
Subject: Re: Loading Image into qtf
Posted by [mirek](#) on Tue, 28 Aug 2007 11:10:33 GMT
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Sorry for the confusion there...

The problem is caused by the fact that for performance reasons, QtfRichObject creates only a temporary reference to the real RichObject. You need to call ParseQTF while both QtfRichObject and RichObject exist, otherwise you are in trouble... (a dangling pointer).

In your case, if you insist on immediate Save to disk of resulting .qtf, you can just use
AsQTF(ParseQTF(text))....

Anyway, Drawing RichObjects do not have persistent storage representation, so I would also use

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

instead here.

Mirek
