R. Bauer (r.bauer@fz-juelich.de) writes:

> general we are using our idl scripts on Workstations and PCs.
> For the most things we are able to adjust the screen output to the
> postscript output.
>
> But unfortunately I don't know how to find the correct scale factor
> automaticly for the psyms by Workstation PC and postscript.
>
> For text eg. we can use width=width to get the device independent size.
>
> Is there a keyword like width available for the psyms?
> Or what is the reason for those different sizes on different platforms.

You can use the system variables !D.X_CH_SIZE and !D.Y_CH_SIZE
to get the size of a "normal" character in device coordinates.
On my machine the sizes are 7 and 10. In PostScript, the sizes
are 222 and 352.

Compare these values to !D.X_PX_CM and !D.Y_PX_CM which tell
you how many pixels per centimeter there are for your device.
On my machine the numbers are 32, whereas in PostScript the
numbers are 1000.

Thus, on a machine a character is going to be 7/32 by 10/32
of a centimeter in size, whereas in PostScript the character is
going to be 222/1000 by 352/1000 of a centimeter in size.

While the numbers are similar, they are not the same. I think
if you wanted *exact* values, you could fiddle with the
!D.X_CH_SIZE and !D.Y_CH_SIZE variables (by setting the
SET_CHARACTER_SIZE keyword to the DEVICE command), but this
has always seems like a lot of work to me and I've never
tried it.

Cheers,

David

David Fanning, Ph.D.
Fanning Software Consulting
E-Mail: davidf@dfanning.com
Phone: 970-221-0438