

DrawEscape

The **DrawEscape** function accesses drawing capabilities of a video display that are not directly available through the graphics device interface (GDI).

```
int DrawEscape(  
    HDC hdc,                // handle of device context  
    int nEscape,            // specifies escape function  
    int cbInput,            // size of structure for input  
    LPCSTR lpzInData        // address of structure for input  
);
```

Parameters

hdc

Identifies the device context for the specified video display.

nEscape

Specifies the escape function to be performed.

cbInput

Specifies the number of bytes of data pointed to by the *lpzInData* parameter.

lpzInData

Points to the input structure required for the specified escape.

Return Value

The return value specifies the outcome of the function. It is greater than zero if the function is successful, except for the QUERYESCSUPPORT draw escape, which checks for implementation only. The return value is zero if the escape is not implemented. The return value is less than zero if an error occurred. To get extended error information, call [GetLastError](#).

Remarks

When an application calls the **DrawEscape** function, the data identified by *cbInput* and *lpzInData* is passed directly to the specified display driver.