

PlayEnhMetaFileRecord

The **PlayEnhMetaFileRecord** function plays an enhanced-metafile record by executing the graphics device interface (GDI) functions identified by the record.

```
BOOL PlayEnhMetaFileRecord(  
    HDC hdc, // handle of device context  
    LPHANDLETABLE lpHandleTable, // address of metafile handle table  
    CONST ENHMETARECORD * lpEnhMetaRecord, // address of metafile record  
    UINT nHandles // count of handles  
);
```

Parameters

hdc

Identifies the device context passed to the [EnumEnhMetaFile](#) function.

lpHandleTable

Points to a table of handles identifying GDI objects used when playing the metafile. The first entry in this table contains the enhanced-metafile handle.

lpEnhMetaRecord

Points to the enhanced-metafile record to be played.

nHandles

Specifies the number of handles in the handle table.

Return Value

If the function succeeds, the return value is TRUE.

If the function fails, the return value is FALSE.

Remarks

This is an enhanced-metafile function.

An application typically uses **PlayEnhMetaFileRecord** in conjunction with the [EnumEnhMetaFile](#) function to process and play an enhanced-format metafile one record at a time.

The *hdc*, *lpHandleTable*, and *nHandles* parameters must be exactly those passed to the *EnhMetaFileProc* callback procedure by the **EnumEnhMetaFile** function.

If **PlayEnhMetaFileRecord** does not recognize a record, it ignores the record and returns TRUE.