
Subject: Re: [Proposal] Markdown to QTF converter/parser

Posted by [Oblivion](#) on Wed, 21 Apr 2021 08:13:59 GMT

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Hi,

I have added image span handling to plugin/md. It should be available with U++ nightly builds.

Summary:

U++ md plugin does not render images or recognize any image format. It is up to client code to render and manipulate images. This is done via an event:

```
Event <VectorMap<String, String>& > WhenImages;
```

The md plugin will parse/collect the image data of a given md document and hand them to the client code as a string map via the WhenImages event.

The keys of this map are image URLs whereas the values are meant to be filled with some QTF/Richobject data (as qtf).

In this way, the client code can [down]load and manipulate the image data as it sees fit (e.g. it can simply substitute a qtf text on image loading/retrieval failures, or blacklist images from certain domains, or put decorative frames around images, using tables etc...)

This method also allows MT or async calls for image [down]loading and rendering, as it passes to client a complete list of available image span info at once.

Now, the map values can certainly be filled with the "whole" image strings, but this is usually not desirable, as it makes the document larger after a couple of images.

Instead you can use an array of RichObjects to keep the real image data in a cache and only pass the serial/pointer as the map value, using the QtfRichObject() function, for example.

If you have any questions, suggestions etc., let me know.

Best regards,
Oblivion