

PenSize Set dimensions of pen for current GrafPort

#include <Quickdraw.h>

Quickdraw

```
void      PenSize(wide, high );  
short    wide ;           desired width for the pen  
short    high ;           desired height for the pen
```

PenSize selects the height and width, in pixels, of the graphics pen for the current GrafPort. The initial pen size is (1,1).

wide and . . .

high are the desired width and height of the pen. A setting of (0,0) - or setting either parameter less than 0 - makes the pen invisible

Returns: none

Notes: The *wide* and *high* values are stored in pnSize field of the current GrafPort structure, except that if either value is less than 0, then both parts of pnSize are set to 0, making the pen invisible.

You can also set the pen size and other pen-related parameters via the **SetPenState** function. You can may obtain the size of the pen by accessing the pnSize field of the current GrafPort; e.g.:

```
short      width, height;
```

```
width = thePort -> pnSize.h;
```

```
height = thePort -> pnSize.v;
```

You can obtain this and related information via **GetPenState**.