

SetDIBColorTable

The **SetDIBColorTable** function sets RGB (red, green, blue) color values in a range of entries in the color table of the device-independent bitmap (DIB) that is currently selected into a specified device context.

```
UINT SetDIBColorTable(  
    HDC hdc,           // handle of device context whose DIB is of interest  
    UINT uStartIndex,   // color table index of first entry to set  
    UINT cEntries,       // number of color table entries to set  
    RGBQUAD *pColors    // pointer to array of color table entries  
);
```

Parameters

hdc

Specifies a device context. A device-independent bitmap must be selected into this device context.

uStartIndex

A zero-based color table index that specifies the first color table entry to set.

cEntries

Specifies the number of color table entries to set.

pColors

Points to an array of [RGBQUAD](#) structures containing new color information for the DIB's color table.

Return Value

If the function succeeds, the return value is the number of color table entries that the function sets.

If the function fails, the return value is zero. To get extended error information, call [GetLastError](#).

Remarks

This function should be called to set the color table for device-independent bitmaps that use 1, 4, or 8 bits per pixel. The **biBitCount** member of a bitmap's associated [BITMAPINFOHEADER](#) structure specifies the number of bits per pixel. Device-independent bitmaps with a **biBitCount** value greater than 8 do not have a color table.