

PlayMetaFile

The **PlayMetaFile** function displays the picture stored in the given Windows-format metafile on the specified device.

This function is provided for compatibility with 16-bit versions of Windows. Win32-based applications should use the [PlayEnhMetaFile](#) function.

```
BOOL PlayMetaFile(  
    HDC   hdc,           // handle of the device context  
    HMETAFILE hmf       // handle of the metafile  
);
```

Parameters

hdc

Identifies a device context.

hmf

Identifies a Windows-format metafile.

Return Value

If the function succeeds, the return value is TRUE.

If the function fails, the return value is FALSE.

Remarks

A Windows-format metafile does not support the new curve, path, and transformation functions such as [PolyBezier](#), [BeginPath](#), and [SetWorldTransform](#). Applications that use these new functions *and* use metafiles to store pictures created by these functions should use the enhanced-format metafile functions.

To convert a Windows-format metafile into an enhanced format metafile, use the [SetWinMetaFileBits](#) function.

A Windows-format metafile can be played multiple times.

A Windows-format metafile can be embedded in a second Windows-format metafile by calling the **PlayMetaFile** function and playing the source metafile into the device context for the target metafile.

Any object created but not deleted in the Windows-format metafile is deleted by this function.

To stop this function, an application can call the **CancelDC** function from another thread to terminate the operation. In this case, the function returns FALSE.