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Subject: Re: EditImage - editing image as String (for storing graphical information in DataBase)

Posted by [sergeynikitin](#) on Sat, 05 Jun 2010 01:25:09 GMT

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How to use it?

Very simple.

1. Add Package "EditImage" in your project.
2. Add in the beginning "#include <EditImage/EditImage.h>"
3. In the layout designer Add Control "EditImage"

That's all.

To read an image from the database I use code like this.

```
SQL * Select(ANK_PHOTO).From(ANKETA).Where(ANK_ID == dlg.Qptr);
if (SQL.Fetch()) {
    dlg.tabPInf.editimage.FromString(SQL[ANK_PHOTO]);
}
```

To write the image into the database using such a code.

```
SQL *
SqlUpdate(ANKETA)(ANK_PHOTO,SqlBinary(dlg.tabPInf.editimage.ToString())).Where(ANK_ID
== dlg.Qptr);
```

Another nuance! When you record images in this control all scaled to the dimension of 300x300, saving aspect (as in the database must be stored, for example, a standard-size photo).

To change this use `SetStoredDimension(Size sz);`

## File Attachments

1) [preview-layout-des.png](#), downloaded 639 times

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