

**GetPen** Obtain current pen position

#include <Quickdraw.h>

**Quickdraw**

```
void      GetPen(penPt );  
Point    *penPt ;           receives current position of the pen
```

**GetPen** obtains the current pen position, in local coordinates.

*penPt* is the address of a 4-byte Point structure. Upon return, it will contain the pen position of the current GrafPort, in local coordinates.

**Returns:** none

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Notes: This stores the Point into a local variable, e.g.:

```
Point  thePt;  
GetPen( &thePt );
```

You can obtain this and other pen-related information via **GetPenState**.

You can position the pen via **MoveTo**.