SolidEdgeFramework.View.SaveAsImage

It would appear that the resolution parameter of the SaveAsImage() method simply multiplies the width and height to produce a scaled image. If you notice the Resolution property in the screenshots below, it is always 1.4986 x 1.4986 pixels per inch (ppi) but the Size in pixels changed.

|  |  |
| --- | --- |
| **SaveAsImage** | |
| resolution: 1.0  colorDepth: 24  width: 432  height: 575 | resolution: 1.1 colorDepth: 24 width: 432 height: 575 |

If we take a screenshot of the same window using SaveAsImageUsingBitBlt(), we can see quite a difference in the image properties. Specifically, the Size in pixels is exactly the window client size but also notice that the Resolution is 96.012 x 96.012 pixels per inch (ppi).

Regarding Window.UsableHeight and Window.UsableWidth, the SDK tells us that they are always returned in points (1/72 inch). This explains why the SaveAsImageUsingBitBlt() method produces a differently sized image as it uses the Win32 method GetClientRect(). The following code tells us the system DPI.

using (System.Drawing.Graphics graphics = System.Drawing.Graphics.FromHwnd(IntPtr.Zero))

{

//graphics.DpiX = 96.0

//graphics.DpiY = 96.0

}

Thus, 96 \ 72 = 1.333333333333333.  
432 (Window.UsableWidth) x 1.333333333333333 = 576 (GetClientRect).  
575 (Window.UsableHeight) x 1.333333333333333 = 767 (GetClientRect).

|  |
| --- |
| **SaveAsImageUsingBitBlt** |
| colorDepth 32 width 576  height 767 |