

How do I get the handle of the primary monitor?

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The primary monitor by definition has its upper left corner at (0, 0). Therefore, you can use this function:

```
HMONITOR GetPrimaryMonitorHandle()
{
    const POINT ptZero = { 0, 0 };
    return MonitorFromPoint(ptZero, MONITOR_DEFAULTTOPRIMARY);
}
```

To make double extra sure (belt and suspenders), we also tell it, “If you’re not sure what monitor to return, give us the primary.”

Sure, this sounds obviously simple, but I actually found somebody who fumbled around in the dark passing intentionally invalid parameters to `MonitorFromWindow` trying to find one that would return the primary monitor handle. (I’ve heard this called *Programming By Accident*.)

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