
Subject: How to get pixels per millimeter for current screen?

Posted by [slashup](#) on Fri, 20 Apr 2012 09:47:55 GMT

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I'm implementing some WYSIWYG functionality and need to calculate sizes specified in mm to the correct on-screen representation in pixels.

Where/how do I get the pixel-to-mm ratio?

[edit]

I'm trying:

```
void checkresolution::Paint(Draw &w)
{
    Size szpmm = w.GetPageMMs();
    Size szpp = w.GetPagePixels();

    double ppmmx = (double)szpp.cx/(double)szpmm.cx;
    double ppmmy = (double)szpp.cy/(double)szpmm.cy;
    //double dppmm = (ppmmx + ppmmy)/2;

    //int ppmm = (int)(dppmm + 0.5);
    int ppmm = (int)(ppmmx + 0.5);

    int cm3 = (int)(ppmm * 30.0);
    int cm7 = (int)(ppmm * 70.0);

    w.DrawLine(10,10,cm3,10,3,Black());
    w.DrawLine(10,15,cm7,15,3,Black());

}
```

The value I get is not quite correct, but seems that this is the best I can hope for? The error occurs with the rounding from double to int that Draw requires.