
Subject: Image: Rescale proportional propose:
Posted by [tojocky](#) on Fri, 11 Jun 2010 14:44:42 GMT
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Hello All,

I propose to add 2 function in ImageScale (draw package) file:

```
Image RescaleProportional(Image &p_image, Size &p_rsz){  
    if(!p_image)  
        return Image();  
  
    Size v_isz = p_image.GetSize();  
    Size v_fsz = p_rsz;  
    bool v_resize = false;  
  
    v_fsz.cy = v_isz.cy * p_rsz.cx / v_isz.cx; // rescale proportional by x  
    v_fsz.cx = v_isz.cx * p_rsz.cy / v_isz.cy; // rescale proportional by y  
  
    if((v_isz.cx == p_rsz.cx)&&(v_isz.cy <= p_rsz.cy)|| (v_isz.cy == p_rsz.cy)&&(v_isz.cx <= p_rsz.cx)){  
        // the image do not need to rescale!  
        v_resize = false;  
    }else if(v_fsz.cx > p_rsz.cx){ // adjust x, y already rescaled by x  
        v_fsz.cx = p_rsz.cx;  
        v_resize = true;  
    }else if (v_fsz.cy > p_rsz.cy){ // adjust y, x already rescaled by y  
        v_resize = true;  
        v_fsz.cy = p_rsz.cy;  
    }else // check if after rescale the size is same as p_rsz  
    v_resize = ((v_fsz.cx == p_rsz.cx)|| (v_fsz.cy == p_rsz.cy));  
  
    if(v_resize){  
        ImageRaster v_isrc(p_image);  
        ImageEncoder v_m;  
        Rescale(v_m, fsz, v_isrc, isz);  
        return v_m;  
    }else  
        return Image(p_image);  
}  
  
Image RescaleProportionalMax(Image &p_image, Size &p_rsz){  
    if(!p_image)  
        return Image();  
  
    Size v_isz = p_image.GetSize();
```

```
if((v_isz.cx<=p_rsz.cx)&&(v_isz.cy<=p_rsz.cy)){
    return Image(p_image);
}

return RescaleProportional(p_image, p_rsz);
}
```

Best regards, Ion Lupascu (tojocky)
