

## LineDDA

The **LineDDA** function determines which pixels should be highlighted for a [line](#) defined by the specified starting and ending points.

```
BOOL LineDDA(  
    int nXStart,                // x-coordinate of line's starting point  
    int nYStart,                // y-coordinate of line's starting point  
    int nXEnd,                  // x-coordinate of line's ending point  
    int nYEnd,                  // y-coordinate of line's ending point  
    LINEDDAPROC lpLineFunc,    // address of application-defined callback function  
    LPARAM lpData              // address of application-defined data  
);
```

### Parameters

*nXStart*

Specifies the x-coordinate of the line's starting point.

*nYStart*

Specifies the y-coordinate of the line's starting point.

*nXEnd*

Specifies the x-coordinate of the line's ending point.

*nYEnd*

Specifies the y-coordinate of the line's ending point.

*lpLineFunc*

Specifies the address of an application-defined callback function. For more information, see the [LineDDAProc](#) callback function.

*lpData*

Points to the application-defined data.

### Return Value

If the function succeeds, the return value is TRUE.

If the function fails, the return value is FALSE.

### Remarks

The **LineDDA** function passes the coordinates for each point along the line, except for the line's ending point, to the application-defined callback function. In addition to passing the coordinates of a point, this function passes any existing application-defined data.

The coordinates passed to the callback function match pixels on a video display only if the [default transformations](#) and mapping modes are used.