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Subject: Re: How to set the dpi (dots per inch) of an image

Posted by [mirek](#) on Fri, 23 Jul 2010 09:37:18 GMT

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koldo wrote on Mon, 19 July 2010 04:03luzr wrote on Sat, 17 July 2010 09:58koldo wrote on Thu, 15 July 2010 05:07Hello all

I have loaded a scanned image, processed it and saved it. The original image had 300 x 300 dpi, but saved image has 96 x 96 dpi.

Is it possible to set the saved image to 300 x 300 dpi?

RasterEncoder::SetDots - you set the "physical" dimensions of Image there.

The only problem is that real encoder has to use this value. I did now a quick review, looks like bmp and png do, jpg has it commented out for whatever reason, gif ignores the value. But all seems to provide it for Raster::GetInfo.

Mirek  
Hello Mirek

I have tested it only with .png files using different SetDots values and the result is always the same:

- In Microsoft Paint it always appears 96 dpi hor. and 96 dpi vert.
- In XnView, it is like there is no resolution info (while original unprocessed .png file has dpi info).

Do you think you can look into the issue?

I believe that what is missing is just one call to

[http://refspecs.freestdards.org/LSB\\_3.1.0/LSB-Desktop-generic/LSB-Desktop-generic/libpng12.png.set.phys.1.html](http://refspecs.freestdards.org/LSB_3.1.0/LSB-Desktop-generic/LSB-Desktop-generic/libpng12.png.set.phys.1.html)

in

```
void PNGEncoder::Data::Start(Stream& stream, Size size_, int bpp, ImageKind kind_, bool interlace_,
```

Mirek

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