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Subject: Re: DrawImage scaling

Posted by [mirek](#) on Tue, 08 May 2007 17:21:47 GMT

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nixnixnix wrote on Mon, 07 May 2007 15:34 I need this too. Is the only alternative that one needs to draw a rectangle to represent each pixel?

Cheers,

Nick

If "zoom" is all you need, it is trivial to implement:

(IconDes/ImageOp.cpp 170):

```
Image Magnify(const Image& img, int nx, int ny)
{
    if(nx == 1 && ny == 1)
        return img;
    if(nx == 0 || ny == 0)
        return Image();
    Size sz = img.GetSize();
    bool xdown = nx < 0;
    nx = abs(nx);
    int ncx = xdown ? sz.cx / nx : sz.cx * nx;
    ImageBuffer b(ncx, sz.cy * ny);
    const RGBA *s = ~img;
    const RGBA *e = s + img.GetLength();
    RGBA *t = ~b;
    while(s < e) {
        RGBA *q = t;
        const RGBA *le = s + sz.cx;
        while(s < le) {
            Fill(q, *s, nx);
            q += nx;
            s++;
        }
        for(int n = ny - 1; n--;) {
            memcpy(q, t, ncx * sizeof(RGBA));
            q += ncx;
        }
        t = q;
    }
    return b;
}
```

BTW, if you are about to do any image processing, IconDes is quite good studying material...

Mirek

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