
Subject: Re: Upp 2007.1 released
Posted by [mirek](#) on Thu, 26 Apr 2007 12:19:31 GMT
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One more patch:

IconDec/Image.cpp

```
void IconDes::SmoothRescale()
{
    if(!IsCurrent())
        return;
    WithRescaleLayout<TopWindow> dlg;
    CtrlLayoutOKCancel(dlg, "Rescale");
    dlg.cx <<= dlg.cy <<= dlg.Breaker();
    Slot& c = Current();
    BeginTransform();
    Image bk = IsPasting() ? c.paste_image : c.image;
    dlg.cx <<= bk.GetWidth();
    dlg.cy <<= bk.GetHeight();
    dlg.keep <<= true;
    for(;;) {
        Size sz(minmax((int)~dlg.cx, 1, 9999), minmax((int)~dlg.cy, 1, 9999));
        if(IsPasting()) {
            c.paste_image = Rescale(bk, sz);
            MakePaste();
        }
        else {
            c.image = Rescale(bk, sz);
            Refresh();
        }
        SyncImage();
        SyncShow();
        switch(dlg.Run()) {
        case IDCANCEL:
            if(IsPasting()) {
                c.paste_image = bk;
                MakePaste();
            }
            else {
                c.image = bk;
                Refresh();
            }
            SyncImage();
            SyncShow();
            return;
        case IDOK:
```

```
return;
}
if(dlg.keep) {
    if(dlg.cx.HasFocus() && bk.GetWidth() > 0)
        dlg.cy <=<= (int)~dlg.cx * bk.GetHeight() / bk.GetWidth();
    if(dlg.cy.HasFocus() && bk.GetHeight() > 0)
        dlg.cx <=<= (int)~dlg.cy * bk.GetWidth() / bk.GetHeight();
}
}
}
```

(Otherwise there is crash when Cancel button is pressed).

Mirek
