
Subject: Re: QtfRichObject problem

Posted by [mirek](#) on Wed, 18 Apr 2007 21:01:50 GMT

[View Forum Message](#) <> [Reply to Message](#)

Thinking about it, adding a default constructor is a good idea too, so with the next release you will be able to do it this way too:

```
#include <CtrlLib/CtrlLib.h>
```

```
using namespace Upp;
```

```
Color col[] = {Yellow, Blue, Green, Red};
```

```
#define MAX 4
```

```
GUI_APP_MAIN
```

```
{  
    String qtf;  
    QtfRichObject o[MAX];  
  
    for(int i = 0; i < MAX; i++) {  
        DrawingDraw dw(100, 100);  
        dw.DrawRect(0, 0, 100, 100, White);  
        dw.DrawEllipse(10, 10, 80, 80, Red, 5, Blue);  
        dw.DrawRect(50, 50, 50, 50, col[i]);  
        o[i] = QtfRichObject(CreateDrawingObject(dw.GetResult(), 1000, 1000));  
        qtf << "[A6 This is some drawing in QTF: " << i << o[i] << "&";  
    }  
    PromptOK(qtf);  
}
```

(Or you can add def construtor now and next release will not break your code...

Mirek
