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| Category | Qt for Symbian | Subcategory | UI |

Keywords (APIs, classes, methods, functions): QWidget::setPalette(), QPalette::setBrush, QPixmap(), QPixmap::scaled()

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.

Preconditions

- Download and Install latest version [Qt for Symbian - Installation packages](#) which has links on how to install the latest version

Headers required

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

Source

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

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

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

Load, Resize image and set background image in Qt for Symbian application/widget

```
QSize rect.width() , rect.height());  
//resize as per your requirement..  
QPixmap pixmap = QPixmap::scaled(size);  
  
setBrush(QPalette::Background, pixmap);  
setPalette  
}
```

Postconditions

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



Code Example

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