

**SetPenState**                      Set the pen location, size, pattern and mode

#include <Quickdraw.h>

**Quickdraw**

void                      **SetPenState**(*thePnState* );  
PenState                \**thePnState* ;    address of an 18-byte PenState structure

**SetPenState** sets the location, size, pattern and transfer mode of the pen of the current GrafPort. It is typically used to restore the pen characteristics after they were saved via a prior call to **GetPenState**.

**Returns:** none

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Notes:    You can reset the pen characteristics to their initial state via **PenNormal**.