

CreateBitmapIndirect

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

```
HBITMAP CreateBitmapIndirect(  
    CONST BITMAP *lpbm        // address of the bitmap data  
);
```

Parameters

lpbm

Points to a [BITMAP](#) structure that contains information about the bitmap. If an application sets the **bmWidth** or **bmHeight** members to zero, **CreateBitmapIndirect** returns the handle of a 1-by 1-pixel, monochrome bitmap.

Return Value

If the function succeeds, the return value is a handle of the 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 **CreateBitmapIndirect** function can be used to create [color bitmaps](#), for performance reasons applications should use **CreateBitmapIndirect** to create monochrome bitmaps and [CreateCompatibleBitmap](#) to create color bitmaps. When a color bitmap returned from **CreateBitmapIndirect** 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 **CreateBitmapIndirect**.

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

When you no longer need the bitmap, call the **DeleteObject** function to delete it.