

## EnumDisplaySettings

The **EnumDisplaySettings** function obtains information about one of a display device's graphics modes. You can obtain information for all of a display device's graphics modes by making a series of calls to this function.

```
BOOL EnumDisplaySettings(  
    LPCTSTR lpszDeviceName,      // specifies the display device  
    DWORD iModeNum,              // specifies the graphics mode  
    LPDEVMODE lpDevMode         // points to structure to receive settings  
);
```

### Parameters

#### *lpszDeviceName*

Pointer to a null-terminated string that specifies the display device whose graphics mode the function will obtain information about.

This parameter can be NULL. A NULL value specifies the current display device on the computer that the calling thread is running on.

If *lpszDeviceName* is not NULL, the string must be of the form **\\.\DisplayX**, where **X** can have the values 1, 2, or 3.

**Windows 95:** *lpszDeviceName* must be NULL.

#### *iModeNum*

Index value that specifies the graphics mode for which information is to be obtained.

Graphics mode indexes start at zero. To obtain information for all of a display device's graphics modes, make a series of calls to **EnumDisplaySettings**, as follows: Set *iModeNum* to zero for the first call, and increment *iModeNum* by one for each subsequent call. Continue calling the function until the return value is FALSE.

When you call **EnumDisplaySettings** with *iModeNum* set to zero, the operating system initializes and caches information about the display device. When you call

**EnumDisplaySettings** with *iModeNum* set to a non-zero value, the function returns the information that was cached the last time the function was called with *iModeNum* set to zero.

#### *lpDevMode*

Pointer to a **DEVMODE** structure into which the function stores information about the specified graphics mode.

The **EnumDisplaySettings** function sets values for the following five **DEVMODE** members:

- dmBitsPerPel**
- dmPelsWidth**
- dmPelsHeight**
- dmDisplayFlags**
- dmDisplayFrequency**

### Return Value

If the function succeeds, the return value is TRUE.

If the function fails, the return value is FALSE.

The function fails if *iModeNum* is greater than the index of the display device's last graphics mode. As noted in the description of the *iModeNum* parameter, you can use this behavior to enumerate all of a display device's graphics modes.