Subject: Re: Loading Image into qtf
Posted by guido on Sat, 09 Jun 2007 12:18:07 GMT
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luzr wrote on Fri, 08 June 2007 15:58try

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 reperesents "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).

Playing with the sample code, I forgot to include jpg plugin
Wonder why there is no error in that case...
So, alright. That is working now.

But no success yet, getting an Image instance back from the sqlite BLOB string.
jpg.LoadString() returns an empty Image instance.
I get a string beginning with "\377" from the query, but the decoder doesn't seem to like it.

Btw. I'm using sqlite3 C-API directly now, since the abstraction layer only got in my way while learning SQL. Absence of upp documentation in this regard didn't help either.

PS:
Found a great online resource for learning SQL:
"Akeel Din, SQL - A Practical Introduction"

Guido