Subject: QtfRichObject problem
Posted by DuncanShortland on Wed, 18 Apr 2007 10:26:06 GMT
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Using U++ 207.1rc2

Modified the code QtfDrawing to try to create several drawings to be pasted into a single qtf file.

Created an array of :

RichObject ft[MAXVAL];
DrawingDraw tw[MAXVAL];

and Created them to size:

```
 tw[i].Create(width, height);
```

Drawing into the space all works OK.

Then saved the RichObject after drawing with:

```
ft[i]=CreateDrawingObject(tw[i].GetResult(), ...)
```

Now I try to create a QtfRichObject with

```
QtfRichObject pict(ft[i]);
```

and convert it to string by

```
 tree << "[i2000 " << pict << "]&";
```

Going round the loop several times creates the necessary number of objects but they are all the last one.

I am sure it is the fact that I have only one QtfRichObject pict
created and it uses that one several times in the physical draw.

I cannot make an array of QtfRichObjects to save away and I am reluctant to use new / pointers

Any suggestions please.