

`\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—T_EX 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

