

GetObject

The **GetObject** function obtains information about a specified graphics object. Depending on the graphics object, the function places a filled-in **BITMAP**, **DIBSECTION**, **EXTLOGPEN**, **LOGBRUSH**, **LOGFONT**, or **LOGPEN** structure, or a count of table entries (for a logical palette), into a specified buffer.

```
int GetObject(  
    HGDIOBJ hgdiobj,    // handle to graphics object of interest  
    int cbBuffer,        // size of buffer for object information  
    LPVOID lpvObject     // pointer to buffer for object information  
);
```

Parameters

hgdiobj

A handle to the graphics object of interest. This can be a handle to one of the following: a logical bitmap, a brush, a font, a palette, a pen, or a device independent bitmap created by calling the **CreateDIBSection** function.

cbBuffer

Specifies the number of bytes of information to be written to the buffer.

lpvObject

Points to a buffer that is to receive the information about the specified graphics object.

The following table shows the type of information the buffer receives for each type of graphics object you can specify with *hgdiobj*:

<i>hgdiobj</i> Type	Data Written to * <i>lpvObject</i>
HBITMAP	BITMAP
HBITMAP returned from a call to CreateDIBSection	DIBSECTION , if <i>cbBuffer</i> is set to sizeof(DIBSECTION) , or BITMAP , if <i>cbBuffer</i> is set to sizeof(BITMAP)
HPALETTE	a WORD count of the number of entries in the logical palette
HPEN returned from a call to ExtCreatePen	EXTLOGPEN
HPEN	LOGPEN
HBRUSH	LOGBRUSH
HFONT	LOGFONT

If the *lpvObject* parameter is NULL, the function return value is the number of bytes required to store the information it writes to the buffer for the specified graphics object.

Return Value

If the function succeeds, and *lpvObject* is a valid pointer, the return value is the number of bytes stored into the buffer.

If the function succeeds, and *lpvObject* is NULL, the return value is the number of bytes required to hold the information the function would store into the buffer.

If the function fails, the return value is zero. To get extended error information, call **GetLastError**.

Remarks

The buffer pointed to by the *lpvObject* parameter must be sufficiently large to receive the information about the graphics object.

If *hgdiobj* identifies a bitmap created by calling **CreateDIBSection**, and the specified buffer is large enough, the **GetObject** function returns a **DIBSECTION** structure. In addition, the **bmBits** member of the **BITMAP** structure contained within the **DIBSECTION** will contain a pointer to the bitmap's bit values.

If *hgdibobj* identifies a bitmap created by any other means, **GetObject** returns only the width, height, and color format information of the bitmap. You can obtain the bitmap's bit values by calling the **GetDIBits** or **GetBitmapBits** function.

If *hgdibobj* identifies a logical palette, **GetObject** retrieves a two-byte integer that specifies the number of entries in the palette. The function does not retrieve the **LOGPALETTE** structure defining the palette. To retrieve information about palette entries, an application can call the **GetPaletteEntries** function.