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

Posted by [koldo](#) on Wed, 15 Sep 2010 07:17:18 GMT

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Hello Mirek

Here I enclose you the changed files and changes list:

In Draw

Image.cpp and Image.h

Added

```
void ImageBuffer::SetDPI(Size dpi)
```

```
Size ImageBuffer::GetDPI()
```

```
Size Image::GetDPI()
```

RasterEncoder.cpp and Raster.h

Added in RasterEncoder

```
void SetDPI(Size sz);
```

```
Size GetDPI();
```

Modified in RasterEncoder

```
virtual void Start(Size sz, Size dots) = 0;
```

```
void Create(Size sz, Size dots);
```

```
void Create(int cx, int cy, Size dots)
```

```
void Create(Size sz, Size dots, const RGBA *palette);
```

```
void Create(int cx, int cy, Size dots, const RGBA *palette);
```

```
void Create(Size sz, Size dots, Raster& pal_raster);
```

```
void Create(int cx, int cy, Size dots, Raster& pal_raster);
```

```
virtual void Start(Size sz, Size dots);
```

In plugin/png

pngupp.cpp and png.h

Added

```
static void SetDotSize(Size pixel_size, Size dots_size, png_uint_32 &x_ppm, png_uint_32  
&y_ppm, int unit_type)
```

Modified

```
bool PNGRaster::Create()
```

```
class PNGEncoder::Data
```

```
void PNGEncoder::Data::Start(Stream& stream, Size size_, Size dots_, int bpp, ImageKind kind_,  
bool interlace_, const RGBA *imgpal)
```

```
void PNGEncoder::Start(Size sz, Size dots)
```

## File Attachments

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1) [changes.7z](#), downloaded 352 times

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