Subject: How to zoom images? [PARTLY SOLVED...]
Posted by fudadmin on Mon, 20 Mar 2006 14:25:19 GMT
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How to zoom images?
I've tried
```
  img1.RatioSize(Size(10,10));  //no effect
 img1.FitSize(Size(10,10));  //no effect
```

and img1.SetSize(Size(10,10)); //not a member of 'Image'?

Subject: Re: How to zoom images?
Posted by mirek on Mon, 20 Mar 2006 14:57:59 GMT
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fudadmin wrote on Mon, 20 March 2006 09:25How to zoom images?
I've tried
```
  img1.RatioSize(Size(10,10));  //no effect
 img1.FitSize(Size(10,10));  //no effect
```

and img1.SetSize(Size(10,10)); //not a member of 'Image'?

Actually, current API is going away, I am working on new Image right now (and it will be a simple function).

Anyway, if you need to display zoomed image, the simple way right now is to use the DrawImage with target size. You can also use ImageDraw to draw zoomed image to new one.

Current high quality zooming goes like this (excerpt from the real code):

Quote:
```
 PixelArray x = PngEncoder().LoadArray(data).pixel;
 Size outsz(min(sz.cx, 4 * x.GetWidth()), min(sz.cy, 4 * x.GetHeight()));
 if(w.IsDrawing())
  w.DrawImage(Rect(sz), PixelArrayToImage(x));
 else {
  Size scale = min(outsz, sz << 2);
  PixelArray dest(scale);
  PixelCopyAntiAlias(dest, scale, x, x.GetSize());
  if(w.IsSystem() && !w.IsDrawing())
   dest.Paint(w, Rect(sz));
  else
   w.DrawImage(Rect(sz), PixelArrayToImage(dest));
 }
```

(Do you wonder why I insist on refactoring this API?

Mirek

Subject: Re: How to zoom images?
Posted by fudadmin on Mon, 20 Mar 2006 16:56:19 GMT
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Do you wonder why I insist on improving Ultimate++ before doing big publicity?

Subject: Re: How to zoom images? [PARTLY SOLVED...]
Posted by Ordog on Tue, 16 Jan 2007 03:23:45 GMT
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Is there already some progress made towards a simpler resizing of a Drawing to fit a Picture Container?
Im drawing tiny to huge pictures here and like to resize them so they all fit into my 500x500 Container. All those Drawings are quadratic in shape, sounds easy eh?

Subject: Re: How to zoom images? [PARTLY SOLVED...]
Posted by mirek on Tue, 16 Jan 2007 11:17:17 GMT
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Ordog wrote on Mon, 15 January 2007 22:23Is there already some progress made towards a simpler resizing of a Drawing to fit a Picture Container?
Im drawing tiny to huge pictures here and like to resize them so they all fit into my 500x500 Container. All those Drawings are quadratic in shape, sounds easy eh?

I am not quite sure what is the problem?

Mirek

Subject: Re: How to zoom images? [PARTLY SOLVED...]
Posted by Ordog on Wed, 17 Jan 2007 07:18:37 GMT
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i 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?

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);
}
```