

AddPrintProcessor function (Winspool.h) - Win32 apps

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The **AddPrintProcessor** function installs a print processor on the specified server and adds the print-processor name to the list of supported print processors.

```
BOOL AddPrintProcessor(  
    _In_ LPTSTR pName,  
    _In_ LPTSTR pEnvironment,  
    _In_ LPTSTR pPathName,  
    _In_ LPTSTR pPrintProcessorName  
);
```

pName [in]

A pointer to a null-terminated string that specifies the name of the server on which the print processor should be installed. If this parameter is **NULL**, the print processor is installed locally.

pEnvironment [in]

A pointer to a null-terminated string that specifies the environment (for example, Windows x86, Windows IA64, or Windows x64). If this parameter is **NULL**, the current environment of the caller/client (not of the destination/server) is used.

pPathName [in]

A pointer to a null-terminated string that specifies the name of the file that contains the print processor. This file must be in the system print-processor directory.

pPrintProcessorName [in]

A pointer to a null-terminated string that specifies the name of the print processor.

If the function succeeds, the return value is a nonzero value.

If the function fails, the return value is zero.

Note

This is a blocking or synchronous function and might not return immediately. How quickly this function returns depends on run-time factors such as network status, print server configuration, and printer driver implementation factors that are difficult to predict when writing an application. Calling this function from a thread that manages interaction with the user interface could make the application appear to be unresponsive.

The caller must have the [SeLoadDriverPrivilege](#).

Before calling the **AddPrintProcessor** function, an application should verify that the file containing the print processor is stored in the system print-processor directory. An application can retrieve the name of the system print-processor directory by calling the [GetPrintProcessorDirectory](#) function.

An application can determine the name of existing print processors by calling the [EnumPrintProcessors](#) function.

Requirement	Value
Minimum supported client	Windows 2000 Professional [desktop apps only]
Minimum supported server	Windows 2000 Server [desktop apps only]
Header	Winspool.h (include Windows.h)
Library	Winspool.lib
DLL	Winspool.drvc
Unicode and ANSI names	AddPrintProcessorW (Unicode) and AddPrintProcessorA (ANSI)

[Printing](#)

[Print Spooler API Functions](#)

[EnumPrintProcessors](#)

[GetPrintProcessorDirectory](#)

Source: <https://docs.microsoft.com/en-us/windows/win32/printdocs/addprintprocessor>