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Subject: QTF with QtfRichObject as Button label causes crash

Posted by [Mindtraveller](#) on Sat, 01 May 2010 21:26:08 GMT

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```
//ButtonOption button;
```

```
DrawingDraw dd(63, 187);  
dd.DrawImage(0,0,IMG::silo_small);
```

```
static Size ppi(72,72);// = ScreenDraw(true).GetPixelsPerInch();  
QtfRichObject qrdd(CreateDrawingObject(dd.GetResult(), Size(63*ppi.cx/10, 187*ppi.cy/10),  
Size(63*ppi.cx/10, 187*ppi.cy/10)));
```

```
//setup button label  
button.SetRect(x,y,116,300);  
String qtf;  
qtf << qrdd;
```

```
PromptOK(qtf); // <<-- works perfectly
```

```
qtf.Insert(0, '\1');  
button.SetLabel(qtf); // <<-- causes no run-time error itself, but app crashes on painting this  
button
```

I've noticed that in case of drawing Image inside Prompt-dialog, image is painted with noticeable delay (about 100-200 milliseconds). May be it is somehow interconnected with painting button error...

P.S. The image is painted on white background, while it is semi-transparent itself. Is there a way to paint it using transparent background?

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Subject: Re: QTF with QtfRichObject as Button label causes crash

Posted by [mirek](#) on Tue, 04 May 2010 15:35:44 GMT

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It is because QtfRichObject is only temporary reference to the RichObject.

You are using this reference, but then parsing qtf on Button paint, when RichObject does not exist anymore.

One possible solution:

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

```
using namespace Upp;
```

```
GUI_APP_MAIN
```

```
{  
  Button button;  
  
  {  
    DrawingDraw dd(63, 187);  
    dd.DrawImage(0,0,CtrlImg::exclamation());  
  
    static Size ppi(72,72);// = ScreenDraw(true).GetPixelsPerInch();  
    QtfRichObject qrdd(CreateDrawingObject(dd.GetResult(), Size(63*ppi.cx/10, 187*ppi.cy/10),  
Size(63*ppi.cx/10, 187*ppi.cy/10)));  
  
    String qtf;  
    qtf << qrdd;  
  
    button.SetLabel("\1" + AsQTF(ParseQTF(qtf)));  
  }  
  TopWindow win;  
  win.Add(button.SizePos());  
  win.Run();  
}
```

Note: I agree the situation is a little bit tricky, some widgets parse QTF on set (like RichTextView) - this would be no problem for these. Others parse QTF during Paint. Generally, everywhere where QTF needs '\1' prefix, it is being parsed during Paint.

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