

| Ordinal | Name                  | Description   | Status | Version |
|---------|-----------------------|---|--------|---------|
| 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                       |        |         |
| 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               |        |         |

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| 45      | <a href="#">SELECTOBJECT</a>              | Selects an object into the device context     |        |         |
| 47      | <a href="#">COMBINERGN</a>                | Combines two regions                          |        |         |
| 48      | <a href="#">CREATEBITMAP</a>              | Creates a bitmap                              |        |         |
| 49      | <a href="#">CREATEBITMAPINDIRECT</a>      | Creates a bitmap from a structure             |        |         |
| 50      | <a href="#">CREATEBRUSHINDIRECT</a>       | Creates a brush from a structure              |        |         |
| 51      | <a href="#">CREATECOMPATIBLEBITMAP</a>    | Creates a compatible bitmap                   |        |         |
| 52      | <a href="#">CREATECOMPATIBLEDC</a>        | Creates a memory device context               |        |         |
| 54      | <a href="#">CREATEDC</a>                  | Creates a device context                      |        |         |
| 55      | <a href="#">CREATEELLIPTICRGN</a>         | Creates an elliptical region                  |        |         |
| 56      | <a href="#">CREATEELLIPTICRGNINDIRECT</a> | Creates an elliptical region from a rectangle |        |         |
| 57      | <a href="#">CREATEFONT</a>                | Creates a logical font                        |        |         |
| 58      | <a href="#">CREATEFONTINDIRECT</a>        | Creates a font from a structure               |        |         |
| 59      | <a href="#">CREATEHATCHBRUSH</a>          | Creates a hatched brush                       |        |         |
| 60      | <a href="#">CREATEPATTERNBRUSH</a>        | Creates a pattern brush                       |        |         |
| 61      | <a href="#">CREATEPEN</a>                 | Creates a logical pen                         |        |         |
| 62      | <a href="#">CREATEPENINDIRECT</a>         | Creates a pen from a structure                |        |         |
| 63      | <a href="#">CREATEPOLYGONRGN</a>          | Creates a polygonal region                    |        |         |
| 64      | <a href="#">CREATERECTRGN</a>             | Creates a rectangular region                  |        |         |
| 65      | <a href="#">CREATERECTRGNINDIRECT</a>     | Creates a rectangular region from a rectangle |        |         |
| 66      | <a href="#">CREATESOLIDBRUSH</a>          | Creates a solid brush                         |        |         |
| 67      | <a href="#">DPTOLP</a>                    | Converts device points to logical points      |        |         |
| 68      | <a href="#">DELETEDC</a>                  | Deletes a device context                      |        |         |
| 69      | <a href="#">DELETEOBJECT</a>              | Deletes a GDI object                          |        |         |
| 70      | <a href="#">ENUMFONTS</a>                 | Enumerates available fonts                    |        |         |
| 71      | <a href="#">ENUMOBJECTS</a>               | Enumerates GDI objects                        |        |         |
| 72      | <a href="#">EQUALRGN</a>                  | Checks if two regions are equal               |        |         |
| 74      | <a href="#">GETBITMAPBITS</a>             | Retrieves bitmap bits                         |        |         |
| 75      | <a href="#">GETBKCOLOR</a>                | Retrieves the background color                |        |         |
| 76      | <a href="#">GETBKMODE</a>                 | Retrieves the background mix mode             |        |         |
| 77      | <a href="#">GETCLIPBOX</a>                | Retrieves the clipping bounding box           |        |         |
| 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              |        |         |

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| 90      | GETTEXTCOLOR            | Retrieves the text color                 |        |         |
| 91      | GETTEXTTEXTENT          | Computes text dimensions                 |        |         |
| 92      | GETTEXTFACE             | Retrieves the typeface name              |        |         |
| 93      | GETTEXTMETRICS          | Retrieves font metrics                   |        |         |
| 94      | GETVIEWPORTEXT          | Retrieves the viewport extents           |        |         |
| 95      | GETVIEWPORTORG          | Retrieves the viewport origin            |        |         |
| 96      | GETWINDOWEXT            | Retrieves the window extents             |        |         |
| 97      | GETWINDOWORG            | Retrieves the window origin              |        |         |
| 99      | LPTODP                  | Converts logical points to device points |        |         |
| 100     | LINEDDA                 | Line drawing with callback function      |        |         |
| 101     | OFFSETRGN               | Moves a region                           |        |         |
| 103     | PTVISIBLE               | Checks if a point is visible             |        |         |
| 104     | RECTVISIBLE             | Checks if a rectangle is visible         |        |         |
| 106     | SETBITMAPBITS           | Sets bitmap bits                         |        |         |
| 119     | ADDFONTRESOURCE         | Adds a font resource                     |        |         |
| 123     | PLAYMETAFILE            | Plays a metafile                         |        |         |
| 124     | GETMETAFILE             | Retrieves a metafile                     |        |         |
| 125     | CREATEMETAFILE          | Creates a metafile                       |        |         |
| 126     | CLOSEMETAFILE           | Closes a metafile                        |        |         |
| 127     | DELETMETAFILE           | Deletes a metafile                       |        |         |
| 128     | MULDIV                  | Performs multiplication and division     |        |         |
| 132     | SETENVIRONMENT          | Sets printer environment                 |        |         |
| 133     | GETENVIRONMENT          | Retrieves printer environment            |        |         |
| 134     | GETRGNBOX               | Retrieves region bounding box            |        |         |
| 136     | REMOVEFONTRESOURCE      | Removes a font resource                  |        |         |
| 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  |        |         |

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|---------|--|------------------------------------|--------|---------|
| 201     | <a href="#">DMBITBLT</a>                   | Device mode bit-block transfer     |        |         |
| 202     | <a href="#">DMCOLORINFO</a>                | Device mode color information      |        |         |
| 208     | <a href="#">DMOUTPUT</a>                   | Device mode output                 |        |         |
| 209     | <a href="#">DMPIXEL</a>                    | Device mode pixel operation        |        |         |
| 210     | <a href="#">DMREALIZEOBJECT</a>            | Device mode object realization     |        |         |
| 211     | <a href="#">DMSTRBLT</a>                   | Device mode stretch block transfer |        |         |
| 212     | <a href="#">DMSCANLR</a>                   | Device mode scanline operation     |        |         |
| 240     | <a href="#">OPENJOB</a>                    | Opens print job                    |        |         |
| 241     | <a href="#">WRITESPOOL</a>                 | Writes to spooler                  |        |         |
| 243     | <a href="#">CLOSEJOB</a>                   | Closes print job                   |        |         |
| 244     | <a href="#">DELETEJOB</a>                  | Deletes print job                  |        |         |
| 246     | <a href="#">STARTSPOOLPAGE</a>             | Starts spooler page                |        |         |
| 247     | <a href="#">ENDSPOOLPAGE</a>               | Ends spooler page                  |        |         |
| 254     | <a href="#">SPOOLFILE</a>                  | Spools file                        |        |         |
| 300     | <a href="#">ENGINEENUMERATEFONT</a>        | Engine font enumeration            |        |         |
| 301     | <a href="#">ENGINEDELETEFONT</a>           | Engine font deletion               |        |         |
| 302     | <a href="#">ENGINEREALIZEFONT</a>          | Engine font realization            |        |         |
| 303     | <a href="#">ENGINEGETCHARWIDTH</a>         | Engine character width retrieval   |        |         |
| 304     | <a href="#">ENGINESETFONTCONTEXT</a>       | Engine font context setting        |        |         |
| 305     | <a href="#">ENGINEGETGLYPHBMP</a>          | Engine glyph bitmap retrieval      |        |         |
| 307     | <a href="#">GETCHARABCWIDTHS</a>           | Retrieves character ABC widths     |        |         |
| 308     | <a href="#">GETOUTLINETEXMETRICS</a>       | Retrieves outline text metrics     |        |         |
| 309     | <a href="#">GETGLYPHOUTLINE</a>            | Retrieves glyph outline            |        |         |
| 310     | <a href="#">CREATESCALABLEFONTRESOURCE</a> | Creates scalable font resource     |        |         |
| 311     | <a href="#">GETFONTDATA</a>                | Retrieves font data                |        |         |
| 313     | <a href="#">GETRASTERIZERCAPS</a>          | Retrieves rasterizer capabilities  |        |         |
| 330     | <a href="#">ENUMFONTFAMILIES</a>           | Enumerates font families           |        |         |
| 332     | <a href="#">GETKERNINGPAIRS</a>            | Retrieves kerning pairs            |        |         |
| 345     | <a href="#">GETTEXTALIGN</a>               | Retrieves text alignment           |        |         |
| 346     | <a href="#">SETTEXTALIGN</a>               | Sets text alignment                |        |         |
| 348     | <a href="#">CHORD</a>                      | Draws chord                        |        |         |
| 349     | <a href="#">SETMAPPERFLAGS</a>             | Sets font mapper flags             |        |         |
| 350     | <a href="#">GETCHARWIDTH</a>               | Retrieves character widths         |        |         |
| 351     | <a href="#">EXTTEXTOUT</a>                 | Extended text output               |        |         |
| 353     | <a href="#">GETASPECTRATIOFILTER</a>       | Retrieves aspect ratio filter      |        |         |
| 360     | <a href="#">CREATEPALETTE</a>              | Creates palette                    |        |         |
| 363     | <a href="#">GETPALETTEENTRIES</a>          | Retrieves palette entries          |        |         |
| 364     | <a href="#">SETPALETTEENTRIES</a>          | Sets palette entries               |        |         |
| 366     | <a href="#">UPDATECOLORS</a>               | Updates colors                     |        |         |
| 367     | <a href="#">ANIMATEPALETTE</a>             | Animates palette                   |        |         |
| 368     | <a href="#">RESIZEPALETTE</a>              | Resizes palette                    |        |         |
| 370     | <a href="#">GETNEARESTPALETTEINDEX</a>     | Retrieves nearest palette index    |        |         |
| 372     | <a href="#">EXTFLOODFILL</a>               | Extended flood fill                |        |         |
| 373     | <a href="#">SETSYSTEMPALETTEUSE</a>        | Sets system palette use            |        |         |
| 374     | <a href="#">GETSYSTEMPALETTEUSE</a>        | Retrieves system palette use       |        |         |

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| 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     | CREATEROUNDRECTRGN      | 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         |        |         |
| 465     | RECTVISIBLE_EHH         | Extended rectangle visibility check    |        |         |
| 468     | GETBITMAPDIMENSIONEX    | Extended bitmap dimension retrieval    |        |         |
| 469     | GETBRUSHORIGEX          | Extended brush origin retrieval        |        |         |
| 470     | GETCURRENTPOSITIONEX    | Extended current position retrieval    |        |         |
| 471     | GETTEXTENTPOINT         | Text extent point retrieval            |        |         |
| 472     | GETVIEWPORTEXTEX        | Extended viewport extents retrieval    |        |         |
| 473     | GETVIEWPORTORIGEX       | Extended viewport origin retrieval     |        |         |
| 474     | GETWINDOWEXTEX          | Extended window extents retrieval      |        |         |
| 475     | GETWINDOWORIGEX         | Extended window origin retrieval       |        |         |
| 476     | OFFSETVIEWPORTORIGEX    | Extended viewport origin offset        |        |         |
| 477     | OFFSETWINDOWORIGEX      | Extended window origin offset          |        |         |
| 478     | SETBITMAPDIMENSIONEX    | Extended bitmap dimension setting      |        |         |
| 479     | SETVIEWPORTEXTEX        | Extended viewport extents setting      |        |         |
| 480     | SETVIEWPORTORIGEX       | Extended viewport origin setting       |        |         |
| 481     | SETWINDOWEXTEX          | Extended window extents setting        |        |         |
| 482     | SETWINDOWORIGEX         | Extended window origin setting         |        |         |
| 483     | MOVETOEX                | Extended move to                       |        |         |
| 484     | SCALEVIEWPORTEXTEX      | Extended viewport scaling              |        |         |
| 485     | SCALEWINDOWEXTEX        | Extended window scaling                |        |         |
| 486     | GETASPECTRATIOFILTEREX  | Extended aspect ratio filter retrieval |        |         |

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