
Subject: Re: How to rotate an image

Posted by [forlano](#) on Thu, 04 Jun 2009 16:08:51 GMT

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mr_ped wrote on Wed, 03 June 2009 14:55 In Draw/ImageOp.h there are:

```
Image RotateClockwise(const Image& img);
```

```
Image RotateAntiClockwise(const Image& img);
```

```
Image MirrorHorz(const Image& img);
```

```
Image MirrorVert(const Image& img);
```

```
Image Rotate(const Image& m, int angle);
```

Thanks. To use them I moved on ImageDraw. Painter seems to complicated because I need to include the rotated image and its original in a qtf document.

Please let me ask one more question:

In

```
ImageDraw iw(1200, 1000);
```

if iw is printed on the screen the numbers are pixel?

If I create a qtf object with

```
QtRichObject pict( CreateImageObject(iw, 1200, 1000) );
```

```
String qtf;
```

```
qtf << "[A6 This is some drawing in QTF: " << pict << "&";
```

```
PromptOK(qtf);
```

I see a smaller size. How the image is scaled in the qtf units?

Thanks a lot,

Luigi
