

PenMode Set the graphics pen pattern transfer mode

#include <Quickdraw.h>

Quickdraw

```
void      PenMode(newPnMode );
short     newPnMode ;    transfer mode; patCopy, patOr, patXor, etc.
```

PenMode selects the pattern transfer mode to be used in pen drawing and painting operations.

newPnMode is a short and may be one of the following constants defined in Quickdraw.h:

<u>patCopy</u>	8	overwrite background entirely
<u>patOr</u>	9	overwrite where pattern is black
<u>patXor</u>	10	invert where pattern and bkgd are both black
<u>patBic</u>	11	force white where pattern is black
<u>notPatCopy</u>	12	invert pattern, then patCopy
<u>notPatOr</u>	13	invert pattern, then patOr
<u>notPatXor</u>	14	invert pattern, then patXor
<u>notPatBic</u>	15	invert pattern, then patBic

Returns: none

Notes: This function modifies the *pnMode* field of the current GrafPort structure. It affects all drawing operations such as **LineTo** and **FrameRect**, as well as painting operations such as **PaintOval**, **PaintRoundRect**, etc.

See **Transfer Modes** for a graphic depiction of the effect of the various pen modes.

You can obtain the current setting by accessing the pnMode field of a GrafPort:

```
curPnMode = thePort->pnMode;
```

This function does not affect how text is drawn. Use **TextMode** to modify the text-drawing pen's transfer mode.