

CreateCompatibleBitmap

The **CreateCompatibleBitmap** function creates a [bitmap](#) compatible with the device that is associated with the specified [device context](#).

```
HBITMAP CreateCompatibleBitmap(  
    HDC hdc,           // handle of device context  
    int nWidth,         // width of bitmap, in pixels  
    int nHeight        // height of bitmap, in pixels  
);
```

Parameters

hdc

Identifies a device context.

nWidth

Specifies the bitmap width, in pixels.

nHeight

Specifies the bitmap height, in pixels.

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

The color format of the bitmap created by this function matches the color format of the device identified by the *hdc* parameter. This bitmap can be selected into any memory device context that is compatible with the original device.

Because memory device contexts allow both color and monochrome bitmaps, the format of the bitmap returned by the **CreateCompatibleBitmap** function differs when the specified device context is a [memory device context](#). However, a compatible bitmap that was created for a nonmemory device context always possesses the same color format and uses the same color palette as the specified device context.

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

If a DIB section, which is a bitmap created by the **CreateDIBSection** function, is selected into the device context identified by the *hdc* parameter, the **CreateCompatibleBitmap** function creates a DIB section.

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