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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 11:38:42 GMT

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Hello Mirek

Now there is dpi support for all main image formats. Here it is a demo to test file write and read.

The demo output is:

```
Image DPI are 0/0
New DPI values will be 1200/1200
Saved .png image DPI are 1200/1200
Saved .jpg image DPI are 1200/1200
Saved .tif image DPI are 1200/1200
Saved .bmp image DPI are 1200/1200
Saved .gif image DPI are 72/72
Done
(GIF is only 72x72)
```

The demo code is:

```
#include <Core/Core.h>
#include <plugin/png/png.h>
#include <plugin/jpg/jpg.h>
#include <plugin/tif/tif.h>
#include <plugin/bmp/bmp.h>
#include <plugin/gif/gif.h>

using namespace Upp;

void PrintDPI(String fileName, String format) {
    Image img = StreamRaster::LoadFileAny(fileName + format);
    Size dpi = img.GetDPI();
    puts(Format("Saved " + format + " image DPI are %d/%d", dpi.cx, dpi.cy));
}

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(1200, 1200));
    }
}
```

```
puts("New DPI values will be 1200/1200");

img = image;
String fileName = AppendFileName(GetDesktopFolder(), "demo2");

PNGEncoder png;
png.SaveFile(fileName + ".png", img);
PrintDPI(fileName, ".png");

JPEGEncoder jpeg;
jpeg.SaveFile(fileName + ".jpg", img);
PrintDPI(fileName, ".jpg");

TIFFEncoder tiff;
tiff.SaveFile(fileName + ".tif", img);
PrintDPI(fileName, ".tif");

BMPEncoder bmp;
bmp.SaveFile(fileName + ".bmp", img);
PrintDPI(fileName, ".bmp");

GIFEncoder gif;
gif.SaveFile(fileName + ".gif", img);
PrintDPI(fileName, ".gif");

puts("Done");
}
getchar();
}
```

In few hours I will include additional changed files.

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