USING STOCK PENS



The text describes how to use stock pens in Windows programming. Stock pens are predefined pens that Windows provides.

The three stock pens are BLACK\_PEN, WHITE\_PEN, and NULL\_PEN.

* BLACK\_PEN draws a solid black line with a width of one pixel.
* WHITE\_PEN draws a solid white line with a width of one pixel.
* NULL\_PEN is a pen that doesn't draw.

To use a stock pen, you first need to obtain a handle to it using the GetStockObject function. The GetStockObject function takes the name of the stock pen as an argument and returns a handle to the pen. For example, the following code obtains a handle to the WHITE\_PEN:

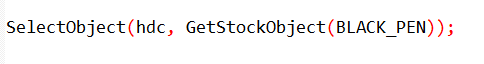


Once you have a handle to a pen, you need to select it into the device context using the SelectObject function. The SelectObject function takes two arguments: the device context and the pen handle. The following code selects the WHITE\_PEN into the device context:

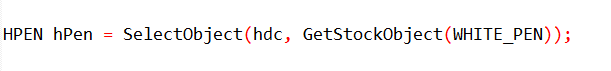


Now any lines that you draw will use the WHITE\_PEN until you select another pen into the device context or release the device context handle.

To return to using the BLACK\_PEN, you can get the handle to that stock object and select it into the device context in one statement:



The SelectObject function returns the handle to the pen that had been previously selected into the device context. If you start off with a fresh device context and call:



The current pen in the device context will be WHITE\_PEN and the variable hPen will be the handle to BLACK\_PEN. You can then select BLACK\_PEN into the device context by calling:



Example Code:

