

```
set px to {"9138.897755", "9138.897", "913.88977", "283.550", "913.889", "91.  
set mm to 2.835  
set br1 to (((item 1 of px) / mm) * 1000) div 1) / 1000  
set br2 to (((item 2 of px) / mm) * 1000) div 1) / 1000  
set br3 to (((item 3 of px) / mm) * 1000) div 1) / 1000  
set br4 to (((item 4 of px) / mm) * 1000) div 1) / 1000  
set br5 to (((item 5 of px) / mm) * 1000) div 1) / 1000  
set br6 to (((item 6 of px) / mm) * 1000) div 1) / 1000  
set br7 to (((item 7 of px) / mm) * 1000) div 1) / 1000  
{br1, br2, br3, br4, br5, br6, br7}
```



Skriptfehler

"9138.897755" kann nicht in Typ real umgewandelt werden.

OK

```
set px to {"9138.897755", "9138.897", "913.88977", "283.550", "913.889", "91.388977", "91.38897755"}
```

```
set mm to 2.835
```

```
set br4 to ((item 4 of px) * 1) / mm
```

Ergebnis

```
1.00017636684303E+5
```



AppleScript ⌵ <Kein Element ausgewählt> ⌵

```
set px to {"9138.897755", "9138.897", "913.88977", "283.550", "913.889", "91.388977", "91.38897755"}  
set mm to 2.835
```

```
set br4 to (item 4 of px) / mm
```

Ergebnis

1.00017636684303E+5



AppleScript ⌵ <Kein Element ausgewählt> ⌵

```
set px to {"283.500", "283.5000"}
set mm to 2.835
set test to round (item 1 of px as real)
set test2 to round item 1 of px
set test3 to round (item 2 of px as real)
set test4 to round item 2 of px
{test, test2, test3, test4}|
```

Ergebnis

```
{283500, 284, 284, 284}
```