

## CreateDIBitmap

The **CreateDIBitmap** function creates a device-dependent bitmap (DDB) from a device-independent bitmap (DIB) and, optionally, sets the bitmap bits.

### HBITMAP CreateDIBitmap(

```
HDC hdc, // handle of device context
CONST BITMAPINFOHEADER * lpbmih, // address of bitmap size and format data
DWORD fdwInit, // initialization flag
CONST VOID *lpblnit, // address of initialization data
CONST BITMAPINFO * lpbmi, // address of bitmap color-format data
UINT fuUsage // color-data usage
);
```

### Parameters

*hdc*

Identifies a device context.

*lpbmih*

Points to a **BITMAPINFOHEADER** structure.

If *fdwInit* is CBM\_INIT, the function uses the **BITMAPINFOHEADER** structure to obtain the desired width and height of the bitmap as well as other information. Note that a positive value for the height indicates a bottom-up DIB while a negative value for the height indicates a top-down DIB. This scenario is compatible with the **CreateDIBitmap** function.

*fdwInit*

A set of bit flags that specify how the operating system initializes the bitmap's bits.

The following bit flag constant is defined:

Value	Meaning
CBM_INIT	If this flag is set, the operating system uses the data pointed to by the <i>lpblnit</i> and <i>lpbmi</i> parameters to initialize the bitmap's bits. If this flag is clear, the data pointed to by those parameters is not used.

If *fdwInit* is zero, the operating system does not initialize the bitmap's bits.

*lpblnit*

Points to an array of bytes containing the initial bitmap data. The format of the data depends on the **biBitCount** member of the **BITMAPINFO** structure to which the *lpbmi* parameter points.

*lpbmi*

Points to a **BITMAPINFO** structure that describes the dimensions and color format of the array pointed to by the *lpblnit* parameter.

*fuUsage*

Specifies whether the **bmiColors** member of the **BITMAPINFO** structure was initialized and, if so, whether **bmiColors** contains explicit red, green, blue (RGB) values or palette indices. The *fuUsage* parameter must be one of the following values:

Value	Meaning
DIB_PAL_COLORS	A color table is provided and consists of an array of 16-bit indices into the logical palette of the device context into which the bitmap is to be selected.
DIB_RGB_COLORS	A color table is provided and contains literal RGB values.

### 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 CBM\_CREATDIB flag for the *fdwInit* parameter is no longer supported.

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