See Also

The **FontList**, **FontSizeStringWidth**, **numtype**, **ScreenResolution**, and **DefaultGUIControls** functions.

FontSizeStringWidth

`FontSizeStringWidth(`*`fontNameStr`*`, `*`fontSize`*`, `*`fontstyle`*`, `*`theStr`*` [,`*`appearanceStr`*`])`

The FontSizeStringWidth function returns the width of *theStr* in pixels, when rendered with the named font and the given font style and size.

Parameters

fontNameStr is the name of the font, such as `"Helvetica"`.

fontSize is the size (height) of the font in pixels.

fontStyle is text style (bold, italic, etc.). Use 0 for plain text.

theStr is the string whose width is being measured.

The optional *appearanceStr* parameter has no effect on Windows.

On Macintosh, the *appearanceStr* parameter is used for determining the width of a string drawn by a control. Set *appearanceStr* to "native" if you are measuring the width of a string drawn by a "native GUI" control or to "os9" if not.

Set *appearanceStr* to "default" to use the appearance set by the user in the Miscellaneous Settings dialog. "os9" is the default value.

Usually you will want to set *appearanceStr* to the S_Value output of **DefaultGUIControls**/W=winName when determining the width of a string drawn by a control.

Details

If the named font is not installed, FontSizeStringWidth returns NaN.

FontSizeStringWidth understands “default” to mean the current experiment’s default font.

FontSize is in pixels. To obtain the width of a font specified in points, use the **ScreenResolution** function and the conversion factor of 72 points per inch (see Examples).

fontStyle is a binary coded integer with each bit controlling one aspect of the text style as follows:

Bit 0:	Bold
Bit 1:	Italic
Bit 2:	Underline
Bit 4:	Strikethrough

To set bit 0 and bit 2 (bold, underline), use 2^0+2^2 = 1+4 = 5 for *fontStyle*. See **Setting Bit Parameters** on page IV-12 for details about bit settings.

Examples

Example 1

```
Variable fsPix= 10 * ScreenResolution/72          // 10 point text in pixels
String text= "How long is this text?"
Variable WidthPix= FontSizeStringWidth("Helvetica",fsPix,0,text)
Print "width in inches= ", WidthPix / ScreenResolution
```

Example 2

```
Variable fsPix= 13 * ScreenResolution/72          // 13 point text in pixels
String text= "text for a control"
DefaultGUIControls/W=Panel0                       // Sets S_Value
Variable WidthPix= FontSizeStringWidth("Helvetica",fsPix,0,text,S_Value)
Print "width in points= ", WidthPix / ScreenResolution * 72
```

See Also

The **FontList**, **FontSizeHeight**, **ScreenResolution** and **DefaultGUIControls** functions.