Archived:Load, Resize image and set background image in Qt application/widget

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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.

Overview

This code snippets shows how to load image, resize image and set image in background of widget/application. The API `QPixmap()` will load image using file name. API `QPixmap::scaled()` will returns a copy of the pixmap scaled to a rectangle with the given width and height. `QPalette::setBrush()` sets the brush for the given color role (here background) to the specified brush (here image)for all groups in the palette. `QWidget::setPalette()` set a given palette for a Widget.

This snippet can be self-signed. As it does not use any API which require developer/certified signing.

Headers required

```
#include <QPalette>
#include <QDesktopWidget>
```

Source

```
void SetBackground::SetBackgroundImage()
{
 //Using QPalette you can set background image as follows.
  QPalette p = palette();

  //Load image to QPixmap, Give full path of image
 QPixmap pixmap1("c://01.JPG"); //For emulator C: is ..\epoc32\winscw\c so image must be at that location

 //resize image if it is larger than screen size.
 QDesktopWidget* desktopWidget = QApplication::desktop();
 QRect rect = desktopWidget->availableGeometry();

 QSize size(rect.width() , rect.height());
 //resize as per your requirement..
 QPixmap pixmap(pixmap1.scaled(size));

 p.setBrush(QPalette::Background,  pixmap);
 setPalette(p);
}
```

Postconditions

The code snippet is expected to show background image in application.

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Code Example

- The Code Example will set image in background and example is tested on Nokia 5800 XpressMusic.

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