

FOUND HERE :

<https://chieftalk.chiefarchitect.com/topic/25611-macro-returning-units/?tab=comments#comment-205770>

These are the apparent OOB settings...

unit = Not set  
show\_unit = true  
show\_leading\_zero = true  
show\_trailing\_zeros = false  
use\_fractions = false  
decimal\_places = 6  
denominator = 16  
thousands\_separator = ,  
show\_denominator = true  
reduce\_fractions = gcd (*greatest common divisor*)

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I think that all of the True | False settings are defaulted to False

An example :      area.to\_sq\_m.round(2)

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It's not a full list of what can be done, an explanation of exactly how the conversions work, or an explanation of the different types of Measurements (Linear vs. Area vs. Volume), but here's a list of a few of the basic methods you can use to convert measurements to floats based on other units:

<code>.to_inch</code>	<code>.to_sq_inch</code>	<code>.to_cu_inch</code>
<code>.to_in</code>	<code>.to_sq_in</code>	<code>.to_cu_in</code>
<code>.to_foot</code>	<code>.to_sq_foot</code>	<code>.to_cu_foot</code>
<code>.to_ft</code>	<code>.to_sq_ft</code>	<code>.to_cu_ft</code>
<code>.to_yard</code>	<code>.to_sq_yard</code>	<code>.to_cu_yard</code>
<code>.to_yd</code>	<code>.to_sq_yd</code>	<code>.to_cu_yd</code>
<code>.to_mm</code>	<code>.to_sq_mm</code>	<code>.to_cu_mm</code>
<code>.to_cm</code>	<code>.to_sq_cm</code>	<code>.to_cu_cm</code>
<code>.to_dm</code>	<code>.to_sq_dm</code>	<code>.to_cu_dm</code>
<code>.to_m</code>	<code>.to_sq_m</code>	<code>.to_cu_m</code>

An example : `area.to_sq_m.round(2)`

And here's a list of what you can use to convert a float to a measurement...

<code>.inch</code>	<code>.sq_in</code>	<code>.cu_foot</code>
<code>.in</code>	<code>.sq_foot</code>	<code>.cu_ft</code>
<code>.foot</code>	<code>.sq_ft</code>	<code>.cu_yard</code>
<code>.ft</code>	<code>.sq_yard</code>	<code>.cu_yd</code>
<code>.yard</code>	<code>.sq_yd</code>	
<code>.yd</code>	<code>.sq_mm</code>	<code>.cu_mm</code>
<code>.mm</code>	<code>.sq_cm</code>	<code>.cu_cm</code>
<code>.cm</code>	<code>.sq_dm</code>	<code>.cu_dm</code>
<code>.dm</code>	<code>.sq_m</code>	<code>.cu_m</code>
<code>.m</code>	<code>.cu_inch</code>	
<code>.sq_inch</code>	<code>.cu_in</code>	

...again, learning exactly how the conversion works is a bit more complicated but if you use `.to_s` you will get the newly created Measurement and its units.

There are other similar methods as well such as `.convert_to` (as was mentioned above by Ben) as well as `Measurement.new(value, optional unit)`.

In addition Chief also has a built in `NumberFormatter` functionality that you can use to format various measurements. It basically works exactly like the `Dimension` formatting options we have. I don't have the time or inclination to go into all of it in this post, but it's pretty cool.

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Notably missing from the Help is an example of using the `NumberFormatter` class. Basically it has to be created first. There's no reason to create it for every time you want to format a number - particularly if you are always going to be using the same parameters.

Here's the way I create a persistent instance of the class and how it can be used:

- `$NF = NumberFormatter.new`
- `$NF.unit = ""-\\""`
- `$NF.use_fractions = true`
- `$NF.denominator = 8`

This sets the parameters to what I want. Then I can use the following whenever I need to format a number:

- `$NF.apply( 123.5.in )` ---> 10' 3-1/2"

Note the inclusion of .in so the formatter knows the value is in inches. If passing a Measurement value then that wouldn't need to be included.

\$NF = NumberFormatter.new

```
$NF.unit = \"'-\"'
```

```
$NF.use_fractions = true
```

```
def fi(n)
```

\$NF.apply(n)

end

" # " blocks displaying result in labels

Variables that start with a Capital letter are Constant Variables but I am not sure how different they are than Global Variables but they do work outside of their macro unlike Local Variables with a Lower Case letter.

One of the unique behaviors of a Constant over a Global Variable is that Ruby issues a warning if we try to alter the value of the Constant. This behavior doesn't really seem to be usable if we're working outside the Ruby console though.