

GetCurrentObject

The **GetCurrentObject** function returns the currently selected object of the specified type.

HGDIOBJ GetCurrentObject(

```
HDC   hdc,           // handle of device context
UINT  uObjectType    // object-type identifier
);
```

Parameters

hdc

Identifies the device context.

uObjectType

Specifies the object type to be queried. This parameter can be one of the following values:

Value	Meaning
OBJ_PEN	Returns the current selected pen.
OBJ_BRUSH	Returns the current selected brush.
OBJ_PALETTE	Returns the current selected palette.
OBJ_FONT	Returns the current selected font.
OBJ_BITMAP	Returns the current selected bitmap if <i>hdc</i> is a memory device context.

Return Value

If the function succeeds, the return value is the handle of the specified object.

If the function fails, the return value is NULL.

Remarks

An application can use the **GetCurrentObject** and **GetObject** functions to retrieve descriptions of the graphic objects currently selected into the given device context.