

UnrealizeObject

The **UnrealizeObject** function resets a logical palette. It directs the system to realize the palette as though it had not previously been realized. The next time the application calls the [RealizePalette](#) function for the specified palette, the system completely remaps the logical palette to the system palette.

If *hgdlobj* is a brush, **UnrealizeObject** does nothing, and the function returns TRUE. Use [SetBrushOrgEx](#) to set the origin of a brush.

```
BOOL UnrealizeObject(  
    HGDIOBJ hgdlobj        // logical palette handle  
);
```

Parameters

hgdlobj
Identifies the logical palette to be reset.

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

The **UnrealizeObject** function should not be used with stock objects. The default palette, obtained by calling **GetStockObject**(DEFAULT_PALETTE), is a stock object.

A palette identified by *hgdlobj* can be the currently selected palette of a device context.