
Subject: QTF with QtfrichObject as Button label causes crash
Posted by [Mindtraveller](#) **on** Sat, 01 May 2010 21:26:08 GMT

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```
//ButtonOption button;

DrawingDraw dd(63, 187);
dd.DrawImage(0,0,IMG::silo_small);

static Size ppi(72,72); // = ScreenDraw(true).GetPixelsPerInch();
QtfrichObject qrdd(CreateDrawingObject(dd.GetResult(), Size(63*ppi.cx/10, 187*ppi.cy/10),
Size(63*ppi.cx/10, 187*ppi.cy/10)));

//setup button label
button.SetRect(x,y,116,300);
String qtf;
qtf << qrdd;

PromptOK(qtf); // <<-- works perfectly

qtf.Insert(0, '\1');
button.SetLabel(qtf); // <<-- causes no run-time error itself, but app crashes on painting this
button
```

I've noticed that in case of drawing Image inside Prompt-dialog, image is painted with noticeable delay (about 100-200 milliseconds). May be it is somehow interconnected with painting button error...

P.S. The image is painted on white background, while it is semi-transparent itself. Is there a way to paint it using transparent background?

Subject: Re: QTF with QtfrichObject as Button label causes crash
Posted by [mirek](#) **on** Tue, 04 May 2010 15:35:44 GMT

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It is because QtfrichObject is only temporary reference to the RichObject.

You are using this reference, but then parsing qtf on Button paint, when RichObject does not exist anymore.

One possible solution:

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

using namespace Upp;
```

```

GUI_APP_MAIN
{
    Button button;

    {
        DrawingDraw dd(63, 187);
        dd.DrawImage(0,0,CtrllImg::exclamation());

        static Size ppi(72,72); // = ScreenDraw(true).GetPixelsPerInch();
        QtfRichObject qrdd(CreateDrawingObject(dd.GetResult()), Size(63*ppi.cx/10, 187*ppi.cy/10),
        Size(63*ppi.cx/10, 187*ppi.cy/10));

        String qtf;
        qtf << qrdd;

        button.SetLabel("\1" + AsQTF(ParseQTF(qtf)));
    }

    TopWindow win;
    win.Add(button.SizePos());
    win.Run();
}

```

Note: I agree the situation is a little bit tricky, some widgets parse QTF on set (like RichTextView)
- this would be no problem for these. Others parse QTF during Paint. Generally, everywhere
where QTF needs '\1' prefix, it is being parsed during Paint.
