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

>  
> How does one convert the character size into normal coordinates.  
> --  
> #-----  
> # Axel Schweiger

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?

Dave

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