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/*-----*
* File Name: ResizeLayer.c *
* Creation: ER, 01/17/05 *
* Purpose: Programming Example *
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* *
* Modification Log: *
*-----*/

#include <Origin.h>

////////////////////////////////////
// This example shows how to resize the current graph layer.
// The size is changed such that the aspect ratio of the layer is 1::1
// NOTE: It is assumed that a graph layer is active.
//
void resize_layer()
{
    // Declare graph layer and check validity
    GraphLayer gly = Project.ActiveLayer();
    if( !gly )
    {
        out_str("Active layer is not a graph layer!");
        return;
    }

    // Check current units used for layer dimension
    int nUnitsType = gly.Dimension.Units.nVal;
    bool bChangedUnits;

    Tree trFormat;
    // If units are not set to inches, change to inches now
    // and get dimension properties into a tree
    if( nUnitsType != 1 )
    {
        gly.Dimension.Units.nVal = 1;
        trFormat = gly.Dimension;
        bChangedUnits = true;
    }
    // Report current dimensions
    out_str("Current settings for layer dimension:");
    out_tree(trFormat);

    // Now set the width to be same as the height
    trFormat.Width.dVal = trFormat.Height.dVal;
    // Apply tree back to make the change
    gly.Dimension = trFormat;

    // Report new dimensions
    out_str("New settings for layer dimension:");
    out_tree(trFormat);

    // Change units back to previous type if needed
    if( bChangedUnits )
        gly.Dimension.Units.nVal = nUnitsType;

    // Note: The reason we changed the units to inches before
    // setting width to be same as height is that if units are
    // in say % of Page size (which is the default), setting width
    // to be equal to height will not work correctly.
    // One does not have to switch only to inches.
    // Other units like mm will work as well.
}
////////////////////////////////////

```