
Subject: Re: Loading Image into qtf
Posted by [forlano](#) on Tue, 28 Aug 2007 22:23:47 GMT
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luzr wrote on Tue, 28 August 2007 13:10
In your case, if you insist on immediate Save to disk of resulting .qtf, you can just use
AsQTF(ParseQTF(text))....

It works. Thanks.
Here is the test case for other users in my same situation:

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

using namespace Upp;

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

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

    DrawingDraw dw(200, 200);
    Image img = StreamRaster::LoadFileAny("C:\\MyApps\\qtfimage\\lita.png");
    dw.DrawImage(0, 0, 200, 200, img);
    QtfRichObject pict(CreateDrawingObject(dw.GetResult(), Size(200, 200), Size(200, 200)));

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

Quote:

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

Unfortunately I do not understand where/how to use the previous function.

Luigi
