

微信小程序学习点滴《十二》： 图片等比例缩放 获取屏幕尺寸图片尺寸 自适应 ...

早上在论坛上看到有人写了关于图片等比例缩放的文章,只是判断了图片宽是否大于屏幕宽.我之前在做 **Android** 的时候也会遇到图片等比例缩放的问题.应该是用图片宽高比和屏幕宽高比做判断.做个笔记.


老规矩,先上图.

- 1.图片高宽比小于屏幕高宽比

iPhone 5

wifi

自适应



<http://blog.csdn.net/>

ConsoleSourcesNetworkStorage

top

originalWidth: 1200

originalHeight: 437

windowWidth: 320

windowHeight: 526

缩放后的宽: 320

缩放后的高: 116.53333333333333

<http://blog.csdn.net/>

## 2. 图片高宽比大于屏幕高宽比

iPhone 5

wifi



Console

Sources

Network

Storage

AppData



top



Preserve lo

自适应



originalWidth: 400

originalHeight: 711

windowWidth: 320

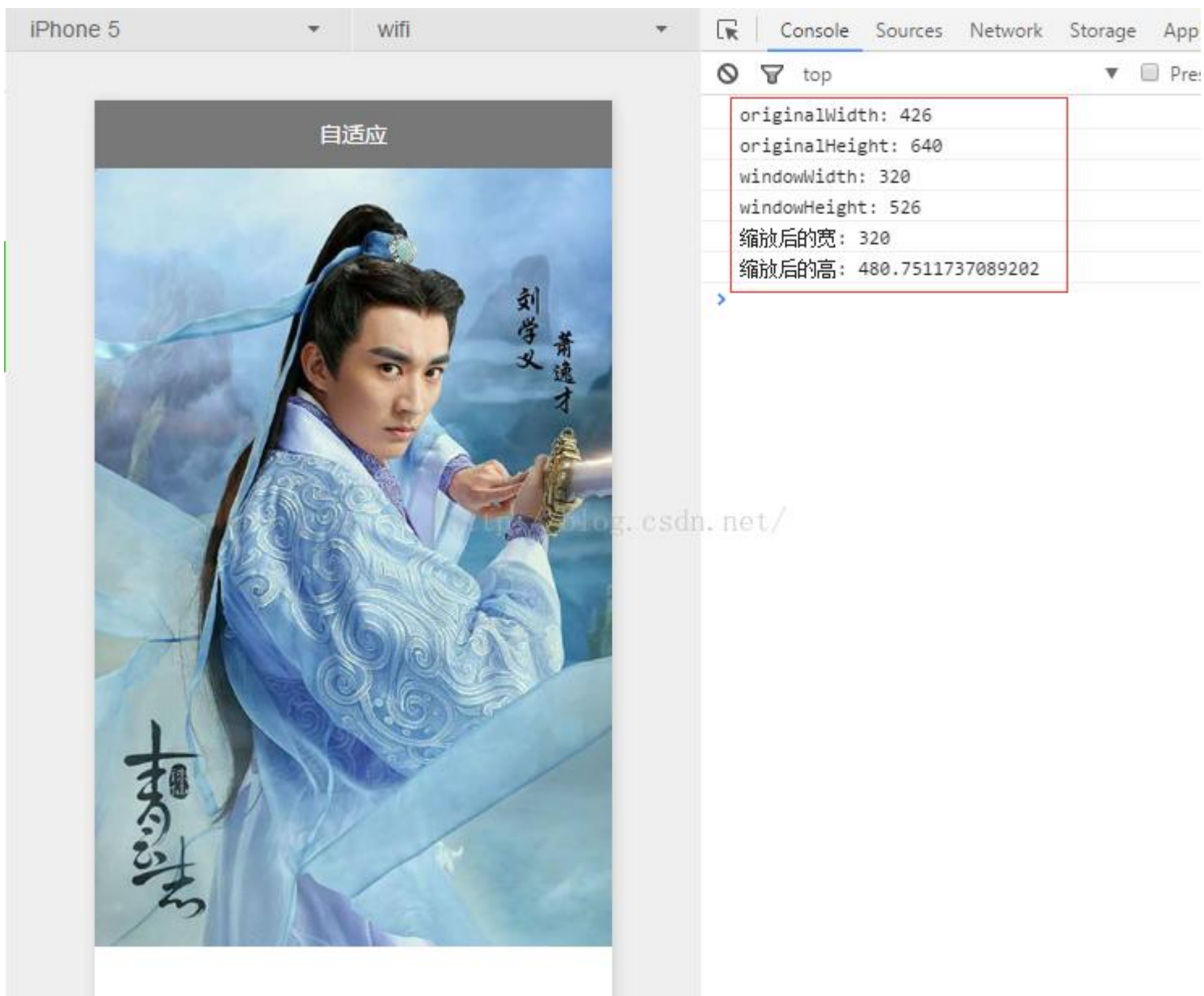
windowHeight: 526

缩放后的宽: 295.92123769338957

缩放后的高: 526



3.这种其实也是图片高宽比小于屏幕高宽比,但是高宽都大于屏幕高宽.所以不能简单用高宽来判断,应该用高宽比判断后做缩放.



上代码:

## 1.index.wxml

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```
1. <!--index.wxml-->
2. <!--图片宽大于屏幕宽-->
3. <image style="width: {{imagewidth}}px; height: {{imageheight}}px;" src="{{imagefirstsrc}}" bindload="imageLoad"></image>
4. <!--图片高大于屏幕高-->
5. <!--<image style="width: {{imagewidth}}px; height: {{imageheight}}px;" src="{{imagesecondsrc}}" bindload="imageLoad"></image>-
   ->
6. <!--图片宽高大于屏幕宽高-->
7. <!--<image style="width: {{imagewidth}}px; height: {{imageheight}}px;" src="{{imagethirdsrc}}" bindload="imageLoad"></image>-->
```

## 2.index.js

[javascript] [view plain copy](#)

```
1. //index.js
2. //获取应用实例
3. var imageUtil = require('../utils/util.js');
4. var app = getApp()
5. Page({
6.   data: {
7.     imagefirstsrc: 'http://bpic.588ku.com/back_pic/00/03/85/1656205138bbe2d.png',//图片链接
8.     imagesecondsrc: 'http://bpic.588ku.com/back_pic/04/07/63/28581203949ca9d.jpg!/fw/400/quality/90/unsharp/true/compress/true',//
      图片链接
```

```
9.     imagethirdsrc: 'http://img1.gting.com/ent/pics/hv1/13/71/2061/134034643.jpg',
10.     imagewidth: 0, //缩放后的宽
11.     imageheight: 0, //缩放后的高
12.
13.   },
14.   onLoad: function () {
15.   },
16.   imageLoad: function (e) {
17.     var imageSize = imageUtil.imageUtil(e)
18.     this.setData({
19.       imagewidth: imageSize.imageWidth,
20.       imageheight: imageSize.imageHeight
21.     })
22.   }
23. })
```

### 3.util.js

[javascript] [view plain copy](#)

```
1.   //util.js
2.   function imageUtil(e) {
3.     var imageSize = {};
4.     var originalWidth = e.detail.width; //图片原始宽
5.     var originalHeight = e.detail.height; //图片原始高
6.     var originalScale = originalHeight/originalWidth; //图片高宽比
7.     console.log('originalWidth: ' + originalWidth)
8.     console.log('originalHeight: ' + originalHeight)
9.     //获取屏幕宽高
10.    wx.getSystemInfo({
```



```
11.     success: function (res) {
12.         var windowWidth = res.windowWidth;
13.         var windowHeight = res.windowHeight;
14.         var windowScale = windowHeight/windowWidth;//屏幕高宽比
15.         console.log('windowWidth: ' + windowWidth)
16.         console.log('windowHeight: ' + windowHeight)
17.         if(originalScale < windowScale){//图片高宽比小于屏幕高宽比
18.             //图片缩放后的宽为屏幕宽
19.             imageSize.imageWidth = windowWidth;
20.             imageSize.imageHeight = (windowWidth * originalHeight) / originalWidth;
21.         }else{//图片高宽比大于屏幕高宽比
22.             //图片缩放后的高为屏幕高
23.             imageSize.imageHeight = windowHeight;
24.             imageSize.imageWidth = (windowHeight * originalWidth) / originalHeight;
25.         }
26.
27.     }
28. })
29.     console.log('缩放后的宽: ' + imageSize.imageWidth)
30.     console.log('缩放后的高: ' + imageSize.imageHeight)
31.     return imageSize;
32. }
33.
34. module.exports = {
35.     imageUtil: imageUtil
36. }
```