ShowPen   Balance a previous **HidePen**; make pen visible

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

 void   **ShowPen( );**

This function increments the "pen level". If the pen level's value is set to 0,
pen drawing operations are visible.

   Returns: none

Notes: This function manipulates the <u>pnVis</u> field of the current <u>GrafPort</u>. Using
         HidePen decrements the field and **ShowPen** increments it. When the
         pnVis field is not equal 0, the pen is hidden and drawing functions (**LineTo**,
         FrameRect, etc.) do not affect the bitMap. The <u>pnVis</u> field is set to 0
         (visible) when the <u>GrafPort</u> 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 pnVis field directly from
         the <u>GrafPort</u> structure. Note that it is not a <u>Boolean</u> field; the pen is visible
         only when <u>pnVis</u> == 0.

         The **CloseRgn**, **ClosePicture**, and **ClosePoly** functions automatically
         call **ShowPen** to balance the previous automatic call to **HidePen**.