
Subject: Re: Loading Image into qtf
Posted by [forlano](#) on Mon, 27 Aug 2007 21:38:42 GMT
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Here is a little variation of the previous code.

Now the qtf, that include the picture, needs to be saved on a file and then later opened with UWord.

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

```
using namespace Upp;
```

```
GUI_APP_MAIN
```

```
{   FileOut save("badge.qtf");
```

```
    save << "[ $0,0#00000000000000000000000000000000:Default]\n[{_%EN-US [s0; &]\n";
```

```
    DrawingDraw dw(500, 500);
```

```
    Image img = StreamRaster::LoadFileAny("C:\\MyApps\\qtfimage\\lita.png");
```

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

```
    QtfRichObject pict(CreateDrawingObject(dw.GetResult(), Size(500, 500), Size(500, 500)));
```

```
    save << "[ {{7008:2992>1440;h1; [s0;=* &]\n";
```

```
    save << "[s0;=*+150 " << "Big Jim" << " &]\n";
```

```
    save << "[s0;= USA &] [s0;= GM 2750 &]\n";
```

```
    save << "[s0;= ] :: [s0;= " << pict.ToString() << " &][s0; ]}&][s0; &]\n";
```

```
    save.Close();
```

```
}
```

Unfortunately it doesn't work. The code

```
<< pict.ToString() <<
```

is wrong and I do not know how to save "pict" in some useful string format inside the document. Is it possible?... and how?

Thanks.

Luigi
