

## StretchBlt

The **StretchBlt** function copies a bitmap from a source rectangle into a destination rectangle, stretching or compressing the bitmap to fit the dimensions of the destination rectangle, if necessary. Windows stretches or compresses the bitmap according to the stretching mode currently set in the destination device context.

### BOOL StretchBlt(

```
HDC  hdcDest,      // handle of destination device context
int  nXOriginDest,  // x-coordinate of upper-left corner of dest. rect.
int  nYOriginDest,  // y-coordinate of upper-left corner of dest. rect.
int  nWidthDest,    // width of destination rectangle
int  nHeightDest,   // height of destination rectangle
HDC  hdcSrc,       // handle of source device context
int  nXOriginSrc,   // x-coordinate of upper-left corner of source rectangle
int  nYOriginSrc,   // y-coordinate of upper-left corner of source rectangle
int  nWidthSrc,     // width of source rectangle
int  nHeightSrc,    // height of source rectangle
DWORD dwRop        // raster operation code
);
```

### Parameters

*hdcDest*

Identifies the destination device context.

*nXOriginDest*

Specifies the x-coordinate, in logical units, of the upper-left corner of the destination rectangle.

*nYOriginDest*

Specifies the y-coordinate, in logical units, of the upper-left corner of the destination rectangle.

*nWidthDest*

Specifies the width, in logical units, of the destination rectangle.

*nHeightDest*

Specifies the height, in logical units, of the destination rectangle.

*hdcSrc*

Identifies the source device context.

*nXOriginSrc*

Specifies the x-coordinate, in logical units, of the upper-left corner of the source rectangle.

*nYOriginSrc*

Specifies the y-coordinate, in logical units, of the upper-left corner of the source rectangle.

*nWidthSrc*

Specifies the width, in logical units, of the source rectangle.

*nHeightSrc*

Specifies the height, in logical units, of the source rectangle.

*dwRop*

Specifies the raster operation to be performed. Raster operation codes define how Windows combines colors in output operations that involve a brush, a source bitmap, and a destination bitmap.

See the [BitBlt](#) function for a list of common raster operation codes.

### Return Value

If the function was successful, the return value is TRUE.

If the function fails, the return value is FALSE. To get extended error information, call

[GetLastError](#).

### Remarks

**StretchBlt** stretches or compresses the source bitmap in memory and then copies the result to the destination rectangle. The color data for pattern or destination pixels is merged after the stretching or compression occurs.

When an enhanced metafile is being recorded, an error occurs (and the function returns FALSE) if the source device context identifies an enhanced-metafile device context.

If the specified raster operation requires a brush, Windows uses the brush currently selected into the destination device context.

The destination coordinates are transformed by using the transformation currently specified for the destination device context; the source coordinates are transformed by using the transformation currently specified for the source device context.

If the source transformation has a rotation or shear, an error occurs.

If destination, source, and pattern bitmaps do not have the same color format, **StretchBlt** converts the source and pattern bitmaps to match the destination bitmap.

If **StretchBlt** must convert a monochrome bitmap to a color bitmap, it sets white bits (1) to the background color and black bits (0) to the foreground color. To convert a color bitmap to a monochrome bitmap, it sets pixels that match the background color to white (1) and sets all other pixels to black (0). The foreground and background colors of the device context with color are used.

**StretchBlt** creates a mirror image of a bitmap if the signs of the *nWidthSrc* and *nWidthDest* parameters or of the *nHeightSrc* and *nHeightDest* parameters differ. If *nWidthSrc* and *nWidthDest* have different signs, the function creates a mirror image of the bitmap along the x-axis. If *nHeightSrc* and *nHeightDest* have different signs, the function creates a mirror image of the bitmap along the y-axis.

Not all devices support the **StretchBlt** function. For more information, see the **GetDeviceCaps** function.