
Subject: y_width of xyouts

Posted by [R.Bauer](#) on Tue, 26 Oct 1999 07:00:00 GMT

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Hi,

I like to know exactly the y_width of a text in normal coordinates.
I have written a small routine which unfortunately don't run with all
devices set.

Any other ideas are welcome

I know already !D.Y_CH_SIZE but its only useful on some windows systems.

```
FUNCTION y_width,text,x_width=width,_extra=e
  old_dev=!d.name
  IF STRUPCASE(!version.os_family) EQ 'WINDOWS' THEN dev='win' ELSE
dev='x'
  SET_PLOT,dev
  WINDOW,/free,/pixmap,retain=0
  WSET,!D.WINDOW

  XYOUTS,0,0.5,text,/NORM,width=width,color=1,charthick=10,alignment=alignment,_extra=e

  image=TVRD()

  SET_PLOT,old_dev
  !p.background=255
  !p.color=0
  dim=SIZE(image,/dim)
  idx=WHERE(image EQ MAX(image))/dim[0]
  y_width=(FLOAT(MAX(idx))-FLOAT(MIN(idx)))/FLOAT(dim(1))
  WDELETE,!D.WINDOW
  RETURN,y_width
END
```

Subject: Re: y_width of xyouts

Posted by [R.Bauer](#) on Thu, 28 Oct 1999 07:00:00 GMT

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"Martin.Schultz@dkrz.de" wrote:

> In article <3815E4EF.93A13CA6@fz-juelich.de>,

> "R.Bauer" <R.Bauer@fz-juelich.de> writes:
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> Hallo Reimar,
>
> I am not exactly sure why !D.Y_CH_Size shouldn't work on all devices.
> Here is a piece of code from my AxLabel routine which may help:
>
> ; Get y position for label
> ; Subtract one character size
> PY = !Y.Window[0]
> PYOFF = CONVERT_COORD(1,!D.Y_CH_SIZE*CHARSIZE,/DEVICE,/TO_NORMAL)
> PY = PY - 1.05*PYOFF[1]
>
> (it calculates the position for a label on the x axis by placing it
> below the axis with a 5% margin)
>
> Viele Gruesse,
> Martin

Hallo Martin,

hast Du Dich schon gut eingelebt?

I am not meaning that !D.Y_CH_Size don't work more I like to say it's not exactly.

We found differences between aix and NT IDL.

If you try to get the height of one char or one line this will be quiet good enough. But what's with
formulars or many lines with increments or exponents.

How did you determine the space between two lines?

Gruss

Reimar

Subject: Re: y_width of xyouts
Posted by [m218003](#) on Thu, 28 Oct 1999 07:00:00 GMT
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In article <3815E4EF.93A13CA6@fz-juelich.de>,
"R.Bauer" <R.Bauer@fz-juelich.de> writes:

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; Get y position for label  
; Subtract one character size  
PY = !Y.Window  
PYOFF = CONVERT_COORD(1,!D.Y_CH_SIZE*CHARSIZE,/DEVICE,/TO_NORMAL)  
PY = PY - 1.05*PYOFF[1]
```

(it calculates the position for a label on the x axis by placing it
below the axis with a 5% margin)

Viele Gruesse,
Martin

--

```
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[[ martin.schultz@dkrz.de  [[  
[[
```
