

## CreateBitmap

The **CreateBitmap** function creates a [bitmap](#) with the specified width, height, and color format (color planes and bits per pixel).

### HBITMAP CreateBitmap(

```
int nWidth,           // bitmap width, in pixels
int nHeight,          // bitmap height, in pixels
UINT cPlanes,         // number of color planes used by device
UINT cBitsPerPel,     // number of bits required to identify a color
CONST VOID *lpvBits   // address of array containing color data
);
```

### Parameters

*nWidth*

Specifies the bitmap width, in pixels.

*nHeight*

Specifies the bitmap height, in pixels.

*cPlanes*

Specifies the number of color planes used by the device.

*cBitsPerPel*

Specifies the number of bits required to identify the color of a single pixel.

*lpvBits*

Points to an array of color data used to set the colors in a rectangle of pixels. Each scan line in the rectangle must be word aligned (scan lines that are not word aligned must be padded with zeros). If this parameter is NULL, the new bitmap is undefined.

### Return Value

If the function succeeds, the return value is a handle of a bitmap.

If the function fails, the return value is NULL.

### Remarks

After a bitmap is created, it can be selected into a device context by calling the [SelectObject](#) function.

While the [CreateBitmap](#) function can be used to create [color bitmaps](#), for performance reasons applications should use **CreateBitmap** to create monochrome bitmaps and [CreateCompatibleBitmap](#) to create color bitmaps. When a color bitmap returned from **CreateBitmap** is selected into a device context, Windows must ensure that the bitmap matches the format of the device context it is being selected into. Since **CreateCompatibleBitmap** takes a device context, it returns a bitmap that has the same format as the specified device context. Because of this, subsequent calls to **SelectObject** are faster than with a color bitmap returned from **CreateBitmap**.

If the bitmap is monochrome, zeros represent the foreground color and ones represent the background color for the destination device context.

If an application sets the *nWidth* or *nHeight* parameters to zero, **CreateBitmap** returns the handle of a 1- by 1-pixel, monochrome bitmap.

When you no longer need the bitmap, call the [DeleteObject](#) function to delete it.