runtime must select a different implementation based on the platform on which it runs.

**#5 - 02/20/2014 04:45 PM - Greg Shah**

- Subject changed from implement OUTPUT TO PRINTER on Linux/UNIX (contrary to the docs, it does work there) to implement OUTPUT TO PRINTER on Windows

The Linux/UNIX support for OUTPUT TO PRINTER is already done from the work in [#1631](#). The remaining work for this task is the Windows implementation.

**#6 - 03/23/2016 04:56 PM - Greg Shah**

- Target version deleted (Milestone 12)

- Assignee deleted (Vadim Gindin)

