

Qt programming

Creating a SVG based image for QTextDocument

What I needed was a way to create an image from SVG raw data generated in the fly. Here is possible solution:

<sxh c++>

```
QTextCursor mainCursor; // Should be initialised somehow
QString figData(
    "<svg xmlns=\"http://www.w3.org/2000/svg\" version=\"1.1\"> "
    "<circle cx=\"100\" cy=\"50\" r=\"40\" stroke=\"black\" "
    "stroke-width=\"2\" fill=\"red\"/> "
    "</svg>");
QXmlStreamReader figReader(figData);
QSvgRenderer renderer;
bool status = renderer.load(&figReader);
if (!status) {
    std::cerr << "CANNOT LOAD IMAGE\n";
}
QImage image = QImage(QSize(100,100), QImage::Format_RGB32);
QPainter painter(&image);
renderer.render(&painter);
painter.end();
mainCursor.insertImage(image);
```

</sxh>

Property browser framework

<http://doc.qt.digia.com/qq/qq18-propertybrowser.html>

Links

- [QdbtTabular](#) The QdbtTabular class represents a table widget which looks similar to the 'detailed list' of Windows 95.

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Last update: **2017/10/02 15:54**

