

SelectObject

The **SelectObject** function selects an object into the specified device context. The new object replaces the previous object of the same type.

HGDIOBJ SelectObject(

```
HDC hdc,           // handle of device context
HGDIOBJ hgdibj     // handle of object
);
```

Parameters

hdc

Identifies the device context.

hgdibj

Identifies the object to be selected. The specified object must have been created by using one of the following functions:

Object	Functions
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Bitmap	CreateBitmap , CreateBitmapIndirect , CreateCompatibleBitmap , CreateDIBitmap , CreateDIBSection (Bitmaps can be selected for memory device contexts only, and for only one device context at a time.)
Brush	CreateBrushIndirect , CreateDIBPatternBrush , CreateDIBPatternBrushPt , CreateHatchBrush , CreatePatternBrush , CreateSolidBrush
Font	CreateFont , CreateFontIndirect
Pen	CreatePen , CreatePenIndirect
Region	CombineRgn , CreateEllipticRgn , CreateEllipticRgnIndirect , CreatePolygonRgn , CreateRectRgn , CreateRectRgnIndirect

Return Value

If the selected object is not a region and the function succeeds, the return value is the handle of the object being replaced. If the selected object is a region and the function succeeds, the return value is one of the following values:

Value	Meaning
SIMPLEREGION	Region consists of a single rectangle.
COMPLEXREGION	Region consists of more than one rectangle.
NULLREGION	Region is empty.

If an error occurs and the selected object is not a region, the return value is NULL. Otherwise, it is GDI_ERROR.

Remarks

This function returns the previously selected object of the specified type. An application should always replace a new object with the original, default object after it has finished drawing with the new object.

An application cannot select a bitmap into more than one device context at a time.