
Subject: Re: Loading Image into qtf

Posted by [forlano](#) on Mon, 27 Aug 2007 21:38:42 GMT

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Here is a little variation of the previous code.

Now the qtf, that include the picture, needs to be saved on a file and then later opened with UWord.

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

using namespace Upp;

GUI_APP_MAIN
{
    FileOut save("badge.qtf");

    save << "[ $$0,0#00000000000000000000000000000000:Default]\n[{_}%EN-US [s0; &]\n";

    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)));

    save << "[ {7008:2992>1440;h1; [s0;=* &]\n";
    save << "[s0;=*+150 " << "Big Jim" << " &]\n";
    save << "[s0;= USA &] [s0;= GM 2750 &]\n";
    save << "[s0;= ] :: [s0;= " << pict.ToString() << " &][s0; ]} &][s0; &]\n";

    save.Close();
}
```

Unfortunately it doesn't work. The code

<< pict.ToString() <<

is wrong and I do not know how to save "pict" in some useful string format inside the document. Is it possible?... and how?

Thanks.

Luigi
