
Subject: Re: How to rotate an image

Posted by [mirek](#) on Thu, 04 Jun 2009 19:42:41 GMT

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forlano wrote on Thu, 04 June 2009 12:08mr_ped wrote on Wed, 03 June 2009 14:55In

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

```
QtfRichObject 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?

Well, generally, scaling factor varies

In the case of Prompt, scaling is defined by

```
Zoom GetRichTextStdScreenZoom()  
{  
    return Zoom(Ctrl::HorzLayoutZoom(96), 600);  
}
```

Mirek
