Subject: Re: character size in normal coordinates
Posted by David Foster on Tue, 24 Nov 1998 08:00:00 GMT
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David Fanning wrote:
>
> David Foster (foster@bial1.ucsd.edu) writes:
>
>> Since !D.[X|Y]_CH_SIZE give the width and height of the rectangle
>> that encloses the "average" character in the current font, in
>> device units (usually pixels) [from the Online help on !D]:
>>
>> x_ch_norm = !D.X_CH_SIZE / !D.X_SIZE
>> y_ch_norm = !D.Y_CH_SIZE / !D.Y_SIZE
>>
>> would be my guess. If your window is 100 pixels wide, and your
>> object is 50 pixels wide, then in normalized coordinates that
>> would be .5 . Or am I having a bad hair day?
>
> I would say your hair will be turning prematurely gray
> unless you cast one of those values on the right-hand
> side of the equation to FLOAT. :-)
>
> Cheers,
>
> David

Doh!

God I hate this pitfall!

Dave

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