

Re: Scale bitmaps using GDI+

Source:

<http://www.tech-archive.net/Archive/Development/microsoft.public.win32.programmer.gdi/2007-01/msg00085.html>

- *From:* "Michael Phillips, Jr." <mphillips53@xxxxxxxxxxxxxxxx>
 - *Date:* Fri, 19 Jan 2007 17:00:12 -0500
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I would suggest this approach:

- 1) Load the image you want to scale.
- 2) Create an empty bitmap with the desired scaled width, height and pixel format. The pixel format should match your loaded image.
`Gdiplus::Bitmap *GDIBmp = new Gdiplus::Bitmap(m_dwNewWidth, m_dwNewHeight, GDIOriginalLoadedBmp->GetPixelFormat());`
- 3) Create a Graphics object from this new empty bitmap. You now have a drawing surface which you will use to draw and scale the image that you loaded in step1.

// create a graphics object from original bitmap

`Gdiplus::Graphics GDIGrp(GDIBmp);`

- 4) Use DrawImage with your loaded image to draw and scale to the new image.

// perform image scaling

`Gdiplus::RectF rect(0, 0, m_dwNewWidth, m_dwNewHeight);`

`GDIGrp.DrawImage(&GDIOriginalLoadedBmp, rect);`

- 5) Dispose of the Graphics object that contains you new scaled image.

- 6) Save that image with the .jpeg encoder.

// save to file

`Gdiplus::Status stat = GDIBmp->Save(szwFilePath, &imgClsid, NULL);`

"Eric" <Eric@xxxxxxxxxxxxxxxxxxxxxxxxxxxx> wrote in message

<news:1E17E9DF-99C1-4EF1-BA53-C647215FCFF8@xxxxxxxxxxxxxxxxxxxx>

Bellow is the code that uses Graphics to obtain a scaled bitmap. But, the result is only a blank bitmap with right dimension. Could you point out which part I did wrong over there?

// create GDI+ bitmap from the original

`Gdiplus::Bitmap GDIBmp(pOriginalBmpHeader, pOriginalBmpData);`

// get the JPEG image encoder

`CLSID imgClsid;`

`int nEncoderRc = GetGDIPlusEncoderClsid(L"image/jpeg", &imgClsid);`

// create a graphics object from original bitmap

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```
Gdiplus::Graphics GDIGrp(&GDIBmp);

// perform image scaling
Gdiplus::RectF rect(0, 0, m_dwNewWidth, m_dwNewHeight);
GDIGrp.DrawImage(&GDIBmp, rect);

HDC hGrahicDC = GDIGrp.GetHDC();
CDC MemDcDest;
MemDcDest.CreateCompatibleDC(CDC::FromHandle(hGrahicDC));

CBitmap bmpDest;
bmpDest.CreateCompatibleBitmap(&MemDcDest, m_dwNewWidth, m_dwNewHeight);

// associate the new bitmap with dc
CBitmap* pOldBmp = MemDcDest.SelectObject(&bmpDest);

// copy the scaled bitmap from Graphics' DC
MemDcDest.BitBlt(0, 0, m_dwNewWidth, m_dwNewHeight,
CDC::FromHandle(hGrahicDC), 0, 0, SRCCOPY);

// create a new scaled GDI+ bitmap
Gdiplus::Bitmap* pBmpScaled =
Gdiplus::Bitmap::FromHBITMAP((HBITMAP)bmpDest,
NULL);

// save to file
Gdiplus::Status stat = pBmpScaled->Save(szwFilePath, &imgClsid, NULL);

// clean up
MemDCDest.SelectObject(pOldBmp);
GDIGrp.ReleaseHDC(hDC);
```

Thanks!
Eric

"Michael Phillips, Jr." wrote:

DrawImage is not only for display. The Graphics object represents a drawing surface. That surface can be an image, metafile, display, printer, etc.

"Eric" <Eric@xxxxxxxxxxxxxxxxxxxxxxxxxxxx> wrote in message
news:257B08E6-F899-4A46-B470-FE134D432B4A@xxxxxxxxxxxxxxxxxxxx

The purpose of the scaling is not for display. I need to save the scaled image in file as JPEG. That means I must bind the scaled

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image to a
Bitmap/Image object to do that.

Thanks!
Eric

"Michael Phillips, Jr." wrote:

Use the Graphics's method DrawImage to
scale your image.

"Eric"

<Eric@xxxxxxxxxxxxxxxxxxxxxxxxxxxx>

wrote in message

news:9443F4FA-B556-42C1-9EF4-24A8D421D73B@xxxxxxxxxxxxxxxxxxxx

In one of my applications, I
need to perform image
scaling, then
save
the
scaled image to a JPEG file.
I can load the original image
into a
bitmap/Image object, but,
cannot find a method in
these two classes
to
do
the
scaling. Since there is no
need to display it, I did not
use
Graphics
class.
Any ideas?
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Thanks!
Eric

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