

## LoadBitmap

The **LoadBitmap** function loads the specified bitmap resource from a module's executable file.

```
HBITMAP LoadBitmap(  
    HINSTANCE hInstance,           // handle of application instance  
    LPCTSTR lpBitmapName         // address of bitmap resource name  
);
```

### Parameters

*hInstance*

Identifies the instance of the module whose executable file contains the bitmap to be loaded.

*lpBitmapName*

Points to a null-terminated string that contains the name of the bitmap resource to be loaded. Alternatively, this parameter can consist of the resource identifier in the low-order word and zero in the high-order word. The [\*\*MAKEINTRESOURCE\*\*](#) macro can be used to create this value.

### Return Value

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

If the function fails, the return value is NULL.

### Remarks

If the bitmap pointed to by the *lpBitmapName* parameter does not exist or there is insufficient memory to load the bitmap, the function fails.

An application can use the **LoadBitmap** function to access the predefined bitmaps used by the Win32 API. To do so, the application must set the *hInstance* parameter to NULL and the *lpBitmapName* parameter to one of the following values:

OBM_BTNCORNERS	OBM_OLD_RESTORE
OBM_BTSIZE	OBM_OLD_RGARROW
OBM_CHECK	OBM_OLD_UPARROW
OBM_CHECKBOXES	OBM_OLD_ZOOM
OBM_CLOSE	OBM_REDUCE
OBM_COMBO	OBM_REDUCED
OBM_DNARROW	OBM_RESTORE
OBM_DNARROWD	OBM_RESTORED
OBM_DNARROWI	OBM_RGARROW
OBM_LFARROW	OBM_RGARROWD
OBM_LFARROWD	OBM_RGARROWI
OBM_LFARROWI	OBM_SIZE
OBM_MNARROW	OBM_UPARROW
OBM_OLD_CLOSE	OBM_UPARROWD
OBM_OLD_DNARROW	OBM_UPARROWI
OBM_OLD_LFARROW	OBM_ZOOM
OBM_OLD_REDUCE	OBM_ZOOMD

Bitmap names that begin with OBM\_OLD represent bitmaps used by Windows versions earlier than 3.0.

For an application to use any of the OBM\_ constants, the constant OEMRESOURCE must be defined before the WINDOWS.H header file is included.

The application must call the **DeleteObject** function to delete each bitmap handle returned by the **LoadBitmap** function.