
Subject: Re: How to zoom images? [PARTLY SOLVED...]

Posted by [mirek](#) on Wed, 17 Jan 2007 09:30:56 GMT

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Ordog wrote on Wed, 17 January 2007 02:18i got a drawing which i wish to resize to always fit a canvas.

I read from this thread (rather old one thats why im asking) that there is only a rather complex method available using this api, is (was) that the case?

"drawing" or "Drawing"?

What exactly is "fit a canvas"?

Anyway, for drawing, it is trivial:

Drawing x;

```
void MyWidget::Paint(Draw& w) {  
    w.DrawDrawing(GetSize(), x);  
}
```