

**GetPenState** Obtain current location, size, and mode of pen

#include <Quickdraw.h>

**Quickdraw**

```
void      GetPenState(thePnState );
PenState *thePnState ;    address of an 18-byte PenState structure
```

**GetPenState** fills a structure with pen-related information, including the pen location, size, transfer mode, and pattern. It is useful in writing nested drawing functions.

*thePnState* is the address of an 18-byte PenState structure. Upon return, the structure is filled with information about the pen of the current GrafPort.

**Returns:** none

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Notes: The PenState structure receives information copied directly from the current GrafPort; pnLoc, pnSize, pnMode, and pnPat.

Nested drawing procedures can use this function to obtain the current status of the pen, in order to restore the state later. This may be coupled with **ShowPen...HidePen** to fully implement invisible nesting.

<b>Example</b>
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```
#include <Quickdraw.h>
```

```
DrawSomething()
```

```
{
```

```
    PenState    savePenState;
```

```
    GetPenState( &savePenState );          /* save current state */
```

```
    ShowPen();                          /* we want pen to be visible */
```

```
    /* ...draw some figure here which may change the state... */
```

```
    SetPenState( &savePenState );          /* restore the pen's visible state */
```

```
}
```