

SetPixelV

The **SetPixelV** function sets the pixel at the specified coordinates to the closest approximation of the specified color. The point must be in the clipping region and the visible part of the device surface.

```
BOOL SetPixelV(  
    HDC hdc,                // handle of device context  
    int X,                  // x-coordinate of pixel  
    int Y,                  // y-coordinate of pixel  
    COLORREF crColor        // new pixel color  
);
```

Parameters

hdc

Identifies the device context.

X

Specifies the x-coordinate, in logical units, of the point to be set.

Y

Specifies the y-coordinate, in logical units, of the point to be set.

crColor

Specifies the color to be used to paint the point.

Return Value

If the function succeeds, the return value is TRUE.

If the function fails, the return value is FALSE. To get extended error information, call [GetLastError](#).

Remarks

Not all devices support the **SetPixelV** function. For more information, see the description of the RC_BITBLT capability in the **GetDeviceCaps** function.

SetPixelV is faster than **SetPixel** because it does not need to return the color value of the point actually painted.