
Subject: Re: character size in normal coordinates
Posted by [davidf](#) on Sun, 22 Nov 1998 08:00:00 GMT
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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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