
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

1) [changes.7z](#), downloaded 239 times
