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.

Please, can you upload the package?

Mirek

## Subject: Re: QtfRichObject problem
Posted by DuncanShortland on Wed, 18 Apr 2007 11:38:12 GMT
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The application is too big but I have modified QtfDrawing to give the same effect.

I am sure it is the pict which  needs to be an array.

The last contents (red) is used to display the image as it is the same one.

However the class/struct will not allow blank creation and dynamic setting.

Any suggestions?

```
File Attachments
```

## Subject: Re: QtfRichObject problem
Posted by mirek on Wed, 18 Apr 2007 20:43:39 GMT
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DuncanShortland wrote on Wed, 18 April 2007 07:38The application is too big but I have modified QtfDrawing to give the same effect.

I am sure it is the pict which  needs to be an array.

The last contents (red) is used to display the image as it is the same one.

However the class/struct will not allow blank creation and dynamic setting.

Any suggestions?


Use Array:


#include <CtrlLib/CtrlLib.h>

using namespace Upp;

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

#define MAX 4

```
GUI_APP_MAIN
{
 String qtf;
 Array<QtfRichObject> o;

 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.Add(QtfRichObject(CreateDrawingObject(dw.GetResult(), Size(1000, 1000), Size(1000,
1000))));
  qtf << "[A6 This is some drawing in QTF: " << i << o.Top() << "&";
 }
 PromptOK(qtf);
}
```

BTW, please, if possible, upload really the whole package packed as .zip, it saves the time of reproducing the rest.

Mirek

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## Subject: Re: QtfRichObject problem
Posted by mirek on Wed, 18 Apr 2007 21:01:50 GMT
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Thinking about it, adding a defualt 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