

LPtoDP

The **LPtoDP** function converts logical coordinates into device coordinates. The conversion depends on the mapping mode of the device context, the settings of the origins and extents for the window and viewport, and the world transformation.

BOOL LPtoDP(

```
HDC   hdc,           // handle of device context
LPPOINT lpPoints,     // array of points
int   nCount         // count of points
);
```

Parameters

hdc

Identifies the DC.

lpPoints

Points to an array of **POINT** structures. The x-coordinates and y-coordinates contained in each of the **POINT** structures will be transformed.

nCount

Specifies the number of points in the array.

Return Value

If the function succeeds, the return value is TRUE.

If the function fails, the return value is FALSE.

Remarks

This function fails if the logical coordinates exceed 32 bits, or if the converted device coordinates exceed 27 bits. In the case of such an overflow, the results for all the points are undefined.