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Subject: Image: Rescale proportional propose:  
Posted by [tojocky](#) on Fri, 11 Jun 2010 14:44:42 GMT  
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Hello All,

I propose to add 2 function in ImageScale (draw package) file:

```
Image RescaleProportional(Image &p_image, Size &p_rsz){
if(!p_image)
return Image();

Size v_isz = p_image.GetSize();
Size v_fsz = p_rsz;
bool v_resize = false;

v_fsz.cy = v_isz.cy * p_rsz.cx / v_isz.cx; // rescale proportional by x
v_fsz.cx = v_isz.cx * p_rsz.cy / v_isz.cy; // rescale proportional by y

if((v_isz.cx == p_rsz.cx)&&(v_isz.cy <= p_rsz.cy)||v_isz.cy == p_rsz.cy)&&(v_isz.cx <=
p_rsz.cx)){
// the image do not need to rescale!
v_resize = false;
}else if(v_fsz.cx > p_rsz.cx){ // adjust x, y already rescaled by x
v_fsz.cx = p_rsz.cx;
v_resize = true;
}else if (v_fsz.cy > p_rsz.cy){ // adjust y, x already rescaled by y
v_resize = true;
v_fsz.cy = p_rsz.cy;
}else // check if after rescale the size is same as p_rsz
v_resize = ((v_fsz.cx == p_rsz.cx)||v_fsz.cy == p_rsz.cy));

if(v_resize){
ImageRaster v_isrc(p_image);
ImageEncoder v_m;
Rescale(v_m, fsz, v_isrc, isz);
return v_m;
}else
return Image(p_image);
}

Image RescaleProportionalMax(Image &p_image, Size &p_rsz){
if(!p_image)
return Image();

Size v_isz = p_image.GetSize();
```

```
if((v_isz.cx<=p_rsz.cx)&&(v_isz.cy<=p_rsz.cy)){  
    return Image(p_image);  
}  
  
return RescaleProportional(p_image, p_rsz);  
}
```

Best regards, Ion Lupascu (tojocky)

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Subject: Re: Image: Rescale proportional propose:  
Posted by [sergeynikitin](#) on Fri, 11 Jun 2010 15:12:38 GMT  
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Let see there:  
[http://www.ultimatepp.org/forum/index.php?t=msg&goto=24043&&srch=PropRescale#msg\\_24043](http://www.ultimatepp.org/forum/index.php?t=msg&goto=24043&&srch=PropRescale#msg_24043)

In my opinion Mirek gave an elegant solution.

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