

# Creating Wizards in Code

## Introduction

If the functionality provided by template-based **custom wizards** is not sufficient for your case, you can write wizards in code.

A wizard in Qt Creator is an instance of a class implementing the **Core::IWizardFactory** interface that has a creator function registered with **IWizardFactory::registerFactoryCreator**.

Implementing wizards requires:

- › Writing a factory class that derives from **Core::IWizardFactory**. This is a very generic interface that does not make any assumption about what the wizard does and what its UI looks like.
- › Providing a set of parameters that determine how the wizard shows up in the list of wizards in the **New File or Project** dialog.

When deriving from **Core::IWizardFactory**, the constructor has to call the following setters provided by the base class:

- › setId
  - › setWizardKind
  - › setIcon
  - › setDescription
  - › setDisplayName
  - › setCategory
  - › setDisplayCategory
  - › setDescriptionImage
  - › setRequiredFeatures
  - › setFlags
- › Implementing the wizard UI
- Typically, this will be a class derived from **Utils::Wizard**. **Utils::Wizard** extends **QWizard** with the functionality to show a progress bar on the left.
- › Implementing the wizard functionality

It is recommended to use **Core::GeneratedFile** to represent files that need to be written to disk. They allow to delay writing the actual data to disk till the wizard is done.

Class	Description
<code>Core::IWizardFactory</code>	Qt Creator wizard interface, implementations of which are registered with <code>ExtensionSystem::PluginManager</code> .
<code>Core::GeneratedFile</code>	A file containing name, contents, and some attributes.
<code>Utils::FileWizardPage</code>	Introductory wizard page asking for file name and path.
<code>Utils::ProjectIntroPage</code>	Introductory wizard page asking for project name and path.

## Setters and Getters of IWizardFactory

The setters and getters listed below determine how the wizard shows up in the list of wizards in the **New File or Project** dialog.

Type	Parameter Name	Description
<code>Core::IWizardFactory::WizardKind</code>	kind	Enumeration value that indicates the type of the wizard (project or file).
<code>QIcon</code>	icon	Icon to show.
<code>QString</code>	description	Descriptive text.
<code>QString</code>	displayName	Name to be shown in the list.
<code>QString</code>	id	Unique identifier for the wizard. It also determines the order within a category.
<code>QString</code>	category	Identifier of the category under which the wizard is to be listed. It also determines the order of the categories.
<code>QString</code>	displayCategory	Description of the category.

All wizards that have the same category set will be grouped together in the **New File or Project** dialog.

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