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Subject: Image in QLITE3 database

Posted by [raanan](#) on Sat, 01 Sep 2018 15:32:38 GMT

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I can read a BLOB field that I know contains an image of some kind (probably JPEG or PNG) from an SQLITE3 database into a String, but that is as far as I can get. I did not create or populate this database (it is used by an application that I use, which works and shows these images). In fact, the images are pictures that I took with my phone, and added to the database with the application. But how do I set this String value into an ImgCtrl to show in window?

I have tried as follows.

```
String photo;          // set with SQL select statement
```

And then this, which did not work.

```
Image img(photo);
```

```
ImgCtrl ctrl;
```

```
ctrl.SetImage(img);    // crashes with no message
```

I tried LOG(photo), which showed a lot of binary values, including the text JFIF, so I did as follows.

```
FileOut out;
```

```
out.Open("test_photo.jfif");
```

```
out.Put(recipe.photo);
```

```
out.Close();
```

Sure enough, it created exactly the photo file that I expected, a JFIF file that I was able to open and view. Unfortunately, there are no examples on the web site showing how to load an ImgCtrl from such a String. An example would of course be appreciated.

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Subject: Re: Image in QLITE3 database

Posted by [mirek](#) on Sun, 02 Sep 2018 08:56:17 GMT

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You have to decode binary representation into Image. This example is somewhat relevant:

[https://www.ultimatepp.org/examples\\$ImageView\\$en-us.html](https://www.ultimatepp.org/examples$ImageView$en-us.html)

anyway, in this case, with String as source, use

```
Image img = StreamRaster::LoadStringAny(s);
```

Also note that by default, this will only decode .png. To add more formats, you need to add corresponding 'codecs' - plugin/jpg etc.

Mirek

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