

---

Subject: Re: Qtf and drawing

Posted by [mirek](#) on Wed, 15 Feb 2006 21:11:16 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

If it is fast enough for you then it is adequate way. Somewhat more straight approach would be to use

```
RichObject CreateDrawingObject(const Drawing& dwg, Size dot_size, Size out_size);
```

However, this is drawback that such QTF is not guaranteed to be compatible across platforms (PNG is).

If speed is absolute concern (rarely is), faster would be to generate RichText directly (without QTF), but I would really reserve that just for cases where it is absolutely necessary.

-----

```
Image img (dist/scale, dist/scale, dw.GetResult(), SWhite());
```

- this line renders Drawing (vector image) into raster Image, scaling it to the size established by first two parameters. No wonder that by increasing scale you are losing the resolution.

Mirek

---