

## MoveToEx

The **MoveToEx** function updates the current position to the specified point and optionally returns the previous position.

```
BOOL MoveToEx(  
    HDC hdc,           // handle of device context  
    int X,             // x-coordinate of new current position  
    int Y,             // y-coordinate of new current position  
    LPPOINT lpPoint    // address of old current position  
);
```

### Parameters

*hdc*

Identifies a device context.

*X*

Specifies the x-coordinate of the new position, in logical units.

*Y*

Specifies the y-coordinate of the new position, in logical units.

*lpPoint*

Points to a **POINT** structure in which the previous current position is stored. If this parameter is a NULL pointer, the previous position is not returned.

### Return Value

If the function succeeds, the return value is TRUE.

If the function fails, the return value is FALSE.

### Remarks

The **MoveToEx** function affects all drawing functions.