Subject: Re: How to zoom images?
Posted by mirek on Mon, 20 Mar 2006 14:57:59 GMT

fudadmin wrote on Mon, 20 March 2006 09:25How to zoom images?
I've tried
  img1.RatioSize(Size(10,10)); //no effect
 img1.FitSize(Size(10,10)); //no effect

and img1.SetSize(Size(10,10)); //not a member of 'Image'?

Actually, current API is going away, I am working on new Image right now (and it will be a simple function).

Anyway, if you need to display zoomed image, the simple way right now is to use the DrawImage with target size. You can also use ImageDraw to draw zoomed image to new one.

Current high quality zooming goes like this (excerpt from the real code):

Quote:
```
 PixelArray x = PngEncoder().LoadArray(data).pixel;
 Size outsz(min(sz.cx, 4 * x.GetWidth()), min(sz.cy, 4 * x.GetHeight()));
 if(w.IsDrawing())
  w.DrawImage(Rect(sz), PixelArrayToImage(x));
 else {
  Size scale = min(outsz, sz << 2);
  PixelArray dest(scale);
  PixelCopyAntiAlias(dest, scale, x, x.GetSize());
  if(w.IsSystem() && !w.IsDrawing())
   dest.Paint(w, Rect(sz));
  else
   w.DrawImage(Rect(sz), PixelArrayToImage(dest));
 }
```

(Do you wonder why I insist on refactoring this API?

Mirek