

SetBitmapDimensionEx

The **SetBitmapDimensionEx** function assigns preferred dimensions to a bitmap. These dimensions can be used by applications; however, they are not used by Windows.

```
BOOL SetBitmapDimensionEx(  
    HBITMAP hBitmap,      // handle of bitmap  
    int nWidth,           // bitmap width in .01-mm units  
    int nHeight,          // bitmap height in .01-mm units  
    LPSIZE lpSize         // address of structure for original dimensions  
);
```

Parameters

hBitmap

Identifies the bitmap. The bitmap cannot be a DIB section bitmap.

nWidth

Specifies the width, in 0.1-millimeter units, of the bitmap.

nHeight

Specifies the height, in 0.1-millimeter units, of the bitmap.

lpSize

Points to a [SIZE](#) structure to receive the previous dimensions of the bitmap. This pointer can be NULL.

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

An application can retrieve the dimensions assigned to a bitmap with the **SetBitmapDimensionEx** function by calling the **GetBitmapDimensionEx** function.

The bitmap identified by *hBitmap* cannot be a dib section, which is a bitmap created by the **CreateDIBSection** function. If the bitmap is a dib section, the **SetBitmapDimensionEx** function fails.