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Subject: Re: Loading Image into qtf  
Posted by [guido](#) on Tue, 28 Aug 2007 14:31:54 GMT  
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dmcgeoch wrote on Tue, 28 August 2007 12:58Hi,

I had a similiar problem when I was working with images stored in a database. What I ended up doing was using the Encode64 and Decode64 funtions on the string. Apparently there are characters in the string generated by the Image.ToString() command that are not stored properly.

Dave

I was considering that too, when couldn't figure out the BLOB stuff. But I learned from googling this adds a 30% overhead, so I tried harder.  
I'm using the sqlite3 C-API directly, because I find that easier and know I am never going to need a "real" client/server database.  
sqlite3 encodes BLOBS with a mere 1% overhead. I finally figured out how it works, so I'm using that now.

Guido

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