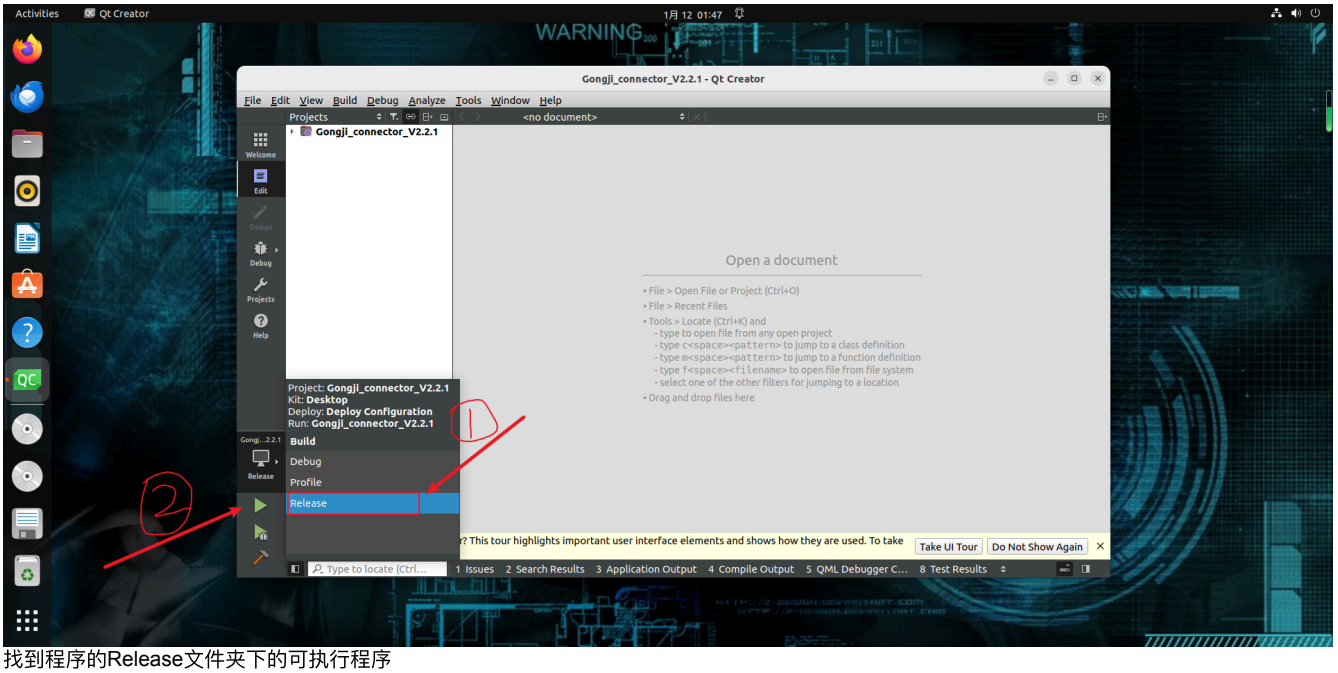
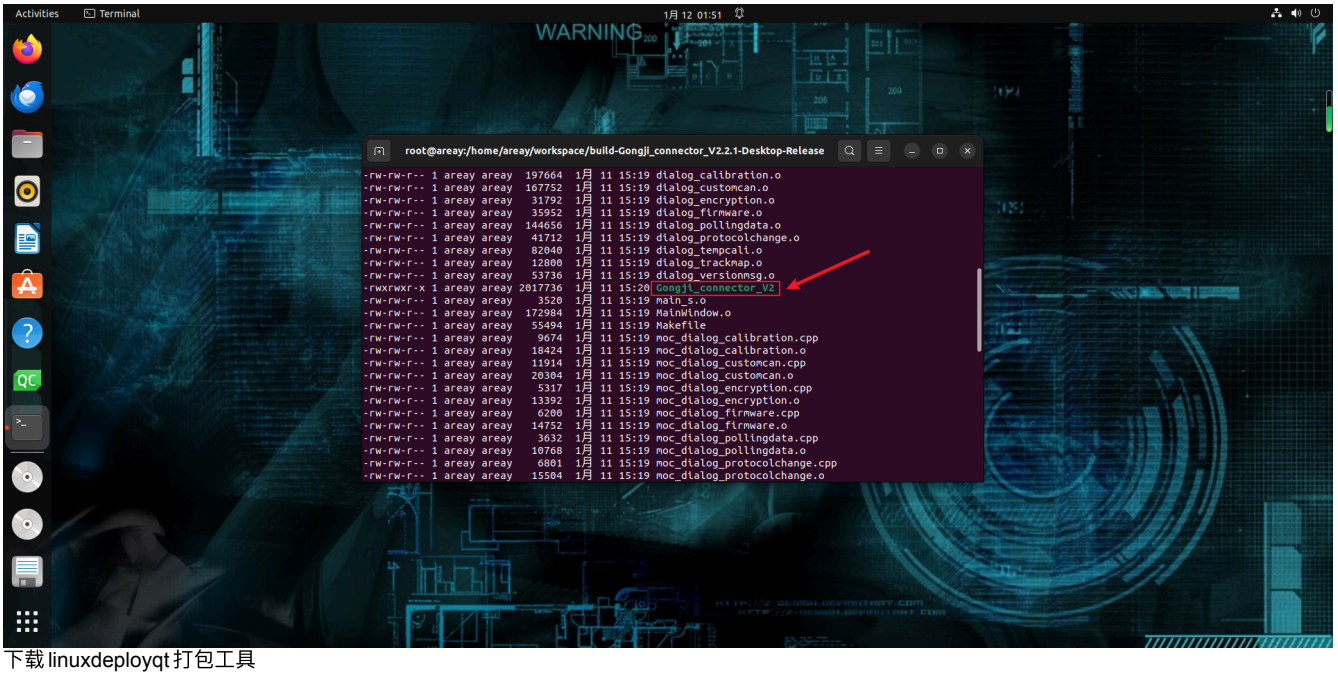
1. Qt Creator编译Release版本程序



2. 找到程序的Release文件夹下的可执行程序



3. 下载linuxdeployqt打包工具

```
wget https://github.com/probonopd/linuxdeployqt/releases/download/continuous/linuxdeployqt-continuous-x86_64.AppImage
```

4. 将打包工具改名并且赋可执行权限，然后复制至系统二进制文件夹中

```
mv linuxdeployqt-continuous-x86_64.AppImage linuxdeployqt
chmod +x linuxdeployqt
cp -r linuxdeployqt /usr/bin
```

5. 创建一个appdir文件夹并将qt release版本中的可执行程序复制至此

```
mkdir ~/appdir
cp ./xxxxx ~/appdir   //拷贝可执行程序 xxx指的是你的程序
```

6. 去到appdir的上一级目录打包

```
cd ~


export LD_LIBRARY_PATH=$LD_LIBRARY_PATH:/home/user/Qt/5.1x/gcc_64/lib
//若是有依赖自己的动态库，则在后面添加 :/xxxx/xxxx/xxxx/lib
//export LD_LIBRARY_PATH=$LD_LIBRARY_PATH:/home/user/Qt/5.1x/gcc_64/lib:/xxxxx/xxxx/lib
```

```
linuxdeployqt ~/appdir/xxxxxx-appimage  //打包
```

7. 编写 run.sh 脚本 vim ~/appdir/run.sh

```
#!/bin/bash

#打印执行信息
echo "配置环境变量并启动程序..."

#获取当前脚本的目录
SCRIPT_DIR="$(cd "$(dirname "$0")" && pwd)"

#设置 LD_LIBRARY_PATH 环境变量，指向程序所在的 lib 目录
export LD_LIBRARY_PATH="$SCRIPT_DIR/lib:$LD_LIBRARY_PATH"

#打印 LD_LIBRARY_PATH 确认
echo "LD_LIBRARY_PATH 设置为: $LD_LIBRARY_PATH"

#启动程序
"$SCRIPT_DIR/AppRun"

#提示程序已启动
echo "程序已启动!"
```

8. 给run.sh权限 然后运行

```
cd ~/appdir

chmod +./run.sh

./run.sh
```