

## CreateCompatibleDC

The **CreateCompatibleDC** function creates a [memory device context](#) (DC) compatible with the specified device.

```
HDC CreateCompatibleDC(  
    HDC hdc        // handle of memory device context  
);
```

### Parameters

*hdc*

Identifies the device context. If this handle is NULL, the function creates a memory device context compatible with the application's current screen.

### Return Value

If the function succeeds, the return value is the handle of a memory device context.

If the function fails, the return value is NULL.

### Remarks

Before an application can use a memory device context for drawing operations, it must select a bitmap of the correct width and height into the device context. Once a bitmap has been selected, the device context can be used to prepare images that will be copied to the screen or printed.

This function can only be used with devices that support [raster operations](#). An application can determine whether a device supports these operations by calling the **GetDeviceCaps** function.

When you no longer need the memory device context, call the **DeleteDC** function to delete it.