

操作方法

我如何：

- › 在模式之间切换
- › 在打开的文件之间移动
- › 切换到编辑模式
- › 查找特定设置
- › 查看输出
- › 查找键盘快捷键
- › 从命令行运行Qt创建器
- › 显示和隐藏侧边栏
- › 移动到符号
- › 调试时检查信号槽连接
- › 在调试器中显示低级数据
- › 调试时查看工具提示中的变量值
- › 使用键盘快速查找文件
- › 执行计算
- › 跳转到 QML 代码中的函数
- › 为C++代码添加许可证标头模板
- › 从我的剪贴板历史记录中粘贴文本
- › 按字母顺序对行进行排序
- › 将所选代码括在大括号、圆括号或双引号中
- › 在C++中选择封闭块
- › 将我自己的代码片段添加到自动完成菜单
- › 在某处快速写下笔记
- › 配置显示的最近打开的文件量
- › 使用正则表达式跨文件搜索和替换

在模式之间切换

Qt创建者为不同的目的使用不同的模式。您可以使用以下键盘快捷键在这些模式之间快速切换：

- ✦ 编辑模式 Ctrl+2
- ✦ 设计模式 Ctrl+3
- ✦ 调试模式 Ctrl+4
- ✦ 项目模式 Ctrl+5
- ✦ 帮助模式 按 Ctrl+6

有关 Qt 创建器模式的更多信息，请参阅[选择模式](#)。

在打开的文件之间移动

若要在当前打开的文件之间快速移动，请按 **Ctrl+Tab**。

若要在位置历史记录中向前移动，请按 **Alt+向右**（在 macOS 上按**厘米+选项+向右**）。若要向后移动，请按 **Alt+向左**（在 macOS 上为**厘米+选择+向左**）。例如，如果使用**定位器**跳转到同一文件中的符号，则可以通过按 **Alt+Left** 键跳回到该文件中的原始位置。

切换到编辑模式

若要移动到“**编辑**”模式和当前活动文件，请按 **Esc**。

如果您已处于**编辑**模式：

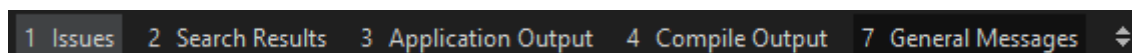
- ✦ 第一次按下将焦点移动到编辑器
- ✦ 第二次按下关闭辅助窗口

查找特定设置

要在“**编辑>首选项**”中查找特定设置，请使用“**首选项**”对话框左上角的过滤器。

View output

The **taskbar** provides different views to output from several sources, such as a list of errors and warnings encountered during a build, detailed output from the compiler, status of a program when it is executed, debug output, or search results.



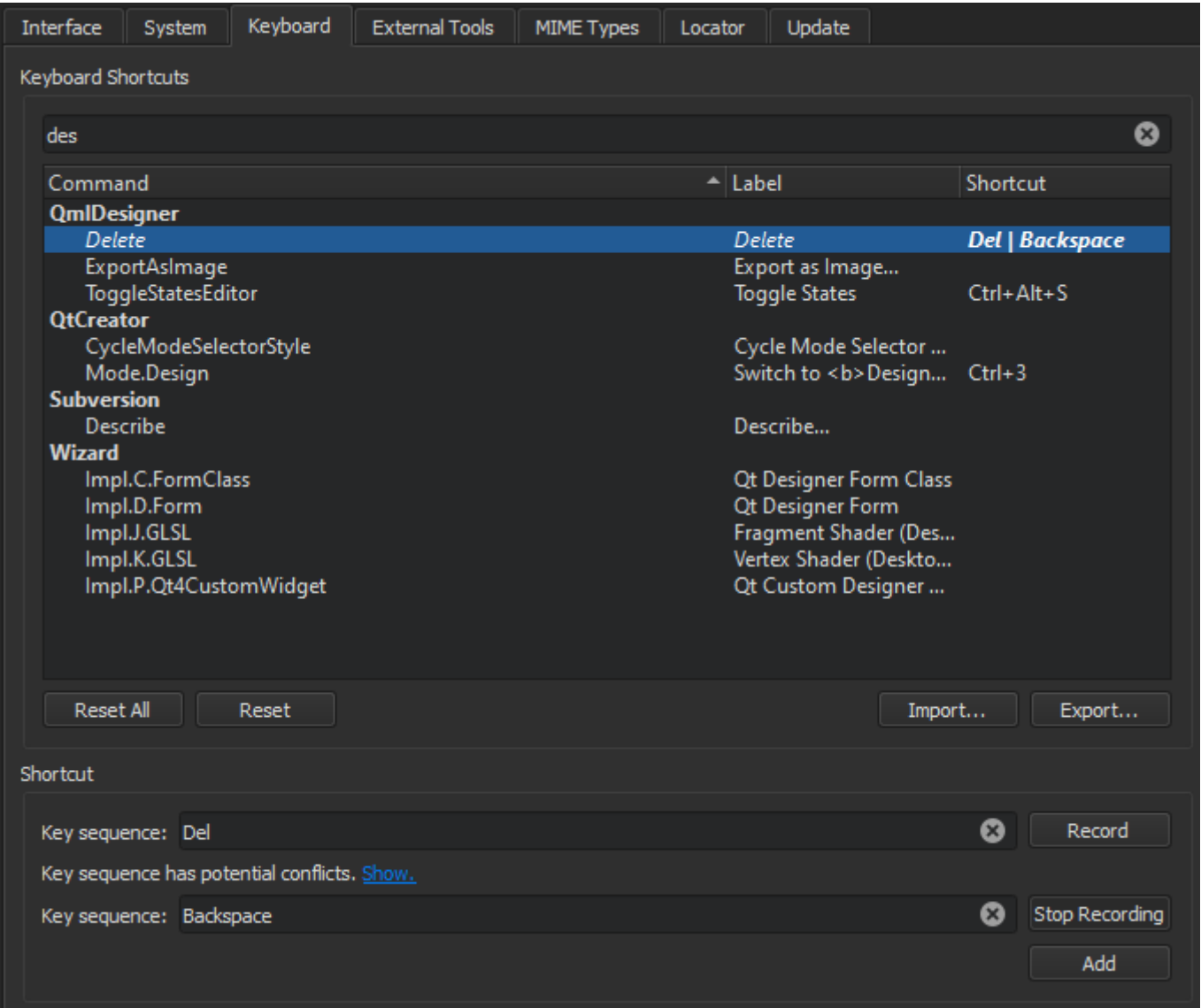
To view different types of output, use the following shortcuts:

- ✦ **Issues** - **Alt+1** (**Cmd+1** on macOS)
- ✦ **Search Results** - **Alt+2** (**Cmd+2** on macOS)
- ✦ **Application Output** - **Alt+3** (**Cmd+3** on macOS)
- ✦ **Compile Output** - **Alt+4** (**Cmd+4** on macOS)

For additional ways to view other types of output, see [Viewing Output](#).

Qt Creator provides [many useful keyboard shortcuts](#). You can see the keyboard shortcut for a menu command in the menu or the tooltip for a button.

To customize, import, or export keyboard shortcuts, select **Edit > Preferences > Environment > Keyboard**.



Run Qt Creator from the command line

You can launch Qt Creator from the command line using the name of an existing [session](#) or project file by entering the name as the command argument.

For example, running `qtcreator somesession` launches Qt Creator and loads the session called `somesession`.

For more information, see [Using Command Line Options](#).

Show and hide sidebars

You can toggle the left and right sidebar in some Qt Creator modes.

To toggle the left sidebar, click  (Hide Left Sidebar/Show Left Sidebar) or press **Alt+O** (Cmd+O on macOS).

For more information on using the sidebars, see [Browsing Project Contents](#).

Move to symbols

To move straight to a symbol used in a project, select the symbol in the **Editor** toolbar drop-down menu. For more information on the editor toolbar, see [Using the Editor Toolbar](#).

To jump to a symbol in the current file, press **Ctrl+K** to open the **Locator**, enter a period (.), and start typing the symbol name. Then select the symbol in the list. For more information on using the locator, see [Searching with the Locator](#).

Press **Ctrl** (**Cmd** on macOS) and click a symbol to move directly to the definition or the declaration of the symbol. You can also move the cursor on the symbol and press **F2**. For more information, see [Moving to Symbol Definition or Declaration](#).

Inspect signal-slot connections while debugging

If an instance of a class is derived from [QObject](#), and you would like to find all other objects connected to one of your object's slots using Qt's signals and slots mechanism, select **Edit > Preferences > Debugger > Locals & Expressions > Use Debugging Helpers**.

In the **Locals** view, expand the object's entry and open the slot in the *slots* subitem. The objects connected to this slot are shown as children of the slot. This method works with signals too.

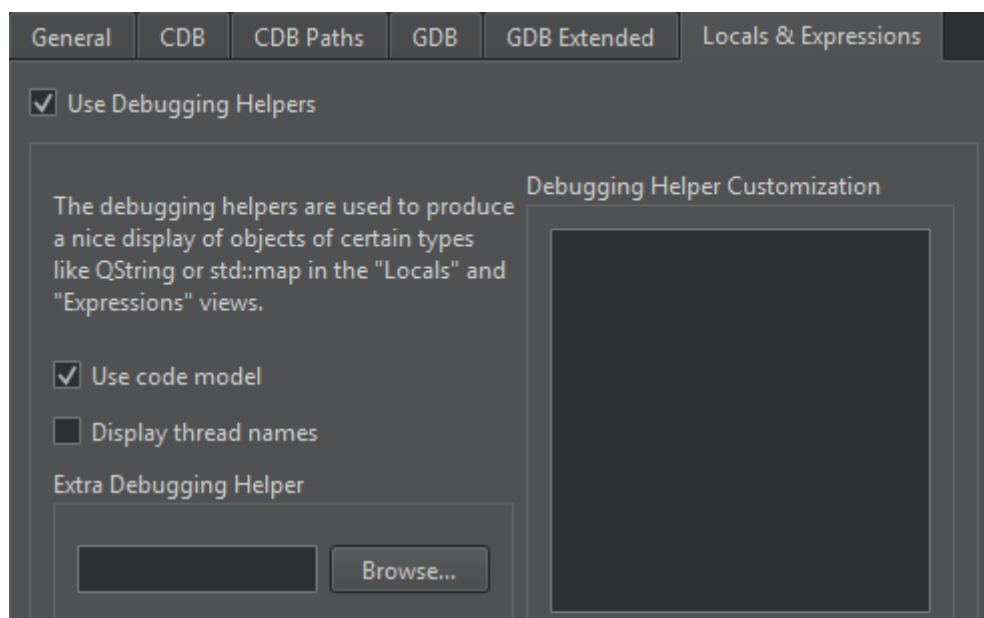
For more information about the **Locals** view, see [Local Variables and Function Parameters](#).

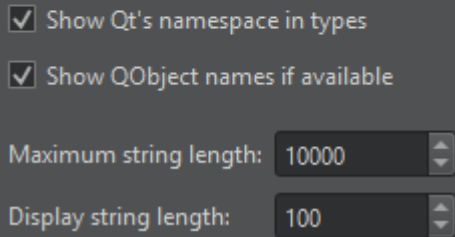
Display low-level data in the debugger

If special debugging of Qt objects fails due to data corruption within the debugged objects, you can switch off the debugging helpers. When debugging helpers are switched off, low-level structures become visible.

To switch off the debugging helpers:

1. Select **Edit > Preferences > Debugger > Locals & Expressions**.



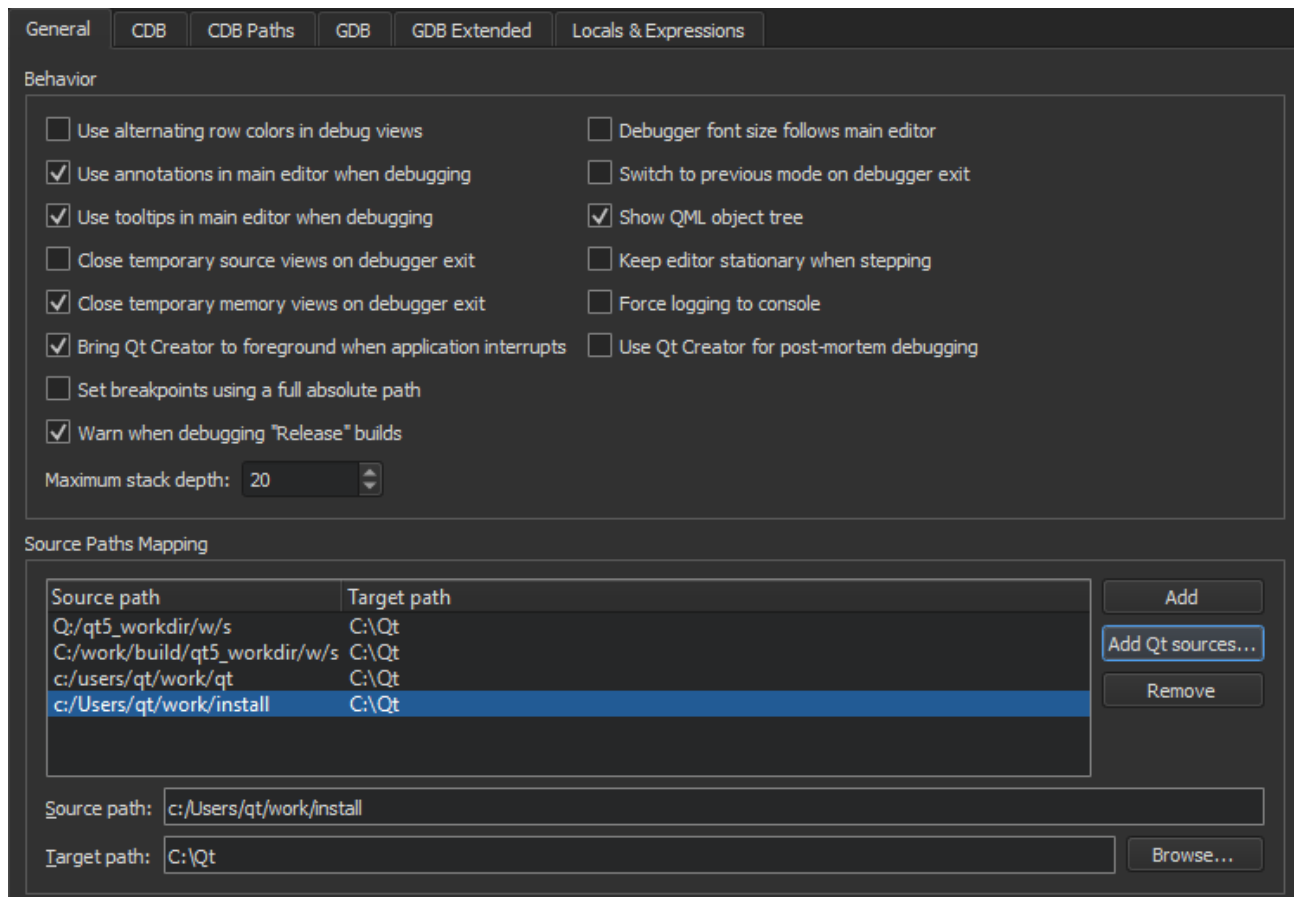


2. Deselect **Use Debugging Helpers**.

See the value of variables in tooltips while debugging

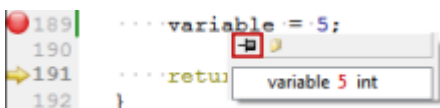
To inspect the value of variables from the editor, you can turn on tooltips. Tooltips are hidden by default for performance reasons.

1. Select **Edit > Preferences > Debugger > General**.



2. Select **Use tooltips in main editor when debugging**.

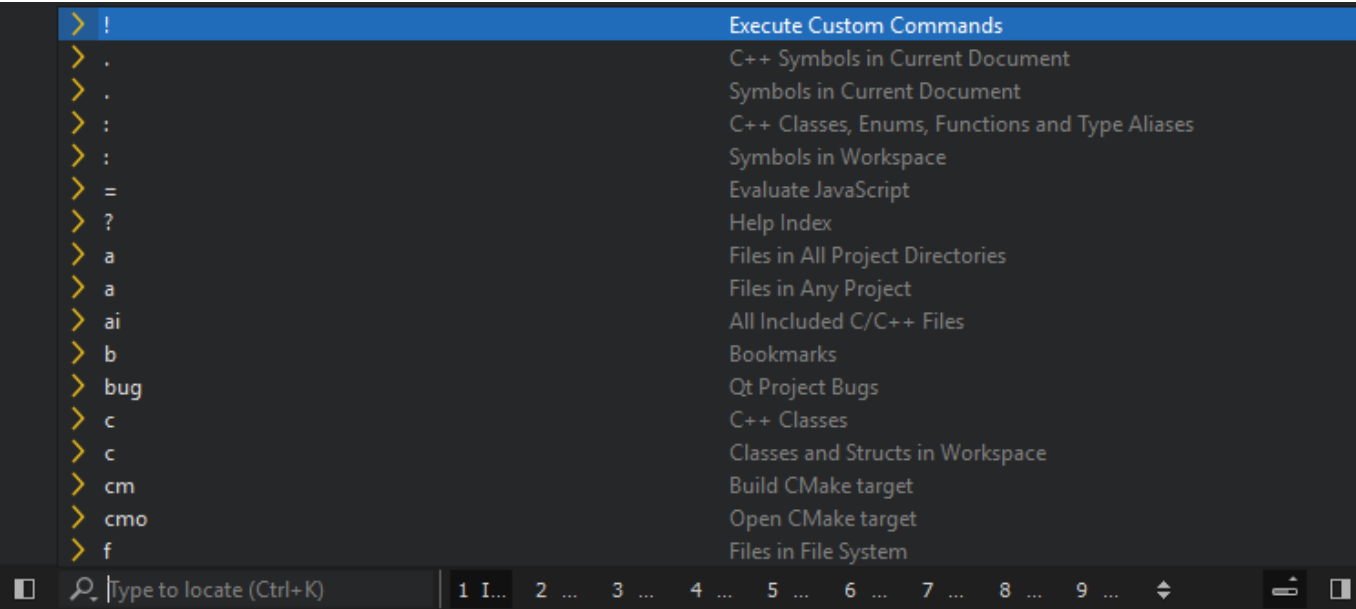
When you hover over a variable in the code editor in **Debug** mode, a tooltip is displayed. To keep the tooltip visible, click the pin button. You can expand pinned tooltips to view their full content.



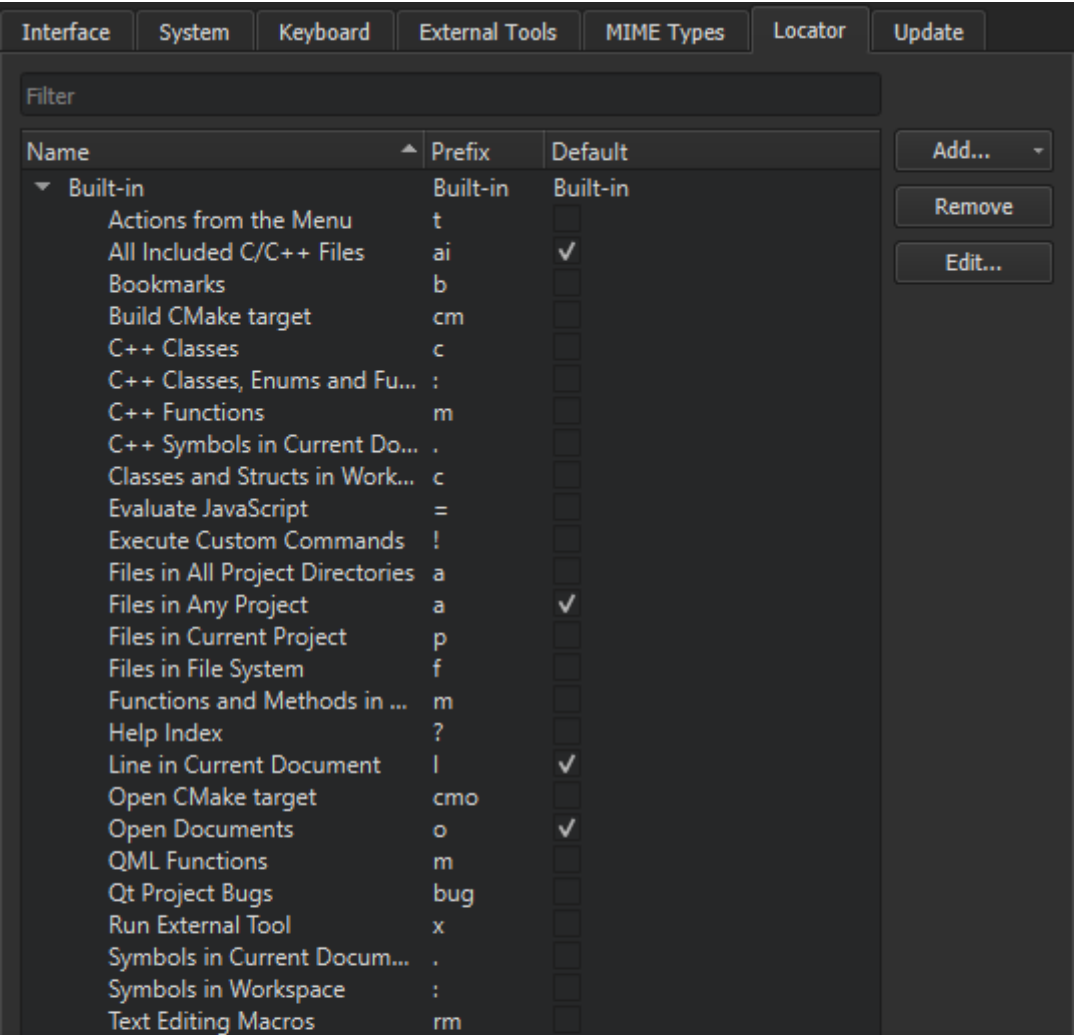
Pinned tooltips are stored in the session. To close all pinned tooltips, select **Close Editor Tooltips** in the context

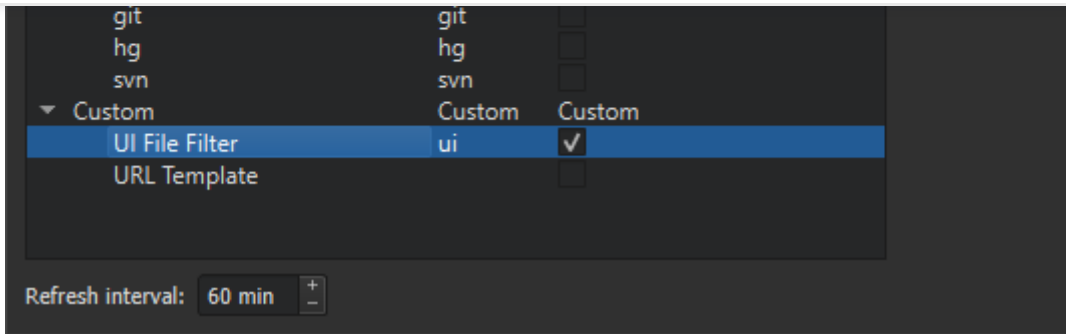
Quickly locate files using the keyboard

The **Locator** provides one of the easiest ways in Qt Creator to browse through projects, files, classes, functions, documentation, and file systems. To quickly access files not directly mentioned in your project, you can create your own locator filters. That way you can locate files in a directory structure you have defined.



To create locator filters, select **Edit > Preferences > Environment > Locator > Add**.





For more information, see [Creating Locator Filters](#).

Perform calculations

Open the **Locator** with **Ctrl+K** and type `=`, followed by a space. You can now do basic calculations, with options to copy the results to the clipboard by navigating through the entries and pressing **Enter**.

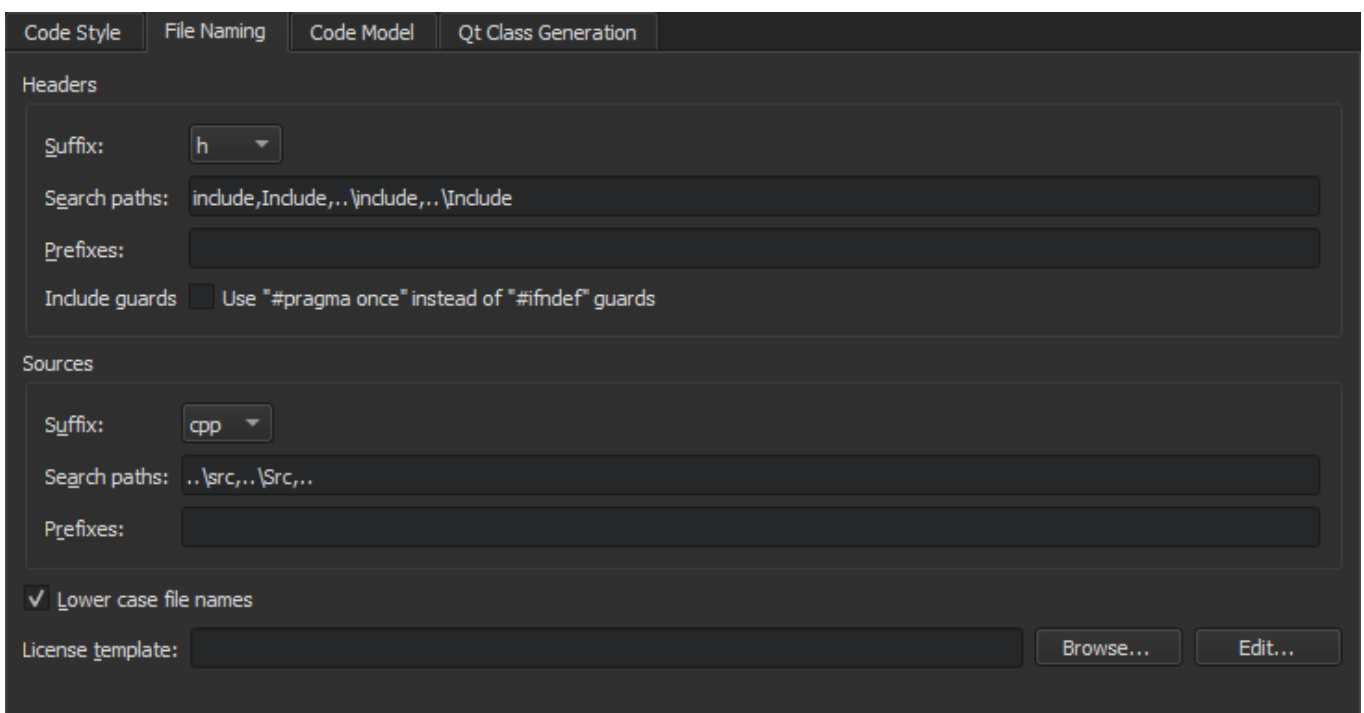
For more information, see [Executing JavaScript](#).

Jump to a function in QML code

Open the **Locator** with **Ctrl+K** and type `m`, followed by a space. You can now go directly to any QML method in the file.

Add a license header template for C++ code

Specify a file containing a license header for C++ in **Edit > Preferences > C++ > File Naming > License template**.



The license file may contain special placeholders enclosed in that are replaced when generating a new file:%%

1. %YEAR%: Year

4. %DATE%: Date
5. %USER%: Username
6. %FILENAME%: File name
7. %CLASS%: Class name (if applicable)
8. %\$VARIABLE%: Contents of environment variable .VARIABLE

Paste text from my clipboard history

Qt Creator stores copied text in clipboard history. To retrieve clips from the history, press **Ctrl+Shift+V** until the clip appears. The number of clips in the history is fixed to 10.

Sort lines alphabetically

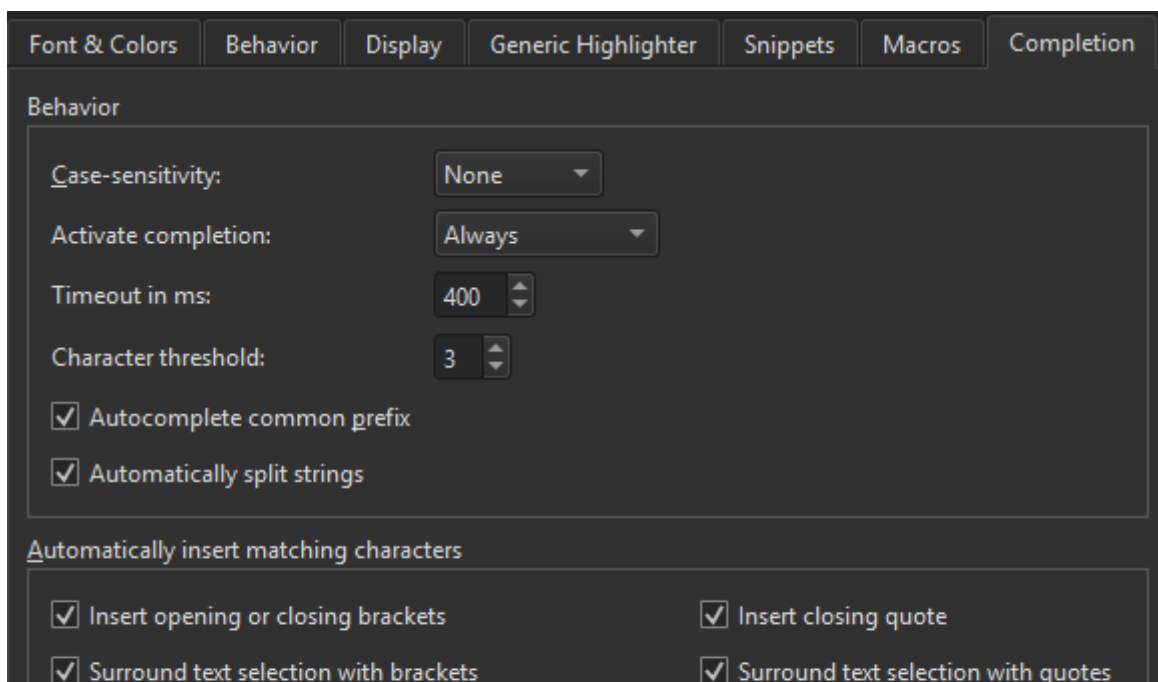
To sort selected lines alphabetically, select **Edit > Advanced > Sort Selected Lines** or press **Alt+Shift+S** (or **Ctrl+Shift+S** on macOS).

Enclose selected code in curly braces, parentheses, or double quotes

When you have selected code and enter one of the following opening characters, the matching closing character is added automatically at the end of the selection:

```
> {  
> (  
> "
```

To specify whether to automatically insert matching characters, select **Edit > Preferences > Text Editor > Completion**.



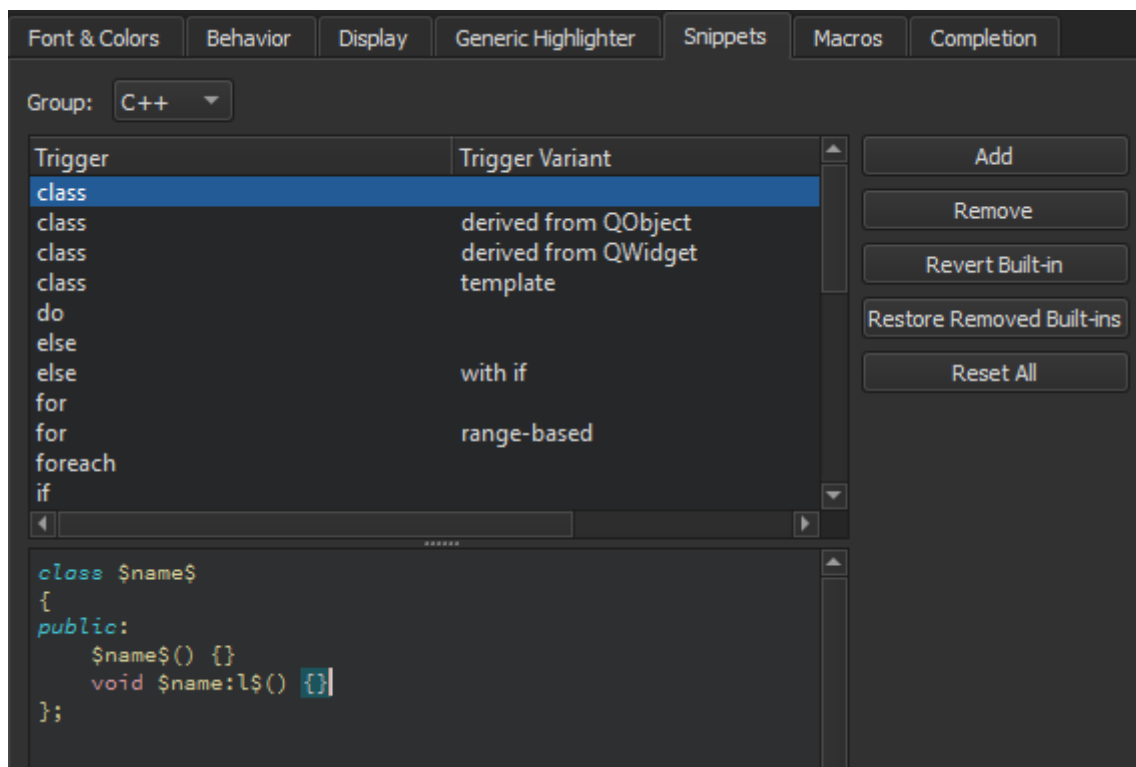
- ☒ Skip automatically inserted character when typing
- ☒ Remove automatically inserted text on backspace

Select the enclosing block in C++

Press **Ctrl+U**.

Add my own code snippets to the auto-complete menu

You can add, modify, and remove snippets in the snippet editor. To open the editor, select **Edit > Preferences > Text Editor > Snippets**.



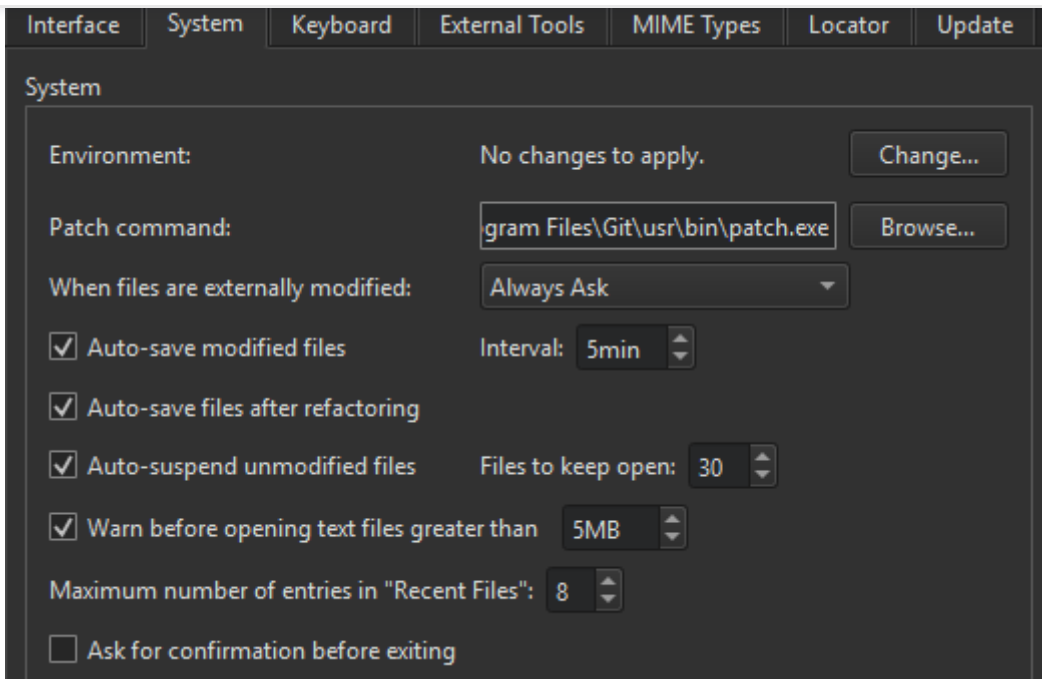
For more information, see [Adding and Editing Snippets](#).

Quickly write down notes somewhere

Select **File > New File > General > Scratch Buffer**. Alternatively, **Ctrl+N** can be used to open this dialog, which is fully navigable via keyboard by using the up and down arrow keys and the tab key.

This creates a new empty text file and saves it to the temporary directory on your machine. You can use it to write down notes without having to worry about deleting the file afterwards. The operating system will eventually remove the file automatically. If you want to keep the file, you can easily save it as a new file somewhere else. If you accidentally close the file, you can find it in the **File > Recent Files** menu.

Configure the amount of recent files shown



Search and replace across files using a regular expression

As an example, say you want to replace equality checks (`()`) with a function (`()`): `foo == bar` `foo.equals(bar)`

1. Ensure that any work you have done is committed to version control, as the changes cannot be undone.
2. Press **Ctrl+Shift+F** to bring up the **Advanced Find** form.
3. Change the scope to whatever is appropriate for your search.
4. Under the **Search for** text field, select the **Use regular expressions** check box.
5. Enter the following text in the **Search for** text field:

```
if \((.*) == (.*)\)
```

6. Press **Search & Replace** to see a list of search results.
7. In the **Replace with** text field, enter the following text:

```
if (\1.strictlyEquals(\2))
```

8. Press **Replace** to replace all instances of the text.

For more information, see [Advanced Search](#).

[< FAQ](#)

[Known Issues >](#)



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