
Subject: Re: Problem with Drag&Drop in ArrayCtrl
Posted by [koldo](#) on Mon, 27 Jul 2009 22:15:34 GMT
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Hello Mirek

This is the function:

```
void LoadThumbnail(int id)
{
    thumbnails[id].loaded = true;
    Image img = StreamRaster::LoadFileAny(thumbnails[id].fileName);
    if(!img)
        return;
    thumbnails[id].width = img.GetWidth();
    thumbnails[id].height = img.GetHeight();
    if (thumbnails[id].width > 1024 || thumbnails[id].height > 1024) {
        int w, h;
        if (thumbnails[id].width > 1024) {
            w = 1024;
            h = (thumbnails[id].height*1024)/thumbnails[id].width;
        } else {
            h = 1024;
            w = (thumbnails[id].width*1024)/thumbnails[id].height;
        }
        thumbnails[id].img = Rescale(img, Size(w, h), Rect(0, 0, thumbnails[id].width,
thumbnails[id].height));
    } else
        thumbnails[id].img = img;
}
```

Best regards
Koldo
