How to use actual units to resize image for actual units resize in C# and ByteScout Watermarking SDK

How to use actual units to resize image for actual units resize in C#: How To Tutorial

The coding tutorials are designed to help you test the features without need to write your own code. ByteScout Watermarking SDK was made to help with actual units resize in C#. ByteScout Watermarking SDK is the software development kit that helps to quickly implement adding of watermarks on top of PNG, JPG, BMP images as well as on multipaged TIFF files. You may select ready to use presets or create your own preset with semitransparent logo images, text lines with adjustable font size, family, color, rotation.

C# code snippet like this for ByteScout Watermarking SDK works best when you need to quickly implement actual units resize in your C# application. For implimentation of this functionality, please copy and paste code below into your app using code editor. Then compile and run your app. Further enhancement of the code will make it more vigorous.

ByteScout Watermarking SDK - free trial version is on available our website. Also, there are other code samples to help you with your C# application included into trial version.

FOR MORE INFORMATION AND FREE TRIAL:

Download Free Trial SDK (on-premise version)

Read more about ByteScout Watermarking SDK

Explore API Documentation

Get Free Training for ByteScout Watermarking SDK

Get Free API key for Web API

visit www.ByteScout.com

Source Code Files:

Program.cs

```csharp
using System;
using System.Diagnostics;
using System.Drawing;
using System.Collections.Generic;
using Bytescout.Watermarking;
using Bytescout.Watermarking.Presets;

namespace Sample
{
    class Program
    {
        static void Main(string[] args)
        {
            // Create Watermarker instance
            Watermarker waterMarker = new Watermarker();

            // Initialize library
            waterMarker.InitLibrary("demo", "demo");

            // Set input file name
            string inputFilePath = "my_sample_image.jpg";
            // Set output file title
            string outputFilePath = "my_sample_output.jpg";


            // Add image to apply watermarks to
            waterMarker.AddInputFile(inputFilePath, outputFilePath);


            // Allow resize
            waterMarker.OutputOptions.Resize = true;

            // Set resize type to percentage
            waterMarker.OutputOptions.ResizeType = ResizeType.Actual;

            // Set units type
            waterMarker.OutputOptions.ResizeActualUnits = ActualSizeUnits.inches;

            // Set image width
            waterMarker.OutputOptions.ResizeWidthInUnits = 1.5f;

            // Set image height
            waterMarker.OutputOptions.ResizeHeightInUnits = 2.0f;

            // Set output directory
            waterMarker.OutputOptions.OutputDirectory = ".";

            // Apply watermarks
            waterMarker.Execute();


            // open generated image file in default image viewer installed in Windows
            Process.Start(outputFilePath);
        }
    }
}
```

```
}
```

VIDEO

https://www.youtube.com/watch?v=NEwNs2b9YN8

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