

PolyBezierTo

The **PolyBezierTo** function draws one or more Bézier curves.

```
BOOL PolyBezierTo(  
    HDC hdc,           // handle of device context  
    CONST POINT * lppt, // address of endpoints and control points  
    DWORD cCount       // count of endpoints and control points  
);
```

Parameters

hdc

Identifies a device context.

lppt

Points to an array of [POINT](#) structures that contains the endpoints and control points.

cCount

Specifies the number of points in the *lppt* array. This value must be three times the number of curves to be drawn, because each Bézier curve requires two control points and an ending point.

Return Value

If the function succeeds, the return value is TRUE.

If the function fails, the return value is FALSE.

Remarks

This function draws cubic Bézier curves by using the control points specified by the *lppt* parameter. The first curve is drawn from the current position to the third point by using the first two points as control points. For each subsequent curve, the function needs exactly three more points, and uses the ending point of the previous curve as the starting point for the next.

PolyBezierTo moves the current position to the ending point of the last Bézier curve. The figure is not filled.

This function draws lines by using the current pen.