

SetPixel

The **SetPixel** function sets the pixel at the specified coordinates to the specified color.

```
COLORREF SetPixel(  
    HDC hdc,                // handle of device context  
    int X,                  // x-coordinate of pixel  
    int Y,                  // y-coordinate of pixel  
    COLORREF crColor        // pixel color  
);
```

Parameters

hdc

Identifies the device context.

X

Specifies the x-coordinate, in logical units, of the point to be set.

Y

Specifies the y-coordinate, in logical units, of the point to be set.

crColor

Specifies the color to be used to paint the point.

Return Value

If the function succeeds, the return value is the RGB value that the function sets the pixel to. This value may differ from the color specified by *crColor*; that happens when an exact match for the specified color cannot be found.

If the function fails, the return value is -1 . To get extended error information, call [GetLastError](#).

Remarks

The function fails if the pixel coordinates lie outside of the current clipping region.

Not all devices support the **SetPixel** function. For more information, see **GetDeviceCaps**.