Hello,

this is the QtfDrawing reference package:

#include <CtrlLib/CtrlLib.h>

using namespace Upp;

```
GUI_APP_MAIN
{
 DrawingDraw dw(100, 100);
 dw.DrawRect(0, 0, 100, 100, White);
 dw.DrawEllipse(10, 10, 80, 80, Red, 5, Blue);
 dw.DrawRect(50, 50, 50, 50, Yellow);
 QtfRichObject pict(CreateDrawingObject(dw.GetResult(), Size(500, 500), Size(500, 500)));
 String qtf;
 qtf << "[A6 This is some drawing in QTF: " << pict << "&";
 qtf << "[C3*@B And now in the table: {{1:1 " << pict << ":: Another cell " << pict << "}}";
 PromptOK(qtf);
}
```

I want to show the created picture rotated of 180 degree (2 right angle). I can't find a straight way
to operate on dw or pict. Any suggestion? Maybe I must exchange the pixel one by one?

Thanks,
Luigi