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Subject: Re: character size in normal coordinates  
Posted by [davidf](#) on Mon, 23 Nov 1998 08:00:00 GMT  
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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

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