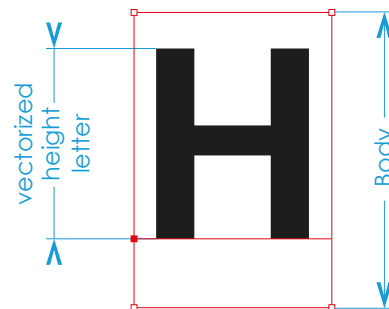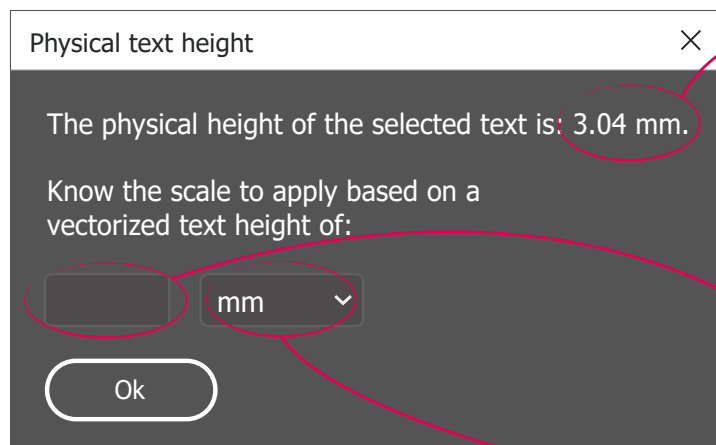This script calculates the difference (in %) between the body of the selected text and its real height, if it was vectorized (based on a capital "H"). Then offers to transform the scale of the selected objects on this basis.

The script therefore only works on the selection of a text object and possibly takes place in two stages:

1st step

Physical text height ✕

The physical height of the selected text is: 3.04 mm.

Know the scale to apply based on a vectorized text height of:
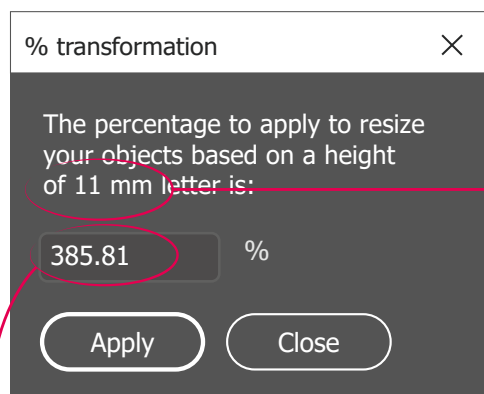
[   ] [mm ✓]

(Ok)

A dialog box opens and returns the height of a capital H in the selected font and if the text was vectorized. The unit displayed is the one that has been set in the preferences.

If you do not enter any value in this field, the script stops there.

Choose the unit in which the destination value is displayed.

2nd step (optional)

If a value in mm has been entered, a second dialog box opens:

% transformation ✕

The percentage to apply to resize your objects based on a height of 11 mm letter is:

[385.81] %

(Apply) (Close)

Returns the value entered in step 1

Specifies the transformation percentage to apply to resize the text based on the final height entered. Then you can:
- immediately apply the transformation to the selected text.
- or, if you want to resize several objects on this basis, you can click [Close]. This will copy the percentage into the clipboard. You can then select all the objects to be resized, go to the menu [Object]>[transform]>[Scale] and paste the value in the ad-hoc field.