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function ChooseColor(var CC: TChooseColor): Bool;
type
PFindReplace = ^TFindReplace;
TFindReplace = record
  lStructSize: Longint;           { size of this struct $20 }
  hWndOwner: HWND;              { handle to owner's window }
  hInstance: THandle;          { instance handle of .EXE that
                                contains cust. dlg. template }
  Flags: Longint;               { one or more of the fr_?? }
  lpstrFindWhat: PChar;        { ptr. to search string }
  lpstrReplaceWith: PChar;     { ptr. to replace string }
  wFindWhatLen: Word;          { size of find buffer }
  wReplaceWithLen: Word;       { size of replace buffer }
  lCustData: Longint;          { data passed to hook fn. }
  lpfnHook: function (Wnd: HWND; Msg, wParam: Word; lParam: Longint): Word;
                                { ptr. to hook fn. or nil }
                                { custom template name }
  lpTemplateName: PChar;
end;

function ReplaceText(var FindReplace: TFindReplace): HWND;
type
PChooseFont = ^TChooseFont;
TChooseFont = record
  lStructSize: Longint;         { }
  hWndOwner: HWND;             { caller's window handle }
  hDC: HDC;                    { printer DC/IC or nil }
  lpLogFont: PLogFont;        { ptr. to a LOGFONT struct }
  iPointSize: Integer;         { 10 * size in points of selected font }
  Flags: Longint;              { enum. type flags }
  rgbColors: Longint;          { returned text color }
  lCustData: Longint;          { data passed to hook fn. }
  lpfnHook: function (Wnd: HWND; Msg, wParam: Word; lParam: Longint): Word;
                                { ptr. to hook function }
                                { custom template name }
                                { instance handle of .EXE that contains cust.
                                  dlg. template }
  lpTemplateName: PChar;      { return the style field here must be lf_FaceSize
                                or bigger }
  hInstance: THandle;
  lpszStyle: PChar;            { same value reported to the EnumFonts call back
                                with the extra fonttype_bits added }
  nFontType: Word;             { minimum pt size allowed & }
                                { max pt size allowed if cf_LimitSize is used }
  nSizeMin: Integer;
  nSizeMax: Integer;
end;

{ these are extra nFontType bits that are added to what is returned to the EnumFonts callback routine }

Italic_FontType = $0200;
Regular_FontType = $0400;

wm_ChooseFont_GetLogFont = wm_User + 1;

{ strings used to obtain unique window message for communication between dialog and caller }

SetRGBString = 'commdlg_SetRGBColor';
FindMsgString = 'commdlg_FindReplace';
HelpMsgString = 'commdlg_help';

{ HIWORD values for lParam of commdlg_LBSELChangeNotify message }

cferr_NoFonts = $2001;
cferr_MaxLessThanMin = $2002;

fnErr_FilenameCodes = $3000;
fnErr_SubclassFailure = $3001;
fnErr_InvalidFilename = $3002;
fnErr_BufferTooSmall = $3003;

frErr_FindReplaceCodes = $4000;
frErr_BufferLengthZero = $4001;

ccErr_ChooseColorCodes = $5000;

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