

GetStockObject

The **GetStockObject** function retrieves a handle to one of the predefined stock pens, brushes, fonts, or palettes.

HGDIOBJ GetStockObject(

```
int fnObject // type of stock object
);
```

Parameters

fnObject

Specifies the type of stock object. This parameter can be any one of the following values:

Value	Meaning
BLACK_BRUSH	Black brush.
DKGRAY_BRUSH	Dark gray brush.
GRAY_BRUSH	Gray brush.
HOLLOW_BRUSH	Hollow brush (equivalent to NULL_BRUSH).
LTGRAY_BRUSH	Light gray brush.
NULL_BRUSH	Null brush (equivalent to HOLLOW_BRUSH).
WHITE_BRUSH	White brush.
BLACK_PEN	Black pen.
NULL_PEN	Null pen.
WHITE_PEN	White pen.
ANSI_FIXED_FONT	Windows fixed-pitch (monospace) system font.
ANSI_VAR_FONT	Windows variable-pitch (proportional space) system font.
DEVICE_DEFAULT_FONT	Windows NT only: Device-dependent font.
OEM_FIXED_FONT	Original equipment manufacturer (OEM) dependent fixed-pitch (monospace) font.
SYSTEM_FONT	System font. By default, Windows uses the system font to draw menus, dialog box controls, and text. In Windows versions 3.0 and later, the system font is a proportionally spaced font; earlier versions of Windows used a monospace system font.
SYSTEM_FIXED_FONT	Fixed-pitch (monospace) system font used in Windows versions earlier than 3.0. This stock object is provided for compatibility with earlier versions of Windows.
DEFAULT_PALETTE	Default palette. This palette consists of the static colors in the system palette.

Return Value

If the function succeeds, the return value identifies the logical object requested.

If the function fails, the return value is NULL.

Remarks

Use the DKGRAY_BRUSH, GRAY_BRUSH, and LTGRAY_BRUSH stock objects only in windows with the CS_HREDRAW and CS_VREDRAW styles. Using a gray stock brush in any other style of window can lead to misalignment of brush patterns after a window is moved or sized. The origins of stock brushes cannot be adjusted.

The HOLLOW_BRUSH and NULL_BRUSH stock objects are equivalent.

The font used by the DEFAULT_GUI_FONT stock object could change. Use this stock object when you want to use the font that menus, dialog boxes, and other user interface objects use.

It is not necessary (but it is not harmful) to delete stock objects by calling **DeleteObject**.