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Subject: Re: Loading Image into qtf  
Posted by [forlano](#) on Mon, 27 Aug 2007 17:32:14 GMT  
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[quote title=guido wrote on Sat, 09 June 2007 14:18]luzr wrote on Fri, 08 June 2007 15:58try

```
dw.DrawImage(0, 0, img);
```

(You are drawing outside the area at 500, 500).

Or perhaps you really wanted

```
dw.DrawImage(0, 0, 500, 500, img)
```

- stretches the image to fill the area.

Anyway, that is still too ineffective, there is a nice function:

```
RichObject CreateImageObject(const Image& img, int cx = 0, int cy = 0);
```

which produces RichObject directly, without the need of ImageDraw.

Guido

Hello Guido,

I am facing your same problem, that to load a file image in a qtf document. It seems you have resolved this problem.

If you have still the correct test case may I ask you to post it?

Many thanks,

Luigi

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