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

Posted by [koldo](#) on Tue, 14 Sep 2010 07:51:47 GMT

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Hello Mirek

It is done. Here a sample code using GetDPI() and SetDPI():

```
include <Core/Core.h>
#include <plugin/png/png.h>

using namespace Upp;

CONSOLE_APP_MAIN
{
    Image img = StreamRaster::LoadFileAny(AppendFileName(GetDesktopFolder(), "demo.png"));
    if (!img)
        puts("No image");
    else {
        ImageBuffer image(img);

        Size dpi = image.GetDPI();
        puts(Format("Image DPI are %d/%d", dpi.cx, dpi.cy));
        image.SetDPI(Size(600, 600));
        puts("New DPI values will be 600/600");

        PNGEncoder png;
        png.SaveFile(AppendFileName(GetDesktopFolder(), "demo2.png"), image);
        puts("Done");
    }
    getchar();
}
```

The DPI is only effectively set in "PNG" format files.

I will include the changed files today. They are a few.
