
Subject: Re: Q: Length (on screen) of text
Posted by [steinhh](#) on Fri, 02 Aug 1996 07:00:00 GMT
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In article <4tt652\$fr1@kwuz.nerc-keyworth.ac.uk>, wmc@unixa.nerc-keyworth.ac.uk (William Connolley) writes:

|> I want to annotate a map with lots of text representing various stations. I
|> don't want these to overlap. So I have to know how big they are going to be...
|> so I can jiggle them a bit if they are going to overlap. But there doesn't seem
|> to be any IDL routine to "measure" a string that's going to be plotted.
|>
|> Any ideas?

Look at the documentation for the WIDTH keyword in XYOUTS.

To make sure e.g., that a text is shorter than the width of
a window, something like this should do:

```
DEVICE,GET_GRAPHICS_FUNCTION=OLDGRAPH  
DEVICE,SET_GRAPHICS_FUNCTION=5 ; GXnoop --  
xyouts,0.,0.,text,width=text_width,/normal  
device,set_graphics_function=OLDGRAPH  
xyouts,0.,0.,text,charsize=1./width ;; Adjust charsize to fit.
```

Stein Vidar
