

---

Subject: IDLgrAxis determining character dimensions

Posted by [jkj](#) on Mon, 16 Jul 2007 20:50:15 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

After creating an IDLgrAxis object, I would like to be able to access or calculate or estimate the height/width of the text. Using an IDLgrFont object I can specify the font size that will be used but I don't understand how to convert, say 11 point Helvetica, to either data or device units.

Effectively, what I would like to do is acquire information that a "compute\_dimensions" method would if the axis object had such a method (it only has REcompute\_dimensions, which does not return any value). I do understand that in data units the size of the text will depend on both the x and y data values. I found this from Fanning while searching the newsgroup:

"Text characters are sized according to a text "box", whose width and height are given in the "data" units of your arbitrary coordinate system. (See the CHAR\_DIMENSIONS keyword.)"

and what I am looking for is an understanding of how to arrive at reasonable values to supply the char\_dimensions keyword - I do want to be able to set these values explicitly. Any ideas? Am I missing something obvious? Right now I'm guessing I need to study the code "`lib/utilities/idlexobjview__define.pro`", so I'll get to that...

Thanks,  
-Kevin

---