HidePen   Make subsequent pen motion invisible

#include <Quickdraw.h>   **Quickdraw**

 void   **HidePen( );**

> **HidePen** decrements the "pen level". If the level is set to a value other than 0, the pen is hidden and subsequent draw operations are not visible.

>> **Returns**: none

Notes: **HidePen** manipulates the pnVis field of the current GrafPort. Using
          HidePen decrements the field and **ShowPen** increments it. When pnVis
          is not equal 0, then the pen is hidden and drawing functions (**LineTo**,
          FrameRect, etc.) do not affect the BitMap. The pnVis field is set to 0
          when the GrafPort is initialized.

          The decrement/increment system makes it easy to nest drawing functions.
          Always balance a **HidePen** call with **ShowPen**, and vice versa.

          You can get the current "pen level" by reading the field directly from the
          GrafPort structure. Note that it is not a Boolean field; the pen is visible
          only when pnVis==0.

          The **OpenRgn**, **OpenPicture**, and **OpenPoly** functions automatically call
          HidePen so, by default, subsequent drawing activities are hidden.