

Cutting image files to separate QPixmaps

This code snippet shows how you can load an image file (for example, PNG) and separate it into several smaller [QPixmap](#) tiles for display. This is useful, for example, if you wanted to implement a slide puzzle game.

Source code

```
QList<QPixmap*> frames; //will include the output frames

QString file = "c:/image.png";
int cols = 5;
int rows = 5;

QPixmap *image = new QPixmap(file);

if (cols == 1 && rows == 1) {
    frames.append(image);
    w = image->width();
    h = image->height();
}
else {
    int iw = image->width();
    int ih = image->height();

    w = iw/cols;
    h = ih/rows;
    int x = 0;
    int y = 0;
    for (int r=0; r < rows; r++) {
        for (int c=0; c < cols; c++) {
            QPixmap *cropped = new QPixmap(image->copy(x, y, w, h));
            frames.append(cropped);
            x += w;
        }
        y += h;
        x = 0;
    }
    delete image;
}

//Do something with the pixmaps

//Delete in the end
if (frames.count() > 0) {
    foreach (QPixmap* pixmap, frames) {
        delete pixmap;
    }
}
frames.clear();
```

