

Archived:Blink the QGraphicsTextItem in QGraphicsViewWidget



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[Qt Quick](#) should be used for all UI development on mobile devices. The approach described in this article (based on [QWidget](#)) is deprecated.

This code snippet shows how to blink text (a [QGraphicsTextItem](#)) in a [QGraphicsViewWidget](#). The GraphicsView is refreshed with the help of `update()` function. The text is then repainted with the help of `paint()` method.

Code Snippet

Main.cpp

```
#include <QApplication>
#include <QGraphicsView>
#include <QGraphicsScene>
#include <QGraphicsTextItem>

const int delay = 200;//set delay as per required

class MyTextItem : public QGraphicsTextItem
{
public:
    MyTextItem()
    {
        startTimer(delay); // start a timer
        drawItem = true;
    }

    void timerEvent(QTimerEvent *)
    {
        // no update if the item is not visible
        if(!isVisible())
            return;

        drawItem = !drawItem;
        update();
    }

    void paint(QPainter *painter, const QStyleOptionGraphicsItem *option, QWidget *widget)
    {
        if (drawItem) {
            // call the parent's implementation to draw the text
            QGraphicsTextItem::paint(painter, option, widget);
        }
    }
private:
    bool drawItem;
};

int main(int argc, char *argv[])
{
    QApplication app(argc, argv);
    QGraphicsScene scene(0, 0, 400, 320);
    QGraphicsView view(&scene);

    MyTextItem item;
    item.setPlainText("Qt rocks on Symbian!");
    scene.addItem(&item);
    item.setPos(125, 100);

    view.show();
    return app.exec();
}
```

