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 thats 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

Subject: Re: Q: Length (on screen) of text
Posted by Andy Loughe on Fri, 02 Aug 1996 07:00:00 GMT
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William Connolley wrote:
>
> 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...
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> to be any IDL routine to "measure" a string thats going to be plotted.
>
> Any ideas?
>
> ---
> William M Connolley | wmc@bas.ac.uk | http://www.nbs.ac.uk/public/icd/wmc/
> Climate Modeller, British Antarctic Survey | Disclaimer: I speak for myself

If you are happy using normalized coordinates, then the WIDTH
keyword to the xyouts procedure should give you the information
you seek. Check it out!

If you are happier using data coordinates, you may need to
use convert_coord as well.

--

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fax:(303)497-7013
Boulder, CO 80309-0449 "He who laughs last thinks slowest!"
