

SetDIBits

The **SetDIBits** function sets the pixels in a bitmap using the color data found in the specified device-independent bitmap (DIB).

```
int SetDIBits(  
    HDC hdc,                // handle of device context  
    HBITMAP hbm,            // handle of bitmap  
    UINT uStartScan,        // starting scan line  
    UINT cScanLines,        // number of scan lines  
    CONST VOID * lpvBits,    // array of bitmap bits  
    CONST BITMAPINFO * lpbmi, // address of structure with bitmap data  
    UINT fuColorUse          // type of color indices to use  
);
```

Parameters

hdc

Identifies a device context.

hbm

Identifies the bitmap that is to be altered using the color data from the specified DIB.

uStartScan

Specifies the starting scan line for the device-independent color data in the array pointed to by the *lpvBits* parameter.

cScanLines

Specifies the number of scan lines found in the array containing device-independent color data.

lpvBits

Points to the DIB color data, stored as an array of bytes. The format of the bitmap values depends on the **biBitCount** member of the **BITMAPINFO** structure pointed to by the *lpbmi* parameter.

lpbmi

Points to a [BITMAPINFO](#) data structure that contains information about the DIB.

fuColorUse

Specifies whether the **bmiColors** member of the **BITMAPINFO** structure was provided and, if so, whether **bmiColors** contains explicit red, green, blue (RGB) values or palette indices. The *fuColorUse* parameter must be one of the following values:

Value	Meaning
DIB_PAL_COLORS	The color table consists of an array of 16-bit indices into the logical palette of the device context identified by the <i>hdc</i> parameter.
DIB_RGB_COLORS	The color table is provided and contains literal RGB values.

Return Value

If the function succeeds, the return value is the number of scan lines copied.

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

Remarks

Optimal bitmap drawing speed is obtained when the bitmap bits are indices into the system palette.

Applications can retrieve the system palette colors and indices by calling the **GetSystemPaletteEntries** function. After the colors and indices are retrieved, the application can create the DIB. For more information, see [System Palette](#).

The device context identified by the *hdc* parameter is used only if the `DIB_PAL_COLORS` constant is set for the *fuColorUse* parameter; otherwise it is ignored.

The bitmap identified by the *hbm* parameter must not be selected into a device context when the application calls this function.

The origin for bottom-up DIBs is the lower-left corner of the bitmap; the origin for top-down DIBs is the upper-left corner of the bitmap.