1

`\multiply` ⟨*register*⟩ `by` ⟨*number*⟩
`\divide` ⟨*register*⟩ `by` ⟨*number*⟩
These commands multiply and divide the value in ⟨*register*⟩ by ⟨*number*⟩ (which can be negative). The register can be a `\count`, `\dimen`, `\skip`, or `\muskip` register. For a `\skip` or `\muskip` register (p. '`\skip`'), all three components of the glue in the register are modified. You can omit the word `by` in these commands—TEX will understand them anyway.

You can also obtain a multiple of a ⟨*dimen*⟩ by preceding it by a ⟨*number*⟩ or decimal constant, e.g., `-2.5\dimen2`. You can also use this notation for ⟨*glue*⟩, but watch out—the result is a ⟨*dimen*⟩, not ⟨*glue*⟩. Thus `2\baselineskip` yields a ⟨*dimen*⟩ that is twice the natural size of `\baselineskip`, with no stretch or shrink.

Example:

```
\count0 = 9\multiply \count0 by 8 \number\count0 ;
\divide \count0 by 12 \number\count0 \par
\skip0 = 20pt plus 2pt minus 3pt \multiply \skip0 by 3
Multiplied value of skip0 is \the\skip0.\par
\dimen0 = .5in \multiply\dimen0 by 6
\hbox to \dimen0{a\hfil b}
```

produces:

72; 6
Multiplied value of skip0 is 60.0pt plus 6.0pt minus 9.0pt.
a b