

GetDIBColorTable

The **GetDIBColorTable** function retrieves RGB (red, green, blue) color values from a range of entries in the color table of the DIB section bitmap that is currently selected into a specified device context.

UINT GetDIBColorTable(

```
HDC hdc,           // handle of device context whose DIB is of interest
UINT uStartIndex,  // color table index of first entry to retrieve
UINT cEntries,     // number of color table entries to retrieve
RGBQUAD *pColors   // pointer to buffer that receives color table entries
);
```

Parameters

hdc

Specifies a device context. A DIB section bitmap must be selected into this device context.

uStartIndex

A zero-based color table index that specifies the first color table entry to retrieve.

cEntries

Specifies the number of color table entries to retrieve.

pColors

Points to a buffer that receives an array of **RGBQUAD** data structures containing color information from the DIB's color table. The buffer must be large enough to contain as many **RGBQUAD** data structures as the value of *cEntries*.

Return Value

If the function succeeds, the return value is the number of color table entries that the function retrieves.

If the function fails, the return value is zero. To get extended error information, call [**GetLastError**](#).

Remarks

The **GetDIBColorTable** function should be called to retrieve the color table for DIB section bitmaps that use 1, 4, or 8 bits per pixel. The **biBitCount** member of a bitmap's associated **BITMAPINFOHEADER** structure specifies the number of bits per pixel. DIB section bitmaps with a **biBitCount** value greater than 8 do not have a color table, but they do have associated color masks. Call the **GetObject** function to retrieve those color masks.