

EnumObjects

The **EnumObjects** function enumerates the pens or brushes available for the specified device context. This function calls the application-defined callback function once for each available object, supplying data describing that object. **EnumObjects** continues calling the callback function until the callback function returns zero or until all of the objects have been enumerated.

```
int EnumObjects(  
    HDC hdc, // handle of device context  
    int nObjectType, // object-type identifier  
    GOBJENUMPROC lpObjectFunc, // address of callback function  
    LPARAM lParam // address of application-supplied data  
);
```

Parameters

hdc

Identifies the device context.

nObjectType

Specifies the object type. This parameter can be OBJ_BRUSH or OBJ_PEN.

lpObjectFunc

The address of the application-defined callback function. For more information about the callback function, see the [EnumObjectsProc](#) function.

lParam

Points to the application-defined data. The data is passed to the callback function along with the object information.

Return Value

The return value specifies the last value returned by the callback function. Its meaning is user-defined. The return value is -1 if there are too many objects to enumerate. In this case, the callback function is not called.