
Subject: Re: Loading Image into qtf
Posted by [mirek](#) on Fri, 08 Jun 2007 13:58:43 GMT
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try

```
dw.DrawImage(0, 0, img);
```

(You are drawing outside the area at 500, 500).

Or perhaps you really wanted

```
dw.DrawImage(0, 0, 500, 500, img)
```

- stretches the image to fill the area.

Anyway, that is still too ineffective, there is a nice function:

```
RichObject CreateImageObject(const Image& img, int cx = 0, int cy = 0);
```

which produces RichObject directly, without the need of ImageDraw.

For storing into DB, you can use what you suggest (which represents "internal" U++ image format), or you can use any StreamRasterEncoder and SaveString method.

See reference/ImageEncoders - just use SaveString to store to String instead of SaveFile (which stores to file).
