

# 将 Qt 桥用于 Adobe 照片商店

## 组织资产

要在使用适用于 Adobe 照片的 Qt 桥接从 Adobe 照片商店导出设计以将其导入 Qt 设计工作室时获得最佳效果，请在照片商店时遵循以下准则：

- 将艺术排列到画板中，并将其组织成组和图层，这些组和图层作为单独的文件导入到 Qt Design Studio 中，具体取决于您在导出设计时所做的选择。
- 使用“文字”工具确保所有文本标签都导出到“文本项目”。
- 以矢量格式存储所有资源，以便能够针对不同的屏幕尺寸和分辨率轻松重新缩放它们。

要在照片馆中使用的字体也用于 Qt 设计工作室，您需要将它们加载到 Qt 设计工作室。Qt 设计工作室会在您预览 UI 时将它们部署到设备上。有关详细信息，请参阅[使用自定义字体](#)。

**注意：** 您只能导出以 Photoshop 文件格式保存的文件，如 .psd 和 .psb。对于所有其他文档格式，Qt 设计工作室将显示以下错误消息：文档不受支持。

## 可以导出的项目

您可以使用适用于 Adobe 照片商店的 Qt 桥导出设计的以下部分：

- 层
- 文本图层
- 组
- 画板

您无法导出设计的以下部分：

- 智能对象
- 框架

## 使用画板

当您从 Adobe Photoshop 导出设计并将其导入 Qt 设计工作室时，美工板上的组和图层之间的关系将保留。

当您使用适用于 Adobe Photoshop 的 Qt 桥导出设计时，您将确定希望每个组或图层导出的方式：作为组件或子项。组件将作为可包含其他资产的单个 UI 文件导入。子项将作为可在 UI 文件中使用的单个图像文件导入。

关于UI图像资源。

若要将美工板的内容用作 UI 中的单个图像，可以在导出组和图层时合并它们。在导入过程中，内容将拼合到一个 PNG 文件中。合并的完成方式使您能够更改 Photoshop 或 Adobe 插画器中的组和图层，然后再次导出和导入美工板。例如，这是创建最终 UI 应如何显示的参考图像的简单方法。

将UI的不同部分（如菜单和弹出窗口）放在单独的画板上，以便能够将它们导出为组件或子级，并将它们导入为代码和PNG文件，您可以在创建UI时将其拖放到Qt Design Studio设计模式下的2D视图中。

Qt设计工作室提供预定义的UI控件集，您可以根据需要修改这些控件。您可以将自己的控件导出为组件、Qt 快速控件或 Qt 快速工作室组件。将保留控件的位置和尺寸。

但是，如果希望 UI 控件（如复选框）的外观与在 Photoshop 中的外观完全相同，则必须在美工板中创建控件，并在要创建控件实例的层中使用美工板。Qt 桥接将控件作为自定义组件导入，您可以在 Qt 设计工作室中对其进行编程。

## 导出资源

每个画板都自动导出为一个组件，这意味着它将作为包含美工板上所有图稿的单独文件导入，但设置为跳过或导出为子项的图层除外。您可以确定如何导出美工板中的每个组或图层：作为组件或子项。此外，还可以将美工板的组和图层作为一个项目合并到父级中，也可以完全跳过图层。

默认情况下，图层的导出方式如下：

- › 第一级图层组将导出为美工板的子项目。
- › 第二级图层组将合并到其父图层。
- › 资产图层将导出为合并图层。
- › 文本图层始终作为子项目导出。
- › 图像以 PNG 或 JPG 格式导出，具体取决于您的选择。

适用于 Adobe 照片商店的 Qt 桥会自动为所有组和图层建议标识符（ID）。这些 ID 将用作 Qt 设计工作室中的文件名。您可以更改ID，以便在Qt设计工作室中轻松找到它们。请记住，ID 必须是唯一的，并且必须遵循一些命名约定。

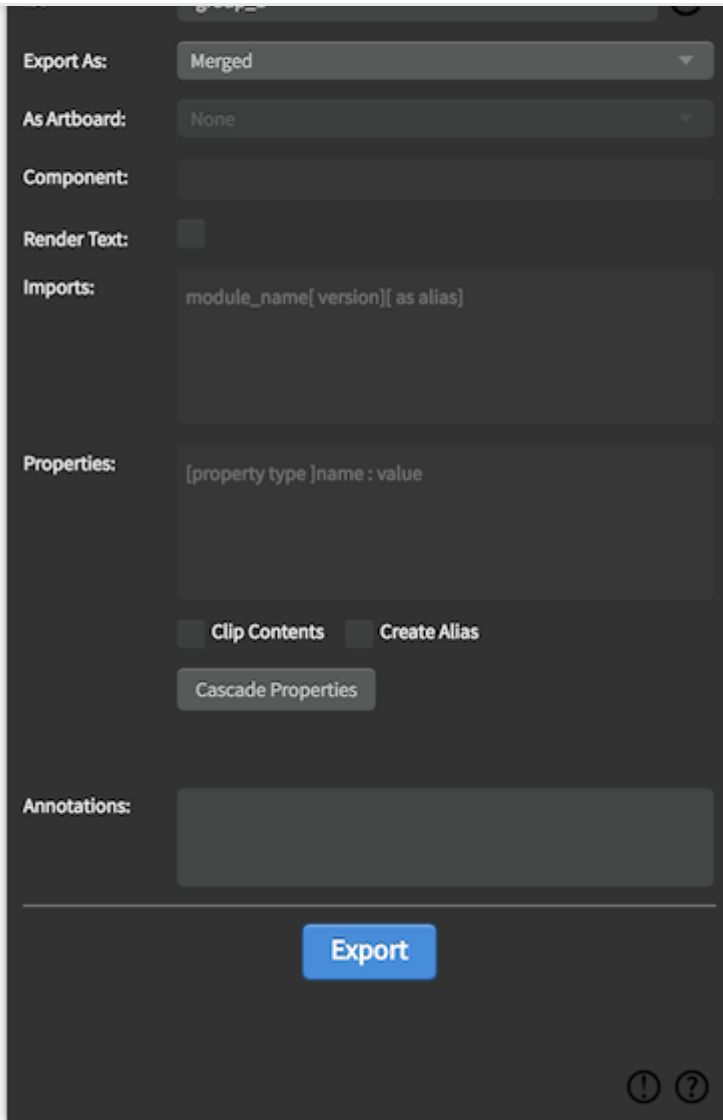
You can export assets using the default settings and make all the changes later in Qt Design Studio. If you are familiar with the [QML syntax](#), you can modify the settings to tailor the generated code to a certain degree. For example, you can specify the component or [Qt Quick Studio Component](#) to use for a artboard or layer. If you have drawn an arc that you mean to animate, you can export it as an [Arc Studio](#) component to avoid having to replace the arc image with an Arc component in Qt Design Studio. Or you could export a button as a [Qt Quick Controls Button](#) type.

You can specify effects, such as a blur effect, to use for a group or layer.

The QML types supported by Qt Design Studio are listed in the [Components](#) view in the Design mode of Qt Design Studio.

You can also specify values for the properties of the component or create [property aliases](#) to fetch the values from other properties.





## Specifying Settings for Exporting Assets

To export your design using Qt Bridge for Adobe Photoshop:

1. Qt Bridge for Adobe Photoshop automatically proposes identifiers for all groups and layers that you can change in the **ID** field. The IDs must be unique, they must begin with a lower-case letter or an underscore, and they can only contain letters, numbers, and underscore characters. For more information, see [The id Attribute](#).
2. In the **Export As** field, select the export type for the group or layer:
  - › **Component** exports the selected artboard, group, or layer with metadata. The exported data can be used later to import the component as a separate UI file that contains all the artwork in it, except layers that are set to be skipped or exported as child items.
  - › **Child** exports each asset of the selected group or layer as a separate PNG file, with references to the images in the component file.
  - › **Merged** merges the selected groups and layers into the parent as one item.
  - › **Skipped** completely skips the selected layer.
3. In the **As Artboard** field, select an artboard to reuse. For example, you can use an artboard to define a component, such as a button, and reuse it in other artboards.
4. In the **Component** field, specify the component or Studio component to morph this layer into. The component

**Note:** The implicit properties except position and size are not applied when the **Component** is defined. For example, all text properties will be ignored if **Component** is defined for a text layer, but explicit properties defined in the **Properties** field will be applied.

5. Select the **Render Text** check box to render the text layer as an asset. The layer will be exported as an asset and the text data will not be exported. This allows the text layer to be merged to parent artboard or group as well.
6. In the **Add Imports** field, enter additional import statements to have them added to the generated UI file. For example, to use Qt Quick Controls 2.3, you need the import statement and to use Qt Studio Components 1.0, you need the import statement . You can also import a module as an alias.`QtQuick.Controls 2.3QtQuick.Studio.Components 1.0`
7. In the **Properties** field, specify properties for the component. You can add and modify properties in Qt Design Studio.
8. Select the **Clip Contents** check box to enable clipping in the type generated from the layer. The generated type will clip its own painting, as well as the painting of its children, to its bounding rectangle.
9. Select the **Create Alias** check box to export the item generated from this layer as an alias in the parent component.
10. Select **Cascade properties** to apply the current set of properties to all the children of the selected layer.
11. In the **Annotations** field, specify annotation for the component. See [Annotating Designs](#).
12. Select **Export** to copy your assets to the export path you specified.
13. When the exporting is done, select **OK**.

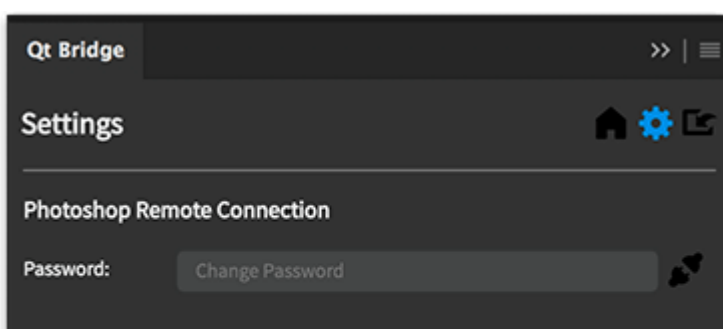
All the assets and metadata are copied to the directory you specified. This might take a little while depending on the complexity of your project.

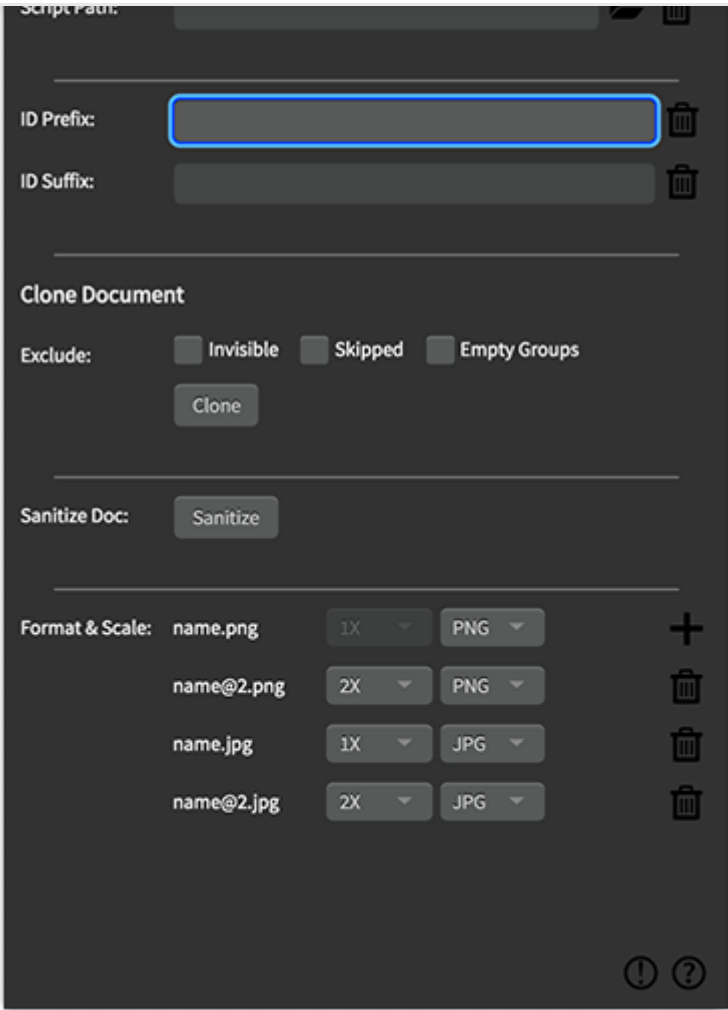
You can now create a project in Qt Design Studio and import the assets to it, as described in [Creating Projects](#) and [Importing Designs](#).

**Note:** Exporting your design using Qt Bridge for Adobe Photoshop can be slow for documents with large number of layers. Closing Photoshop's Info, Layers, and Properties windows can improve the time it takes to export.

## Customizing IDs

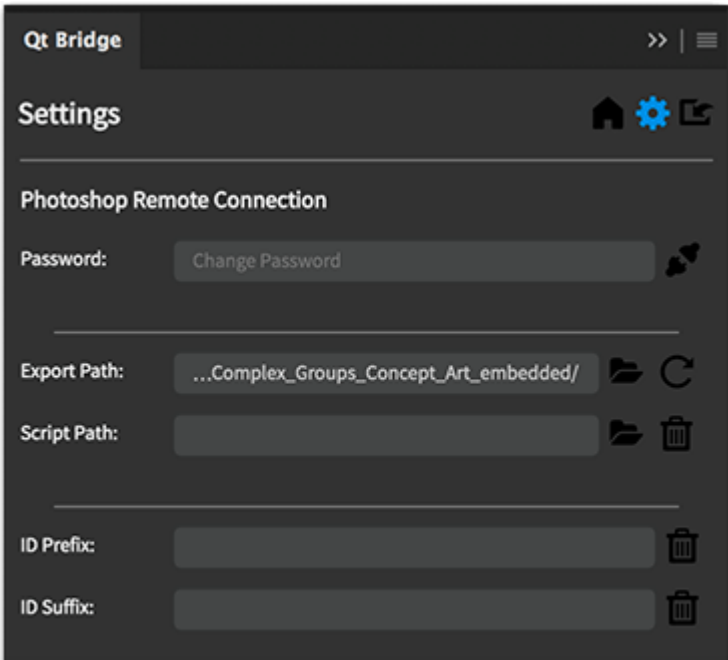
Qt Bridge for Adobe Photoshop enables customizing auto generated IDs. In the **ID Prefix** field, specify an ID prefix that will be prepended to all auto generated IDs. In the **ID Suffix** field, specify an ID suffix that will be appended to all auto generated IDs.

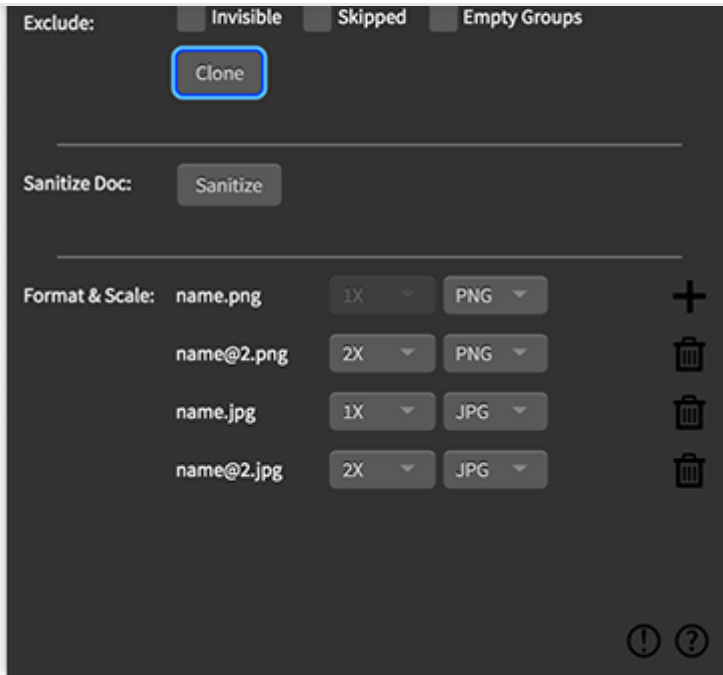




## Cloning Documents

Qt Bridge for Adobe Photoshop enables creating a clone of the current document. The clone workflow allows the user to filter out certain kind of layers and groups. In the Qt Bridge for Adobe Photoshop **Settings** dialog, select **Clone** to start cloning the document.





## Clone Options

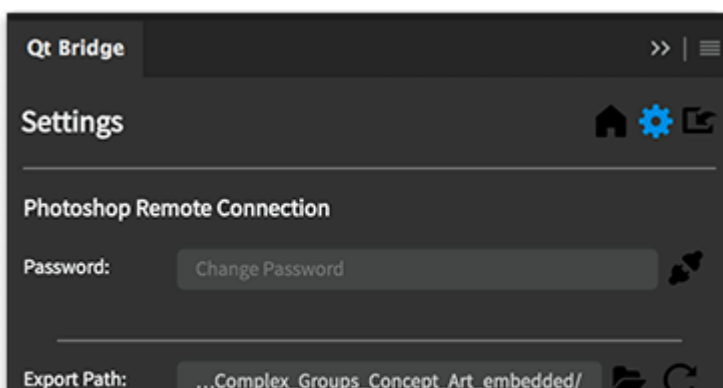
The following exclusion options can be selected to exclude certain kind of layers and groups in the cloned document:

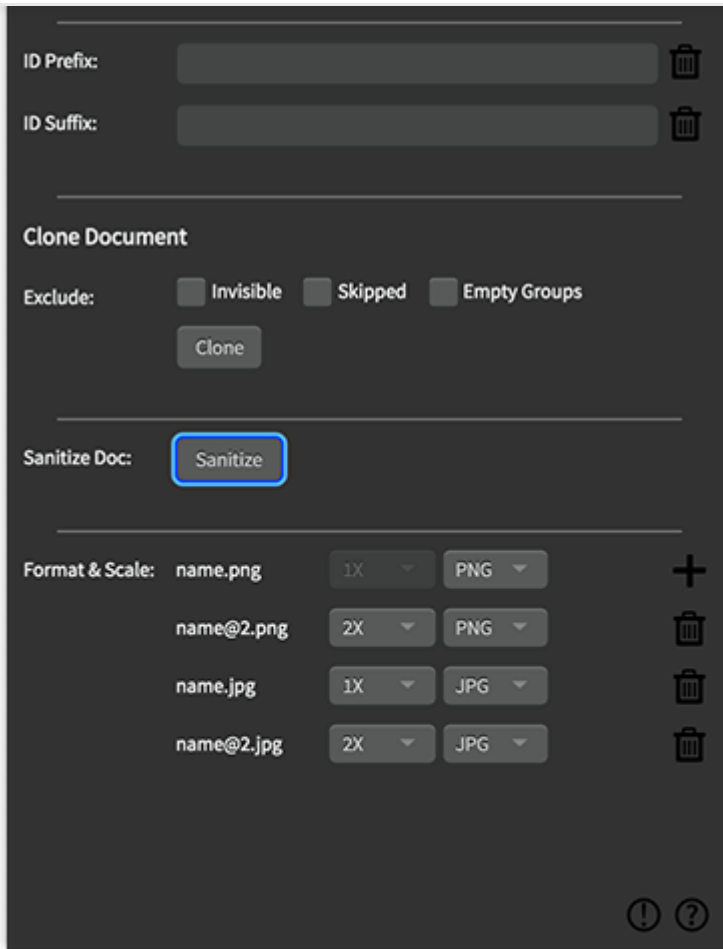
- › **Invisible:** Select this option to exclude the invisible layers and groups.
- › **Skipped:** Select this option to exclude the layers where the **Export As** field value is set to **Skipped**.
- › **Empty Groups:** Select this option to exclude any empty groups. This also applies to groups which will eventually become empty because of the other selected exclusion options.

## Sanitizing Documents

Qt Bridge for Adobe Photoshop enables removing all Qt Bridge for Adobe Photoshop related metadata from the active document. In the Qt Bridge for Adobe Photoshop **Settings** dialog, select **Sanitize Document** to sanitize the active document. Once the sanitization is successfully done, the document will contain no Qt Bridge for Adobe Photoshop related metadata and the Qt Bridge for Adobe Photoshop layer settings will fall back to the **default** values.

**Note:** The sanitization is done in memory and the document must be saved to keep the sanitized state.





## Extending Qt Bridge for Adobe Photoshop

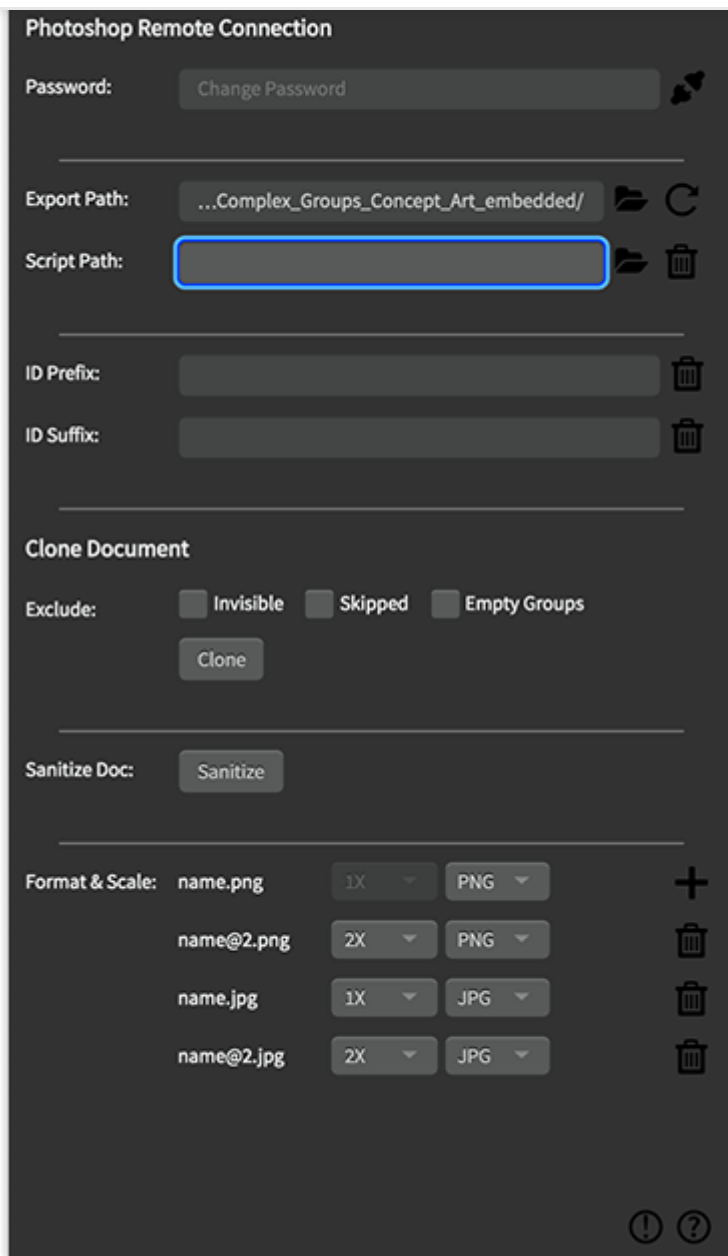
You can change the default behavior of Qt Bridge for Adobe Photoshop with the help of a JSX script. One can write specific functions in the script that are called by Qt Bridge for Adobe Photoshop with useful parameters.

### Overridable JSX Functions

You can define the following functions in the override JSX.

- `preExport(document)` This function is called before the document is exported. The parameter *document* is the PSD Document instance. This function can be used to make temporary changes in the document before export.
- `postExport(document)` This function is called after the document is exported. The parameter *document* is the PSD Document instance. You can undo the temporary changes done in the function *preExport(...)*.
- `customDefaultQmIId(name, instance)` The function is called for setting the default ID of the layer. The returned value is used for the ID. Return to use the auto generated ID instead. The parameter *name* is the auto generated ID by the plugin and *instance* is the PSD layer instance. `false`

**Note:** Please refer to [Adobe Photoshop CC Javascript](#) scripting guide to understand the object model and *Document* and *Layer* instances.



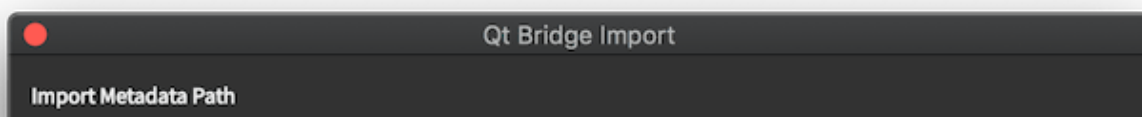
In the Qt Bridge for Adobe Photoshop **Settings** dialog, select **Override JSX Script** to set the override JSX script.

## Importing Metadata & Assets

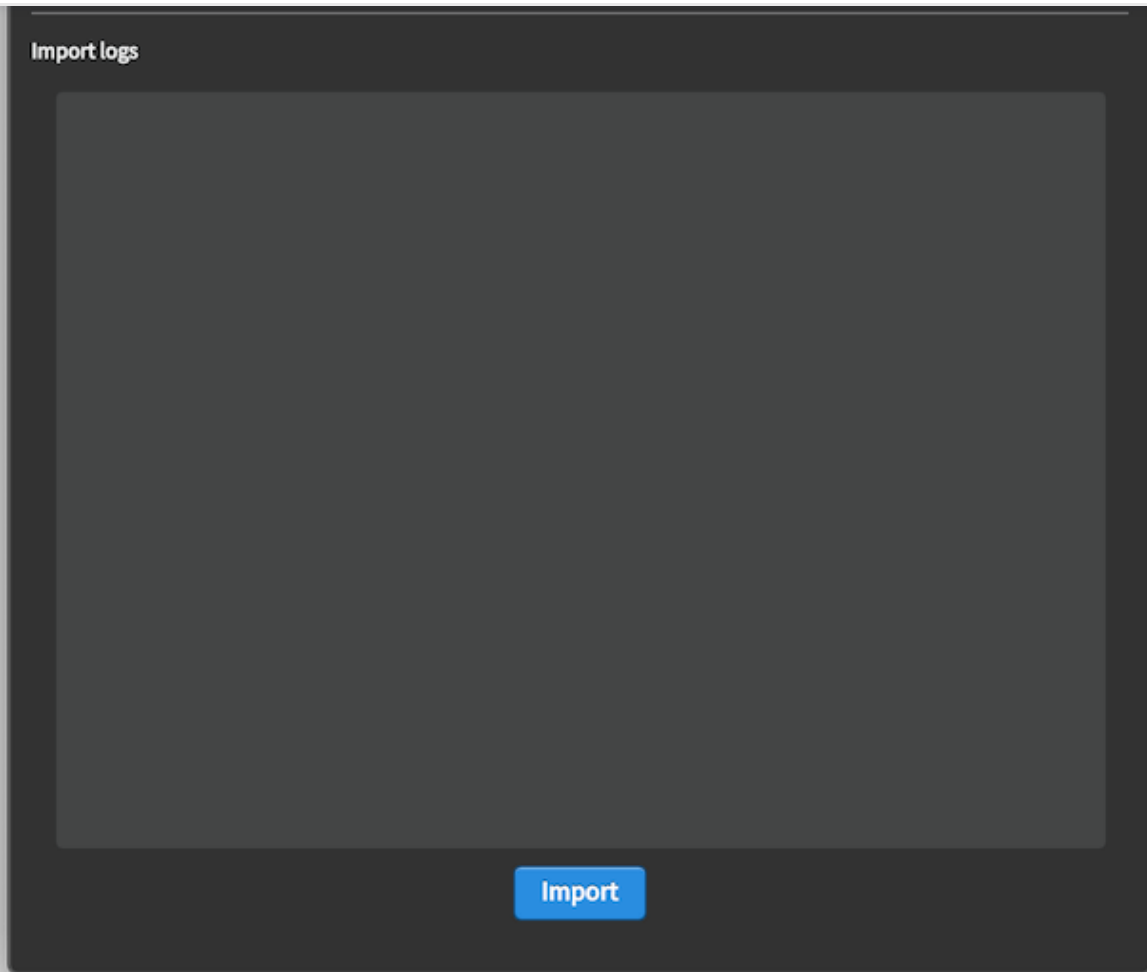
Qt Bridge for Adobe Photoshop can import metadata generated from other tools and generate a Photoshop document. A conventional workflow would be to generate metadata and assets by **exporting** a QML project from Qt Design Studio and use Qt Bridge for Adobe Photoshop to generate a Photoshop document.

Imported text and the assets are organized into Artboards, layers, and groups.

Select the **Import** button to launch the **Import** panel. Alternatively, Qt Bridge import can be launched from **Window > Extensions**.

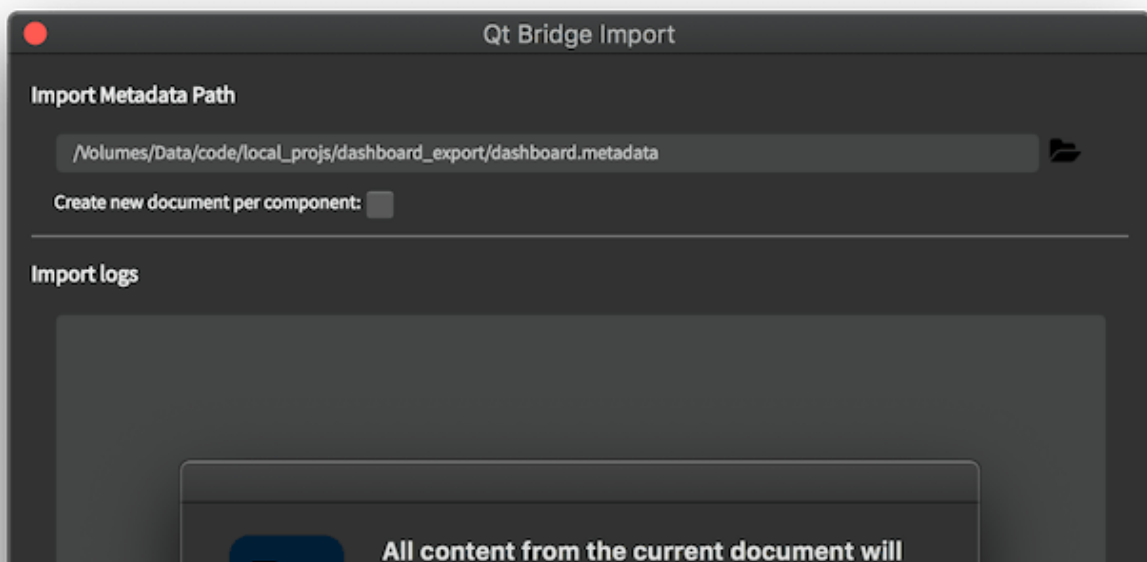


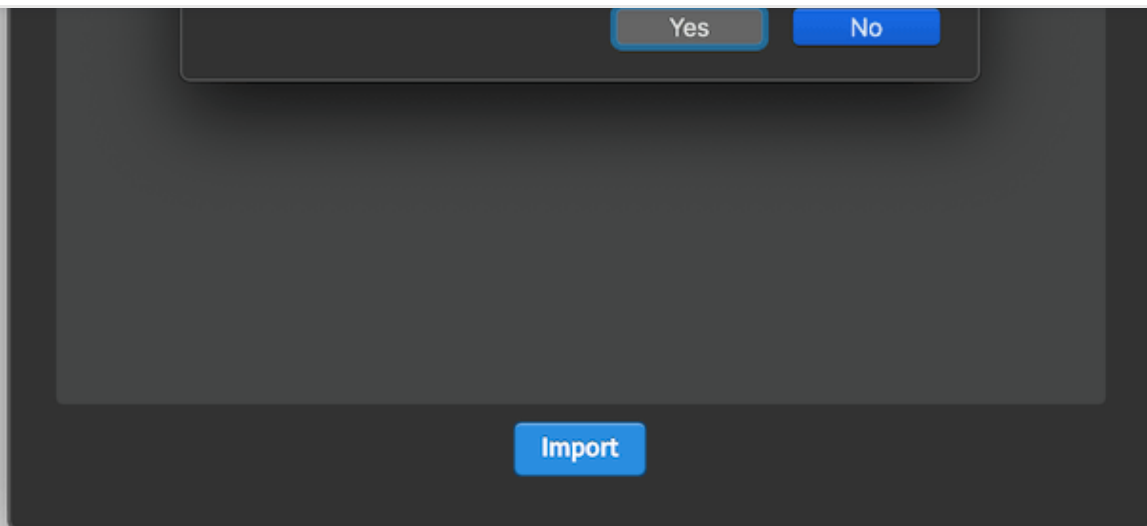




Create a new PSD document and launch the **Import** dialog. Open the metadata file to import and select **Import**.

**Note:** The import process removes all the existing layers in the selected PSD document.





The following guidelines are followed to generate the Photoshop document:

- › An Artboard is created for each component exported and defined in the metadata file.
- › An image layer is created for an item with an asset.
- › A solid fill layer is created for an item without an asset.
- › A paragraph text layer is created for Text items.

All metadata specified in the metadata file is assigned to the generated layers.

An important concept of *Virtual parent* is applied to translate the QML DOM to Photoshop DOM. A QML **Item** can have children but a layer in a Photoshop document cannot have child layers. To mitigate this variance, a Group layer is created and child items are added to this Group layer. The Group layer acts as a virtual parent and the correct parent is assigned when the Photoshop document is exported and re-imported in Qt Design Studio.

**Note:** The parent-child relationship may be lost if the virtual parent Group layer is moved or deleted.

[◀ Setting Up Qt Bridge for Adobe Photoshop](#)

[Exporting Designs from Adobe XD ▶](#)



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