

Ordinal	Name	Description	Status	Version
1	SetBkColor	Sets the current background color		
2	SetBkMode	Sets the background mix mode		
3	SetMapMode	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		

Ordinal	Name	Description	Status	Version
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		
78	GETCURRENTPOSITION	Retrieves the current position		
79	GETDCORG	Retrieves the device context origin		
80	GETDEVICECAPS	Retrieves device capabilities		
81	GETMAPMODE	Retrieves the mapping mode		
82	GETOBJECT	Retrieves information about a GDI object		
83	GETPIXEL	Retrieves the color of a pixel		
84	GETPOLYFILLMODE	Retrieves the polygon filling mode		
85	GETROP2	Retrieves the foreground mix mode		
86	GETRELABS	Converts relative coordinates to absolute		
87	GETSTOCKOBJECT	Retrieves a stock GDI object		
88	GETSTRETCHBLTMODE	Retrieves the bitmap stretching mode		
89	GETTEXTCHARACTEREXTRA	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	DELETETAFILE	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	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		
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		

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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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