Subject: Re: How to set the dpi (dots per inch) of an image
Posted by koldo on Fri, 10 Sep 2010 11:42:32 GMT
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koldo wrote on Fri, 10 September 2010 11:41Hello Mirek

Quote:Raster::GetInfo returns Info, which in turn has "dots" member, which is physical size of image (in dots).

Perhaps instead of in "dots" do you mean in meters?. This way info.dots would be the physical image Size in meters.

Hello Mirek

I have seen that in U++ a dot is 1/600 of a pixel.

Now U++ stores for an image the Size in pixels and in dots.

This cause problems as if I rescale an image or set a new image with part of other, the Size in dots is lost or remains the same, so the image really has badly changed its resolution .

Really if an image is scanned, the size in dots and in pixels is the same... The only thing that is different is the size of the dot in inches or meters.

Would not be better to store image Size in pixels and resolution in dpi or dpm?. This way if we process an ImageBuffer, the size will change but the resolution will remain (but if we explicitly want to change it)