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

```
> Martin Schultz (mgs@io.harvard.edu) writes:
>
>> My guess would be :
>>
>>   pixsize = !d.y_ch_size * !p.charsize      ; or your own charsize --> gives
>> size in pixels
>>   normsize = convert_coord(pixsize,/device,/to_normal)
>> UGLY! That doesn't work! Well, then
>>   normsize = pixsize/!d.y_size
>
> Careful here. The expression:
>
>   normsize = pixsize / !D.Y_Size
>
> is going to evaluation to 0, almost always. :-)
>
> Try:
>
>   normsize = pixsize / Float(!D.Y_Size)
>
> This one has bit me enough that I almost always
> remember it. :-)
>
> Cheers,
>
> David
>
> --
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```

Ouch !! But ... if you use !p.charsize you already have a float variable.

```
IDL> help,!p,/stru
```

```
[...]
CHARSIZE      FLOAT      1.40000
[...]
```

Martin

--

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