

SaveDC

The **SaveDC** function saves the current state of the specified device context (DC) by copying data describing selected objects and graphic modes (such as the bitmap, brush, palette, font, pen, region, drawing mode, and mapping mode) to a context stack.

```
int SaveDC(  
    HDC hdc        // handle of device context  
);
```

Parameters

hdc

Identifies the device context to be saved.

Return Value

If the function succeeds, the return value identifies the saved device context.

If the function fails, the return value is zero.

Remarks

The **SaveDC** function can be used any number of times to save any number of instances of the device context's state.

A saved state can later be restored by using the **RestoreDC** function.