
Subject: New Graphics Reference Arrow
Posted by [Haje Korth](#) on Thu, 23 Jun 2011 16:39:32 GMT
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Hi,
I have been playing some more with the new graphics system. Thanks here to Mike Galloy for his new book for filling in some good information.

There is one thing I have yet to find a solution to. I am using vector to display some arrow on a world globe. However, without a reference arrow which I can label with a quantity these plots, while pretty, are useless. I have not been able to extract information for the the length of a given arrow in devices coordinates (pixels). Is there a way to get at this information? Once I know that, I can use the arrow function to add the reference arrow.

Thanks,
Haje
