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 15:34I 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
