

## RoundRect

The **RoundRect** function draws a rectangle with rounded corners. The rectangle is outlined by using the current pen and filled by using the current brush.

### BOOL RoundRect(

```
HDC  hdc,           // handle of device context
int  nLeftRect,      // x-coord. of bounding rectangle's upper-left corner
int  nTopRect,        // y-coord. of bounding rectangle's upper-left corner
int  nRightRect,      // x-coord. of bounding rectangle's lower-right corner
int  nBottomRect,     // y-coord. of bounding rectangle's lower-right corner
int  nWidth,          // width of ellipse used to draw rounded corners
int  nHeight          // height of ellipse used to draw rounded corners
);
```

### Parameters

*hdc*

Identifies the device context.

*nLeftRect*

Specifies the x-coordinate of the upper-left corner of the rectangle.

*nTopRect*

Specifies the y-coordinate of the upper-left corner of the rectangle.

*nRightRect*

Specifies the x-coordinate of the lower-right corner of the rectangle.

*nBottomRect*

Specifies the y-coordinate of the lower-right corner of the rectangle.

*nWidth*

Specifies the width of the ellipse used to draw the rounded corners.

*nHeight*

Specifies the height of the ellipse used to draw the rounded corners.

### 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](#).

### Remarks

The current position is neither used nor updated by this function.