

DPtoLP

The **DPtoLP** function converts device coordinates into logical coordinates. The conversion depends on the mapping mode of the device context (DC), the settings of the origins and extents for the window and viewport, and the world transformation.

BOOL DPtoLP(

```
HDC  hdc,           // handle of device context
LPPOINT lpPoints,    // address of array of points
int  nCount          // count of points
);
```

Parameters

hdc

Identifies the DC.

lpPoints

Points to an array of **POINT** structures. The x- and y-coordinates contained in each **POINT** structure will be transformed.

nCount

Specifies the number of points in the array.

Return Value

If the function succeeds, the return value is TRUE.

If the function fails, the return value is FALSE.

Remarks

This function fails if the device coordinates exceed 27 bits, or if the converted logical coordinates exceed 32 bits. In the case of such an overflow, the results for all the points are undefined.