

CreateDiscardableBitmap

The **CreateDiscardableBitmap** function creates a discardable bitmap that is compatible with the specified device. The bitmap has the same bits-per-pixel format and the same color palette as the device. An application can select this bitmap as the current bitmap for a memory device that is compatible with the specified device.

The **CreateDiscardableBitmap** function is included only for compatibility with earlier versions of Windows. For Win32-based applications, use the [CreateCompatibleBitmap](#) function.

```
HBITMAP CreateDiscardableBitmap(  
    HDC  hdc,           // handle of device context  
    int  nWidth,        // bitmap width  
    int  nHeight       // bitmap height  
);
```

Parameters

hdc

Identifies a device context.

nWidth

Specifies the width, in bits, of the bitmap.

nHeight

Specifies the height, in bits, of the bitmap.

Return Value

If the function succeeds, the return value is a handle of the bitmap.

If the function fails, the return value is NULL.

Remarks

When you no longer need the bitmap, call the **DeleteObject** function to delete it.