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Subject: Re: character size in normal coordinates

Posted by [Martin Schultz](#) on Sun, 22 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

>

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

[or maybe you'll have to use !d.x\_ch\_size and !d.x\_size for better results ...]

Hope this gives you an idea at least,  
Martin.

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