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// Include file for PaintPic.c

#ifndef __PAINTPIC_H
#define __PAINTPIC_H

void PaintPicture( HINSTANCE hInst,    // Instance in which Logo/Bitmap is established
                  HWND hWnd,          // Window in which logo is to be drawn
                  int IDBMP,           // ID of bitmap to be drawn
                  HWND hWndCoords );   // Window that determines logo coordinates

#endif
```