

## WidenPath

The **WidenPath** function redefines the current path as the area that would be painted if the path were stroked using the pen currently selected into the given device context.

```
BOOL WidenPath(  
    HDC hdc        // handle of device context  
);
```

### Parameters

*hdc*

Identifies a device context that contains a closed path.

### Return Value

If the function succeeds, the return value is TRUE.

If the function fails, the return value is FALSE. To get extended error information, call [GetLastError](#). **GetLastError** may return one of the following error codes:

ERROR\_CAN\_NOT\_COMPLETE  
ERROR\_INVALID\_PARAMETER  
ERROR\_NOT\_ENOUGH\_MEMORY

### Remarks

The **WidenPath** function is successful only if the current pen is a geometric pen created by the [ExtCreatePen](#) function, or if the pen is created with the [CreatePen](#) function and has a width, in device units, of more than one.

The device context identified by the *hdc* parameter must contain a closed path.

Any Bézier curves in the path are converted to sequences of straight lines approximating the widened curves. As such, no Bézier curves remain in the path after **WidenPath** is called.