

**PenState** structure

```
#include <Quickdraw.h>
```

typedef struct <b>PenState</b> {		<u>Size</u>	<u>Offset</u>	<u>Description</u>
<u>Point</u>	pnLoc ;	4	0	Current location, in local coordinates
<u>Point</u>	pnSize ;	4	4	Current size (.h is width, .v is height)
<u>short</u>	pnMode ;	2	8	Current transfer mode ( <u>srcCopy</u> , et al.)
<u>Pattern</u>	pnPat ;	8	10	Current <u>Pattern</u> used for drawing
} <b>PenState</b> ;		18		

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Notes: Use the PenState structure in calls to **GetPenState** and **SetPenState**.  
See Transfer Modes for possible values in the pnMode field.