

## Re: Is this a known bug with the Bitmap class??

**Source:**

<http://www.tech-archive.net/Archive/DotNet/microsoft.public.dotnet.languages.csharp/2004-07/1790.html>

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"TCR" <[thereagans97@verizon.net](mailto:thereagans97@verizon.net)> wrote in  
news:Pv2Hc.39137\$MT5.13387@nwrndny01.gnilink.net:

> *Hi,*  
> *I posted this earlier and got a suggestion that didn't pan*  
> *out. I am*  
> *trying to determine if there is a known bug related to the*  
> *resolution value returned when opening a .jpg file by passing*  
> *the file path to the bitmap class constructor or by using the*  
> *Image.FromImage() static function to return a bitmap object. I*  
> *have tried to open a jpeg file to convert its resolution to a*  
> *lower value but it doesn't return the proper resolution value*  
> *when loading the initial image.. I know the images are 300 X*  
> *300 dpi but it reports them as 72 X 72 dpi.*

Troy,

The code below works for me. Note that if the image file doesn't contain any resolution data, then the resolution of the Bitmap/Graphics image defaults to the resolution of the video screen (per Charles Petzold in "Programming Windows with C#").

You may want to ask this question again in the microsoft.public.dotnet.framework.drawing group. There may be some dotnet image experts there who don't frequent this group.

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Hope this helps.

Chris.

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```
using System;
using System.Drawing;
namespace Example
{
    public class ExampleClass
    {
```

microsoft.public.dotnet.languages.csharp: Re: Is this a known bug with the Bitmap class??

```
public static int Main(string[] args)
{
    // An image known to have 96 dpi.
    string imagePath = @"C:\A_96_dpi_image.jpg";
    ////////////////
    // Bitmap
    ////////////////
    using (Bitmap b = new Bitmap(imagePath))
    {
        Console.WriteLine("Bitmap b:");
        Console.WriteLine("  b.HorizontalResolution = {0}",
            b.HorizontalResolution);
        Console.WriteLine("  b.VerticalResolution = {0}",
            b.VerticalResolution);
        Console.WriteLine("");
    }
    ////////////////
    // Image and Graphics
    ////////////////
    Image i = Image.FromFile(imagePath);
    using (Graphics g = Graphics.FromImage(i))
    {
        Console.WriteLine("Graphics g:");
        Console.WriteLine("  g.DpiX = {0}", g.DpiX);
        Console.WriteLine("  g.DpiY = {0}", g.DpiY);
    }
    return 0;
}
}
```