
Subject: Re: Qtf and drawing

Posted by [mirek](#) on Sat, 18 Feb 2006 18:04:28 GMT

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Well, as the things were little bit too ugly, I have added direct solution for this problem:

QtRichObject solves problems when generating qtf by code and combining it with graphics.

It creates simple helper object that stores RichObject and converts itself to string (using ToString) with special QTF syntax that contains the value of the pointer to stored RichObject. QTFParse then picks the pointer...

This both greatly simplifies the client code AND reduces all the overhead needed to convert RichObject to QTF and back... The only thing to be careful about is that QtRichObject MUST exist by the time QTF is parsed (otherwise the pointer stored in QTF text would be dangling).

Demonstrated by QtfDrawing example:

GUI_APP_MAIN

```
{
    DrawingDraw dw(100, 100);
    dw.DrawRect(0, 0, 100, 100, White);
    dw.DrawEllipse(10, 10, 80, 80, Red, 5, Blue);
    dw.DrawRect(50, 50, 50, 50, Yellow);
    QtRichObject pict(CreateDrawingObject(dw.GetResult(), Size(500, 500), Size(500, 500)));
    String qtf;
    qtf << "[A6 This is some drawing in QTF: " << pict << "&";
    qtf << "[C3*@B And now in the table: {{1:1 " << pict << ":: Another cell " << pict << "}}";
    PromptOK(qtf);
}
```

Mirek
