Subject: Re: Qtf and drawing Posted by mirek on Sat, 18 Feb 2006 18:04:28 GMT View Forum Message <> Reply to Message

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

QtfRichObject 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. QTFParser then picks the pointer...

This both greately 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 QtfRichObject MUST exist by the time QTF is parsed (otherwise the pointer stored in QTF text would be dangling).

Demostrated 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);
    QtfRichObject 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