

DeleteObject

The **DeleteObject** function deletes a logical [pen](#), [brush](#), [font](#), [bitmap](#), [region](#), or [palette](#), freeing all system resources associated with the object. After the object is deleted, the specified handle is no longer valid.

```
BOOL DeleteObject(  
    HGDIOBJ hObject        // handle of graphic object  
);
```

Parameters

hObject

Identifies a logical pen, brush, font, bitmap, region, or palette.

Return Value

If the function succeeds, the return value is TRUE.

If the given handle is not valid or is currently selected into a device context (DC), the return value is FALSE.

Remarks

Do not delete a drawing object (pen or brush) while it is still selected into a DC.

When a pattern brush is deleted, the bitmap associated with the brush is not deleted. The bitmap must be deleted independently.