
Subject: I propose to include function PropRescale.
Posted by [sergeynikitin](#) on Tue, 22 Dec 2009 14:06:30 GMT
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I propose to include in the base package in addition to the functions Rescale function
propRescale.

commonfucnc.h:

```
Image PropRescale(const Image& im, const Size res_size);  
Image PropRescale(const Image& im, const int cx, const int cy);  
Image PropRescale(const Image& im, const ImageCtrl& imc);  
void PropRescale(const Image& im, ImageCtrl& imc ,const bool setimage);
```

commonfunc.cpp:

```
Image PropRescale(const Image& im, const Size res_size){  
    Size imsize,ressize=res_size;  
    imsize = im.GetSize();  
    if (imsize.cx > 0 && imsize.cy > 0) {  
        double ixy = double(imsize.cx)/imsize.cy;  
        double rxy = double(ressize.cx)/ressize.cy;  
        if (rxy>ixy) {  
            ressize.cx = ressize.cy*imsize.cx/imsize.cy;  
        } else {  
            ressize.cy = ressize.cx*imsize.cy/imsize.cx;  
        }  
        return Rescale(im,ressize);  
    }  
}  
  
Image PropRescale(const Image& im,const int cx,const int cy) {  
    Size ressize;  
    ressize.cx = cx;  
    ressize.cy = cy;  
    return PropRescale(im,ressize);  
}  
  
Image PropRescale(const Image& im, const ImageCtrl& imc) {  
    Image i = PropRescale(im,imc.GetSize());  
    return i;  
}  
  
void PropRescale(const Image& im, ImageCtrl& imc ,const bool setimage) {  
    Image i = PropRescale(im,imc.GetSize());  
    if (setimage) imc.SetImage(i);  
    return;
```

}

I use it to display images in ImageCtrl, therefore, as a parameter to some of the call option is ImageCtrl.

The function uses real arithmetic. I was going to transfer all of integer arithmetic, but so far not done so.

Another point. I do not quite understand CacheRescale, so long and did not interface to CacheRescale.

PS.

Perhaps there is a solution makes it unnecessary to my exercises. If so, could you tell. And then I may be wrong, to reinvent the wheel?
