Subject: Re: How to set the dpi (dots per inch) of an image
Posted by koldo on Sat, 24 Jul 2010 09:08:53 GMT

luzr wrote on Fri, 23 July 2010 11:37koldo 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.freestandards.org/LSB_3.1.0/LSB-Desktop-gene
ric/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
Hello Mirek

You have do it all. Adding this in Start function it works:

unsigned xdpi = 300;
unsigned ydpi = 300;

```
unsigned xres = unsigned(xdpi / 0.0254 + 0.5);
unsigned yres = unsigned(ydpi / 0.0254 + 0.5);

png_set_pHYs(png_ptr, info_ptr, xres, yres, PNG_RESOLUTION_METER);
```

The question is how to set xdpy and ydpi in U++ code.