



BITMAP MAGIC For Flexi 7.0 and PhotoPRINT 2.6 PART III

*So you want to improve the size and resolution of a bitmap...
But you don't want or need to use the PhotoShop behemoth?
Here are a few bitmap magic tricks you can do quite simply:*

Resample a Bitmap: You have the bitmap you need to print, but the resolution isn't high enough to print well at the finished size you need...*Let's use C:\Programs\Flexi7\Samples\Lessons\Flower.BMP as an example*

- ⚡ Import or Acquire a bitmap...(*Flower.BMP*)
 - ⚡ Click to place the image where desired on the design
 - ⚡ Scale / Resize the bitmap to the finished size you desire...(*18 inches wide*)
- Figure 1*
- ⚡ Find out your printer's resolution...(*let's user a 600 dpi printer as an example*)
 - ⚡ Divide your printer's resolution by 4...($600 / 4 = 150$) to get the ideal file resolution
 - ⚡ Click on the BITMAP tab of DesignCentral to find the current file resolution...(*15*)
- Figure 2*
- ⚡ Divide the ideal file resolution by the current file resolution to get the variable...($150 / 15 = 10$)
 - ⚡ Select BITMAP ... RESAMPLE, and note the current pixels...(*261*)
- Figure 3*
- ⚡ Multiply the current pixels by the variable...($261 \times 10 = 2610$)
 - ⚡ Enter this new number as the pixels and click OK
- Our sample Flower will now have softened pixels that will be less obvious when printed the large size you need !*

Figure 1

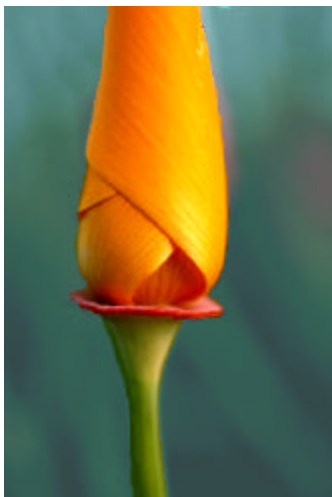


Figure 2

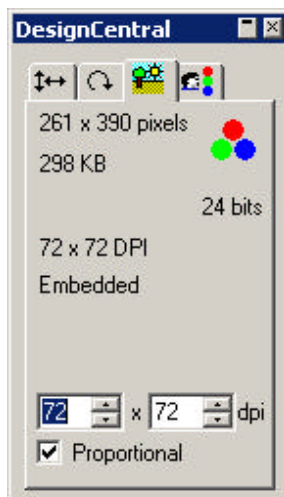


Figure 3

