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Subject: Re: How to zoom images?

Posted by [mirek](#) on Mon, 20 Mar 2006 14:57:59 GMT

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fudadmin wrote on Mon, 20 March 2006 09:25: How 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

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