
Subject: Re: Loading Image into qtf
Posted by [forlano](#) on Mon, 27 Aug 2007 17:57:11 GMT
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[quote title=forlano wrote on Mon, 27 August 2007 19:32]guido wrote on Sat, 09 June 2007 14:18luzr 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

No prob, I found the answer just in the reference:

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

```
using namespace Upp;
```

```
GUI_APP_MAIN
```

```
{  
    DrawingDraw dw(500, 500);  
    Image img = StreamRaster::LoadFileAny("C:\\MyApps\\qtfimage\\ita.png");  
    dw.DrawImage(0, 0, 500, 500, img);  
    QtfRichObject pict(CreateDrawingObject(dw.GetResult(), Size(500, 500), Size(500, 500)));
```

```
    String qtf;  
    qtf << pict;  
    PromptOK(qtf);
```

```
}
```

that is practically your initial code (it didn't work at my first experiment). But still I have not understood the Mirek's suggestion about the use of

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

luigi
