
Subject: Loading Image into qtf

Posted by [guido](#) on Fri, 08 Jun 2007 10:18:05 GMT

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```
#include <CtrlLib/CtrlLib.h>
```

```
using namespace Upp;
```

```
GUI_APP_MAIN
```

```
{  
    DrawingDraw dw(500, 500);  
    Image img = StreamRaster::LoadFileAny("/home/guido/work/panna_cotta_espresso_02.jpg");  
  
    dw.DrawImage(500, 500, img);  
    QtfRichObject pict(CreateDrawingObject(dw.GetResult(), Size(900, 600), Size(900, 600)));  
    String qtf;  
    qtf << pict;  
    PromptOK(qtf);  
}
```

The above gives me nothing but a white square.

I checked in the debugger that img is created properly, so why is it not drawn into the DrawingDraw object?

Another question. How do I save images into a sql(lite) database - SaveImageAsString()?

Guido
