**NOKIA** Developer

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# TSQ001607 - Overlaying text and image using QImage

## Description

Using QPainter and QImage we can overlay any text/image on another image. The source image(s) can be read from any JPG file and the result image can be stored in another JPG file.

## Solution

**Header & Library:**

```
#include <QPainter>
  #include <QImage>
  #include <QDateTime>
```

**Code:**

```
void ImageComposition::createImageWithOverlay()
  {
        // Input images (from resources)
        QImage baseImage(":/images/base.jpg");
        QImage overlayImage(":/images/overlay.jpg");

        //Allocate Memory which should be least equal to baseImage
        QImage imageWithOverlay = QImage(baseImage.size(), QImage::Format_ARGB32_Premultiplied);

        QPainter painter(&imageWithOverlay);
        painter.setCompositionMode(QPainter::CompositionMode_Source);
        painter.fillRect(imageWithOverlay.rect(), Qt::transparent);

        // define coordinates
        const int px_baseImage=0, py_baseImage = 0;
        const int px_overlayImage = 500;
        const int py_overlayImage = 0;
        painter.setCompositionMode(QPainter::CompositionMode_SourceOver);

        // draw baseImage on an empty image
        '''painter.drawImage(px_baseImage, py_baseImage, baseImage);'''

        // draw the overlay image
        painter.setCompositionMode(QPainter::CompositionMode_SourceOver);
        '''painter.drawImage(px_overlayImage, py_overlayImage, overlayImage);'''

        // draw the text: as an example its taken as Current Date-Time
        const int px_text = 20;
        const int py_text = 20;

        QDateTime dateTime = QDateTime::currentDateTime();
        QString dateTimeString = dateTime.toString();
        '''painter.drawText(px_text, py_text, dateTimeString);'''

        // save the result image
        bool errorCode = imageWithOverlay.save("C:\\Data\\result.jpg");

        painter.end();
  }
```

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This page was last modified on 15 February 2012, at 05:35.
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