
Subject: Re: I propose to include function PropRescale.

Posted by [koldo](#) on Tue, 22 Dec 2009 14:57:51 GMT

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Hello Sergey

I think your proposal is similar to this in Functions4U:

```
template <class T>
Rect_<T> FitInFrame(const Size_<T> &frame, const Size_<T> &object)
{
    double frameAspect = frame.cx/(double)frame.cy;
    double objectAspect = object.cx/(double)object.cy;

    if (frameAspect > objectAspect) {
        double x = (frame.cx - objectAspect*frame.cy)/2.;
        return Rect_<T>((T)x, 0, (T)(x + objectAspect*frame.cy), frame.cy);
    } else {
        double y = (frame.cy - frame.cx/objectAspect)/2.;
        return Rect_<T>(0, (T)y, frame.cx, (T)(y + frame.cx/objectAspect));
    }
}
```

From Functions4U documentation:

Best regards

Koldo

File Attachments

1) [Screen.PNG](#), downloaded 925 times
