
Subject: Re: psym

Posted by [davidf](#) on Tue, 26 May 1998 07:00:00 GMT

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R. Bauer (r.bauer@fz-juelich.de) writes:

- > general we are using our idl scripts on Workstations and PCs.
- > For the most things we are able to adjust the screen output to the
- > postscript output.
- >
- > But unfortunately I don't know how to find the correct scale factor
- > automaticly for the psyms by Workstation PC and postscript.
- >
- > For text eg. we can use width=width to get the device independent size.
- >
- > Is there a keyword like width available for the psyms?
- > Or what is the reason for those different sizes on different platforms.

You can use the system variables !D.X_CH_SIZE and !D.Y_CH_SIZE to get the size of a "normal" character in device coordinates. On my machine the sizes are 7 and 10. In PostScript, the sizes are 222 and 352.

Compare these values to !D.X_PX_CM and !D.Y_PX_CM which tell you how many pixels per centimeter there are for your device. On my machine the numbers are 32, whereas in PostScript the numbers are 1000.

Thus, on a machine a character is going to be 7/32 by 10/32 of a centimeter in size, whereas in PostScript the character is going to be 222/1000 by 352/1000 of a centimeter in size.

While the numbers are similar, they are not the same. I think if you wanted **exact** values, you could fiddle with the !D.X_CH_SIZE and !D.Y_CH_SIZE variables (by setting the SET_CHARACTER_SIZE keyword to the DEVICE command), but this has always seems like a lot of work to me and I've never tried it.

Cheers,

David

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