

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)

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