

Ordinal	Name	Description	Status			Version
			Real	Std	Enh	
0	GDI	Graphics Device Interface				
1	SETBKCOLOR	Sets the current background color				
2	SETBKMODE	Sets the background mix mode				
3	SEMAPMODE	Sets the mapping mode				
4	SETROP2	Sets the foreground mix mode				
6	SETPOLYFILLMODE	Sets the polygon filling mode				
7	SETSTRETCHBLTMODE	Sets the bitmap stretching mode				
8	SETTEXTCHARACTEREXTRA	Sets intercharacter spacing				
9	SETTEXTCOLOR	Sets the text color				
10	SETTEXTJUSTIFICATION	Sets text justification parameters				
11	SETWINDOWORG	Sets the window origin				
12	SETWINDOWEXT	Sets the window extents				
13	SETVIEWPORTORG	Sets the viewport origin				
14	SETVIEWPORTEXT	Sets the viewport extents				
15	OFFSETWINDOWORG	Moves the window origin				
16	SCALEWINDOWEXT	Scales the window extents				
17	OFFSETVIEWPORTORG	Moves the viewport origin				
18	SCALEVIEWPORTEXT	Scales the viewport extents				
19	LINETO	Draws a line from current position to specified point				
20	MOVETO	Moves the current position				
21	EXCLUDECLIPRECT	Excludes a rectangle from the clipping region				
22	INTERSECTCLIPRECT	Intersects a rectangle with the clipping region				
23	ARC	Draws an elliptical arc				
24	ELLIPSE	Draws an ellipse				
25	FLOODFILL	Fills an area with the current brush				
26	PIE	Draws a pie-shaped wedge				
27	RECTANGLE	Draws a rectangle				
28	ROUNDRECT	Draws a rectangle with rounded corners				
29	PATBLT	Performs a pattern bit-block transfer				
30	SAVEDC	Saves the device context state				
31	SETPIXEL	Sets a pixel to the specified color				
32	OFFSETCLIPRGN	Moves the clipping region				
33	TEXTOUT	Outputs a character string				
34	BITBLT	Performs a bit-block transfer				
35	STRETCHBLT	Performs a stretched bit-block transfer				
36	POLYGON	Draws a polygon				
37	POLYLINE	Draws a series of line segments				

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38	ESCAPE	Accesses device-specific functions				
39	RESTOREDC	Restores the device context state				
40	FILLRGN	Fills a region with a brush				
41	FRAMERGN	Draws a border around a region				
42	INVERTRGN	Inverts the colors in a region				
43	PAINTRGN	Paints a region with a brush				
44	SELECTCLIPRGN	Selects a region as the clipping region				
45	SELECTOBJECT	Selects an object into the device context				
47	COMBINERGN	Combines two regions				
48	CREATEBITMAP	Creates a bitmap				
49	CREATEBITMAPINDIRECT	Creates a bitmap from a structure				
50	CREATEBRUSHINDIRECT	Creates a brush from a structure				
51	CREATECOMPATIBLEBITMAP	Creates a compatible bitmap				
52	CREATECOMPATIBLEDC	Creates a memory device context				
54	CREATEDC	Creates a device context				
55	CREATEELLIPTICRGN	Creates an elliptical region				
56	CREATEELLIPTICRGNINDIRECT	Creates an elliptical region from a rectangle				
57	CREATEFONT	Creates a logical font				
58	CREATEFONTINDIRECT	Creates a font from a structure				
59	CREATEHATCHBRUSH	Creates a hatched brush				
60	CREATEPATTERNBRUSH	Creates a pattern brush				
61	CREATEPEN	Creates a logical pen				
62	CREATEPENINDIRECT	Creates a pen from a structure				
63	CREATEPOLYGONRGN	Creates a polygonal region				
64	CREATERECTRGN	Creates a rectangular region				
65	CREATERECTRGNINDIRECT	Creates a rectangular region from a rectangle				
66	CREATESOLIDBRUSH	Creates a solid brush				
67	DPTOLP	Converts device points to logical points				
68	DELETEDC	Deletes a device context				
69	DELETEOBJECT	Deletes a GDI object				
70	ENUMFONTS	Enumerates available fonts				
71	ENUMOBJECTS	Enumerates GDI objects				
72	EQUALRGN	Checks if two regions are equal				
74	GETBITMAPBITS	Retrieves bitmap bits				
75	GETBKCOLOR	Retrieves the background color				
76	GETBKMODE	Retrieves the background mix mode				
77	GETCLIPBOX	Retrieves the clipping bounding box				

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78	<a href="#">GETCURRENTPOSITION</a>	Retrieves the current position				
79	<a href="#">GETDCORG</a>	Retrieves the device context origin				
80	<a href="#">GETDEVICECAPS</a>	Retrieves device capabilities				
81	<a href="#">GETMAPMODE</a>	Retrieves the mapping mode				
82	<a href="#">GETOBJECT</a>	Retrieves information about a GDI object				
83	<a href="#">GETPIXEL</a>	Retrieves the color of a pixel				
84	<a href="#">GETPOLYFILLMODE</a>	Retrieves the polygon filling mode				
85	<a href="#">GETROP2</a>	Retrieves the foreground mix mode				
86	<a href="#">GETRELABS</a>	Converts relative coordinates to absolute				
87	<a href="#">GETSTOCKOBJECT</a>	Retrieves a stock GDI object				
88	<a href="#">GETSTRETCHBLTMODE</a>	Retrieves the bitmap stretching mode				
89	<a href="#">GETTEXTCHARACTEREXTRA</a>	Retrieves intercharacter spacing				
90	<a href="#">GETTEXTCOLOR</a>	Retrieves the text color				
91	<a href="#">GETTEXTTEXTENT</a>	Computes text dimensions				
92	<a href="#">GETTEXTFACE</a>	Retrieves the typeface name				
93	<a href="#">GETTEXTMETRICS</a>	Retrieves font metrics				
94	<a href="#">GETVIEWPORTEXT</a>	Retrieves the viewport extents				
95	<a href="#">GETVIEWPORTORG</a>	Retrieves the viewport origin				
96	<a href="#">GETWINDOWEXT</a>	Retrieves the window extents				
97	<a href="#">GETWINDOWORG</a>	Retrieves the window origin				
99	<a href="#">LPTODP</a>	Converts logical points to device points				
100	<a href="#">LINEDDA</a>	Line drawing with callback function				
101	<a href="#">OFFSETRGN</a>	Moves a region				
103	<a href="#">PTVISIBLE</a>	Checks if a point is visible				
104	<a href="#">RECTVISIBLE</a>	Checks if a rectangle is visible				
106	<a href="#">SETBITMAPBITS</a>	Sets bitmap bits				
119	<a href="#">ADDFONTRESOURCE</a>	Adds a font resource				
123	<a href="#">PLAYMETAFILE</a>	Plays a metafile				
124	<a href="#">GETMETAFILE</a>	Retrieves a metafile				
125	<a href="#">CREATEMETAFILE</a>	Creates a metafile				
126	<a href="#">CLOSEMETAFILE</a>	Closes a metafile				
127	<a href="#">DELETETAFILE</a>	Deletes a metafile				
128	<a href="#">MULDIV</a>	Performs multiplication and division				
132	<a href="#">SETENVIRONMENT</a>	Sets printer environment				
133	<a href="#">GETENVIRONMENT</a>	Retrieves printer environment				
134	<a href="#">GETRGNBOX</a>	Retrieves region bounding box				
136	<a href="#">REMOVEFONTRESOURCE</a>	Removes a font resource				

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148	SETBRUSHORG	Sets brush origin				
149	GETBRUSHORG	Retrieves brush origin				
150	UNREALIZEOBJECT	Unrealizes a GDI object				
151	COPYMETAFILE	Copies a metafile				
153	CREATEIC	Creates an information context				
154	GETNEARESTCOLOR	Retrieves nearest available color				
155	QUERYABORT	Queries print job abort status				
156	CREATEDISCARDABLEBITMAP	Creates a discardable bitmap				
159	GETMETAFILEBITS	Retrieves metafile bits				
160	SETMETAFILEBITS	Sets metafile bits				
161	PTINREGION	Checks if point is in region				
162	GETBITMAPDIMENSION	Retrieves bitmap dimensions				
163	SETBITMAPDIMENSION	Sets bitmap dimensions				
172	SETRECTRGN	Sets a rectangular region				
175	ENUMMETAFILE	Enumerates metafile records				
176	PLAYMETAFILERECORD	Plays a metafile record				
181	RECTINREGION	Checks if rectangle is in region				
193	SETBOUNDSRECT	Sets bounding rectangle				
194	GETBOUNDSRECT	Retrieves bounding rectangle				
196	SETMETAFILEBITSBETTER	Sets metafile bits with improved method				
201	DMBITBLT	Device mode bit-block transfer				
202	DMCOLORINFO	Device mode color information				
208	DMOUTPUT	Device mode output				
209	DMPIXEL	Device mode pixel operation				
210	DMREALIZEOBJECT	Device mode object realization				
211	DMSTRBLT	Device mode stretch block transfer				
212	DMSCANLR	Device mode scanline operation				
240	OPENJOB	Opens print job				
241	WRITESPOOL	Writes to spooler				
243	CLOSEJOB	Closes print job				
244	DELETEJOB	Deletes print job				
246	STARTSPOOLPAGE	Starts spooler page				
247	ENDSPOOLPAGE	Ends spooler page				
254	SPOOLFILE	Spools file				
300	ENGINEENUMERATEFONT	Engine font enumeration				
301	ENGINEDELETEFONT	Engine font deletion				
302	ENGINEREALIZEFONT	Engine font realization				
303	ENGINEGETCHARWIDTH	Engine character width retrieval				
304	ENGINESETFONTCONTEXT	Engine font context setting				
305	ENGINEGETGLYPHBMP	Engine glyph bitmap retrieval				
307	GETCHARABCWIDTHS	Retrieves character ABC widths				
308	GETOUTLINETEXMETRICS	Retrieves outline text metrics				

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309	GETGLYPHOUTLINE	Retrieves glyph outline				
310	CREATESCALABLEFONTRESOURCE	Creates scalable font resource				
311	GETFONTDATA	Retrieves font data				
313	GETRASTERIZERCAPS	Retrieves rasterizer capabilities				
330	ENUMFONTFAMILIES	Enumerates font families				
332	GETKERNINGPAIRS	Retrieves kerning pairs				
345	GETTEXTALIGN	Retrieves text alignment				
346	SETTEXTALIGN	Sets text alignment				
348	CHORD	Draws chord				
349	SETMAPPERFLAGS	Sets font mapper flags				
350	GETCHARWIDTH	Retrieves character widths				
351	EXTTEXTOUT	Extended text output				
353	GETASPECTRATIOFILTER	Retrieves aspect ratio filter				
360	CREATEPALETTE	Creates palette				
363	GETPALETTEENTRIES	Retrieves palette entries				
364	SETPALETTEENTRIES	Sets palette entries				
366	UPDATECOLORS	Updates colors				
367	ANIMATEPALETTE	Animates palette				
368	RESIZEPALETTE	Resizes palette				
370	GETNEARESTPALETTEINDEX	Retrieves nearest palette index				
372	EXTFLOODFILL	Extended flood fill				
373	SETSYSTEMPALETTEUSE	Sets system palette use				
374	GETSYSTEMPALETTEUSE	Retrieves system palette use				
375	GETSYSTEMPALETTEENTRIES	Retrieves system palette entries				
376	RESETDC	Resets device context				
377	STARTDOC	Starts print document				
378	ENDDOC	Ends print document				
379	STARTPAGE	Starts print page				
380	ENDPAGE	Ends print page				
381	SETABORTPROC	Sets abort procedure				
382	ABORTDOC	Aborts print document				
400	FASTWINDOWFRAME	Fast window frame drawing				
410	ISVALIDMETAFILE	Checks metafile validity				
439	STRETCHDIBITS	Stretches DIB bits				
440	SETDIBITS	Sets DIB bits				
441	GETDIBITS	Retrieves DIB bits				
442	CREATEDIBITMAP	Creates DIB bitmap				
443	SETDIBITSTODEVICE	Sets DIB bits to device				
444	CREATEROUNRECTRGN	Creates rounded rectangle region				
445	CREATEDIBPATTERNBRUSH	Creates DIB pattern brush				
450	POLYPOLYGON	Draws multiple polygons				
451	CREATEPOLYPOLYGONRGN	Creates multiple polygon region				
462	ISGDIOBJECT	Checks if object is GDI object				

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465	<a href="#">RECTVISIBLE_EHH</a>	Extended rectangle visibility check				
468	<a href="#">GETBITMAPDIMENSIONEX</a>	Extended bitmap dimension retrieval				
469	<a href="#">GETBRUSHORGEEX</a>	Extended brush origin retrieval				
470	<a href="#">GETCURRENTPOSITIONEX</a>	Extended current position retrieval				
471	<a href="#">GETTEXTTEXTPOINT</a>	Text extent point retrieval				
472	<a href="#">GETVIEWPORTEXTEX</a>	Extended viewport extents retrieval				
473	<a href="#">GETVIEWPORTORGEEX</a>	Extended viewport origin retrieval				
474	<a href="#">GETWINDOWEXTEX</a>	Extended window extents retrieval				
475	<a href="#">GETWINDOWORGEEX</a>	Extended window origin retrieval				
476	<a href="#">OFFSETVIEWPORTORGEEX</a>	Extended viewport origin offset				
477	<a href="#">OFFSETWINDOWORGEEX</a>	Extended window origin offset				
478	<a href="#">SETBITMAPDIMENSIONEX</a>	Extended bitmap dimension setting				
479	<a href="#">SETVIEWPORTEXTEX</a>	Extended viewport extents setting				
480	<a href="#">SETVIEWPORTORGEEX</a>	Extended viewport origin setting				
481	<a href="#">SETWINDOWEXTEX</a>	Extended window extents setting				
482	<a href="#">SETWINDOWORGEEX</a>	Extended window origin setting				
483	<a href="#">MOVETOEX</a>	Extended move to				
484	<a href="#">SCALEVIEWPORTEXTEX</a>	Extended viewport scaling				
485	<a href="#">SCALEWINDOWEXTEX</a>	Extended window scaling				
486	<a href="#">GETASPECTRATIOFILTEREX</a>	Extended aspect ratio filter retrieval				

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