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)
