

## GetGraphicsMode

The **GetGraphicsMode** function retrieves the current graphics mode for the specified device context.

```
int GetGraphicsMode(  
    HDC hdc          // handle of device context  
);
```

### Parameters

*hdc*

Identifies the device context.

### Return Value

If the function succeeds, the return value is the current graphics mode. It can be one of the following values:

| Value         | Meaning   |
|---------------|---|
| GM_COMPATIBLE | The current graphics mode is the compatible graphics mode, a mode that is compatible with Windows version 3.1. In this graphics mode, an application cannot set or modify the world transformation for the specified device context. The compatible graphics mode is the default graphics mode. |
| GM_ADVANCED   | <b>Windows NT:</b> The current graphics mode is the advanced graphics mode, a mode that allows world transformations. In this graphics mode, an application can set or modify the world transformation for the specified device context.  |

Otherwise, the return value is zero.

### Remarks

An application can set the graphics mode for a device context by calling the **SetGraphicsMode** function.