

## Hack QT3 to compile embedded images cleanly

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One of the issues I see come up time and time again is how to use embedded images in QT programs. The problem is that the "solution" from Trolltech just doesn't seem to work. So how do you get QT3 to handle embedded images? By hacking it of course! Solution below the fold...

My solution is simplicity in itself. This can be done either from KDevelop (QMake tab to the right, subproject settings, custom variables) or a change to src.pro. Let's examine the GUI solution first. 1. Create a custom variable named QMAKE\_UIC and assign it the value of "hack.sh" (but without the quotes). Apply, and exit. 2. Next, create the following file "hack.sh" and put the following in it:#!/bin/bash

```
if [ $1 == -embed ]; then
    echo "==" hack.sh substituted for uic so image collection works =="
    uic $* cat hack.cpp >> qmake_image_collection.cpp
else
    uic $*
```

fi 3. Now change the file permissions so we can execute it: `chmod 755 hack.sh`

4. This is the second file we need to create is "hack.cpp" and it needs to have the following:

```
// This is a hack to make rebuilding this work. Note that during the build process this gets tacked
// on to the uic_image_collection.cpp file.
```

```
QImage canna_findImage( const QString& name )
{
    return(uic_findImage(name));
}
```

Now, anytime we want to pull up an embedded image, we use the function `canna_findimage("yourstringhere.png")`.