

添加套件

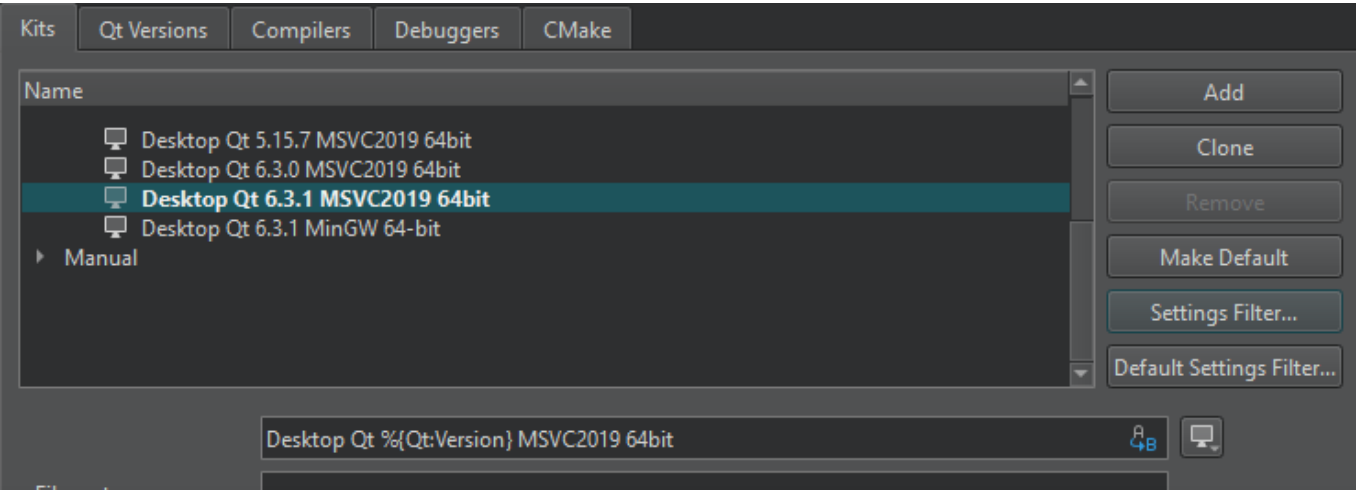
Qt Creator将用于构建和运行项目的设置分组为工具包，使跨平台和跨配置开发更容易。每个工具包都包含一组定义一个环境的值（如[要使用的设备](#)、编译器、Qt 版本和调试器命令）和一些元数据（如工具包的图标和名称）。定义工具包后，可以选择它们来构建和运行项目。

Qt Creator 支持桌面和以下类型设备的开发：

- › [安卓设备](#)
- › [裸机设备](#)
- › [引导 2Qt 设备](#)（仅限商业版）
- › [Boot2Qt 仿真器设备](#)（仅限商用）
- › [通用远程操作系统设备](#)
- › [苹果设备](#)
- › [苹果模拟器](#)
- › [MCU 器件](#)（仅限商用）
- › [昆士设备](#)
- › [网络装配运行时](#)

过滤套件设置

通常，只有套件设置的子集与特定设置相关。因此，Qt Creator插件注册了一组相关设置，您可以在[编辑>首选项>工具包](#)中查看和修改[这些设置](#)。例如，如果使用 CMake 生成所有项目，则可以默认隐藏 Qb 和 qmake 设置。



Device:

Local PC (default for Desktop)

Manage...

Build device:

Local PC (default for Desktop)

Manage...

C:

Microsoft Visual C++ Compiler 17.0.32014.148 (amd64)

Compiler:

C++:

Microsoft Visual C++ Compiler 17.0.32014.148 (x86_amd64)

Manage...

Nim:

<No compiler>

Environment:

No changes to apply.

☐ Force UTF-8 MSVC compiler output

Change...

Debugger:

Auto-detected CDB at C:\Program Files (x86)\Windows Kits\10\Debuggers\x64\cdb.exe

Manage...

Qt version:

Qt 6.3.1 MSVC2019 64bit

Manage...

CMake Tool:

System CMake at C:\Program Files\CMake\bin\cmake.exe

Manage...

CMake generator:

Ninja

Change...

若要在当前**工具包**的“**工具包**”选项卡中隐藏和显示设置，请选择“**设置筛选器**”。若要查看和修改添加新工具包时显示的设置，请选择“**默认设置筛选器**”。

指定套件设置


要添加套件：

- 选择“**编辑>首选项>工具包**”>“**添加**”。
要克隆所选工具包，请选择**克隆**。
- 指定套件设置。要指定的设置取决于生成系统和设备类型。
- 选择“**确定**”以创建工具包。

Qt Creator 使用**默认工具包**，如果它没有足够的信息来选择要使用的工具包。若要将所选配套件设置为默认配套件，请选择**默认配套件**。

套件设置

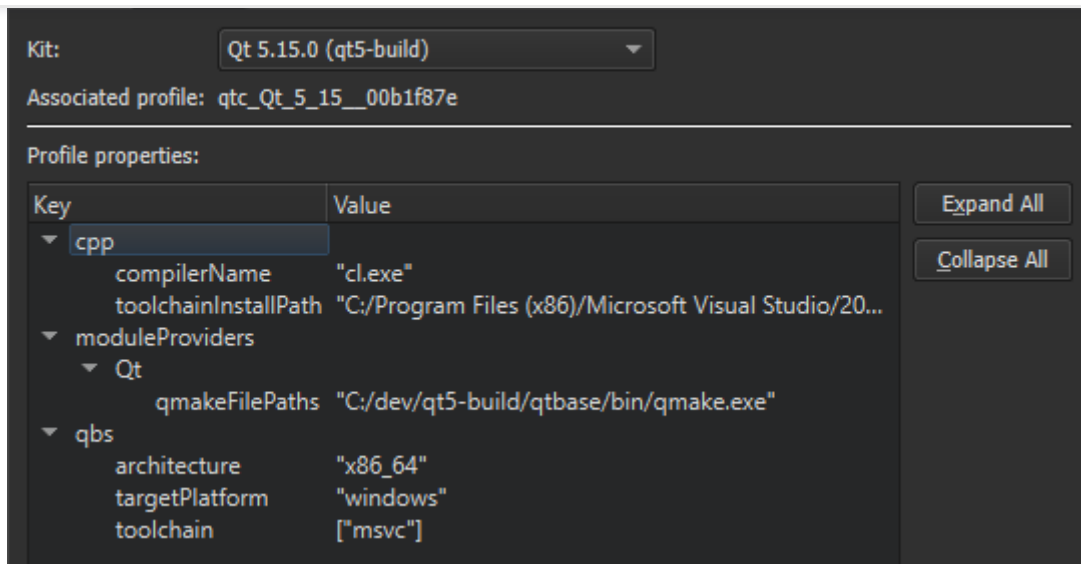
The following table summarizes the available kit settings.

Setting	Value
Name	Name of the kit. You can use variables to generate the kit name based on the values you set in the other fields.
	Image to use as an icon for the kit.
File system name	Name for the kit to use as a part of directory names. This value is used for the variable, which determines the name of the shadow build directory, for example. <code>CurrentKit:FileSystemName</code>
Device type	Type of the device. Double-click the icon next to the field to select the image that is displayed in the kit selector for this kit. You can use any image in a supported file format (for example, PNG). The image is scaled to the size 64x64 pixels. For example, using the compiler logo as an icon allows you to easily see, which compiler is used to build the project for the selected kit.
Device	The device to run applications on.

Emulator skin	Skin to use for the Boot2Qt Emulator Device .
Compiler	C or C++ compiler that you use to build the project. You can add compilers to the list if they are installed on the development PC, but were not detected automatically. For more information, see Adding Compilers . This setting is used to tell the code model which compiler is used. If your project type and build tool support it, Qt Creator also tells the build tool to use this compiler for building the project.
Environment	Select Change to modify environment variable values for build environments in the Edit Environment Changes dialog. For more information about how to add and remove variable values, see Batch Editing .
Force UTF-8 MSVC compiler output	Either switches the language of MSVC to English or keeps the language setting and just forces UTF-8 output, depending on the MSVC compiler used.
Debugger	Debugger to debug the project on the target platform. Qt Creator automatically detects available debuggers and displays a suitable debugger in the field. You can add debuggers to the list. For more information, see Adding Debuggers . For Android kits, the Android GDB server field will display the path to GDB server executable.
Qt version	Qt version to use for building the project. You can add Qt versions to the list if they are installed on the development PC, but were not detected automatically. For more information, see Adding Qt Versions . Qt Creator checks the directories listed in the environment variable for the qmake executable. If a qmake executable is found, it is referred to as Qt in PATH and selected as the Qt version to use for the Desktop kit that is created by default.PATH
Qt mkspec	Name of the mkspec configuration that should be used by qmake. If you leave this field empty, the default mkspec of the selected Qt version is used.
Additional Qbs profile settings	Select Change to add settings to Qbs build profiles. For more information, see Editing Qbs Profiles .
CMake Tool	CMake executable to use for building the project. Select Manage to add installed CMake executables to the list. For more information, see Adding CMake Tools .
CMake generator	Select Change to edit the CMake Generator to use for producing project files. Only the generators with names beginning with the string CodeBlocks produce all the necessary data for the Qt Creator code model. Qt Creator displays a warning if you select a generator that is not supported. For more information, see Using Ninja as a CMake Generator .
CMake configuration	Select Change to edit the parameters of the CMake configuration for the kit.
Meson tool	Meson tool to use for building the project. Select Manage to add installed Meson tools to the list. For more information, see Adding Meson Tools .
Ninja tool	Ninja tool to use for building the project with Meson. Select Manage to add installed Ninja tools to the list.

Editing Qbs Profiles

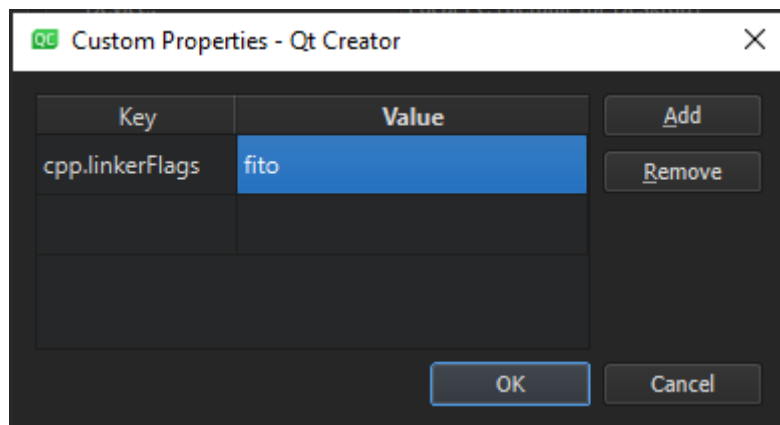
To view the Qbs profile associated with the kit, select **Edit > Preferences > Qbs > Profiles**.



You can add keys and values to the profile or remove them from it, as well as modify existing values. For a list of available keys and values, see [List of Modules](#) in the Qbs Manual.

To edit the Qbs profile associated with the kit:

1. In **Edit > Preferences > Kits**, select the kit, and then select **Change** next to the **Additional Qbs Profile Settings** field to open the **Custom Properties** dialog.



2. Double-click an empty cell in the **Key** column to specify the key to add or modify as: `.<module_name>.<property_name>`
3. Double-click the cell on the same row in the **Value** column to specify a value as a JSON literal.
4. Select **Add** to add the key-value pair.
5. Click **OK**.

To modify an existing value, double-click it in the **Value** field.

To remove the selected property, select **Remove**.

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[Adding Qt Versions >](#)



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