

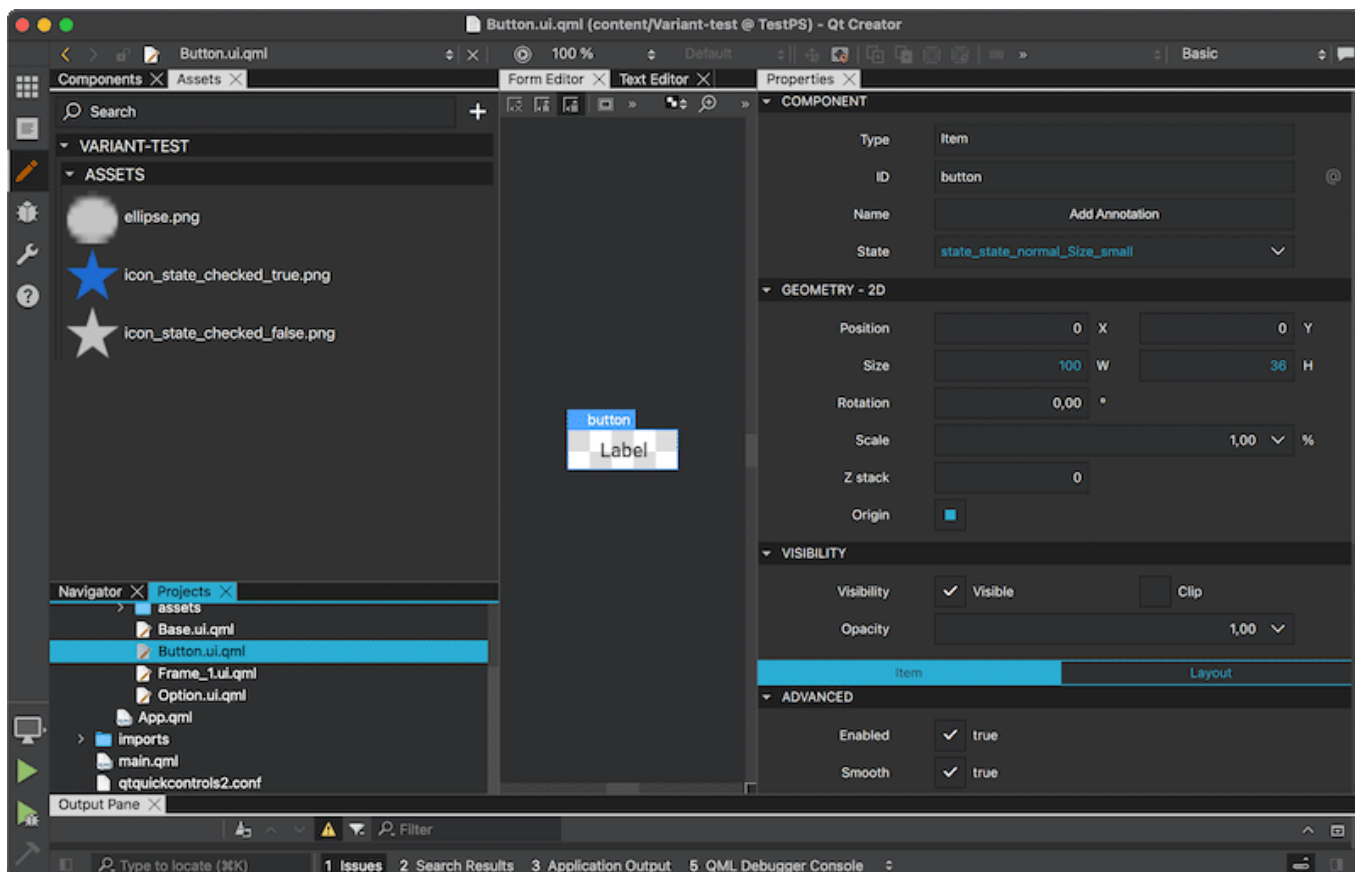
导入 2D 资源

您可以将2D资源（如图像、字体和声音文件）导入Qt Design Studio，以便在项目中使用它们。

若要导入资源，请将包含该资产的外部文件从 Windows 上的“文件资源管理器”（例如）拖放到 **2D**、“**导航器**”或“**代码**”视图中。或者，选择“**资源**>+”，然后按照“**资源导入**”对话框中的说明进行操作。您还可以多选多个外部资源文件，将它们同时拖放到Qt设计工作室。

导入的图像将显示在“**资源**”中。如果通过将资源拖动到 **2D** 视图来启动导入，则它们也会作为图像组件添加到项目中，并且您可以在 **2D** 和“**导航器**”视图中查看它们。如果将外部字体文件拖到 **2D** 视图中，则该字体文件将作为文本组件添加到项目中。其他导入的资源（如声音文件）将仅显示在“**资源**”中，然后您可以将它们拖放到合适的视图中。

从其他设计工具导入设计

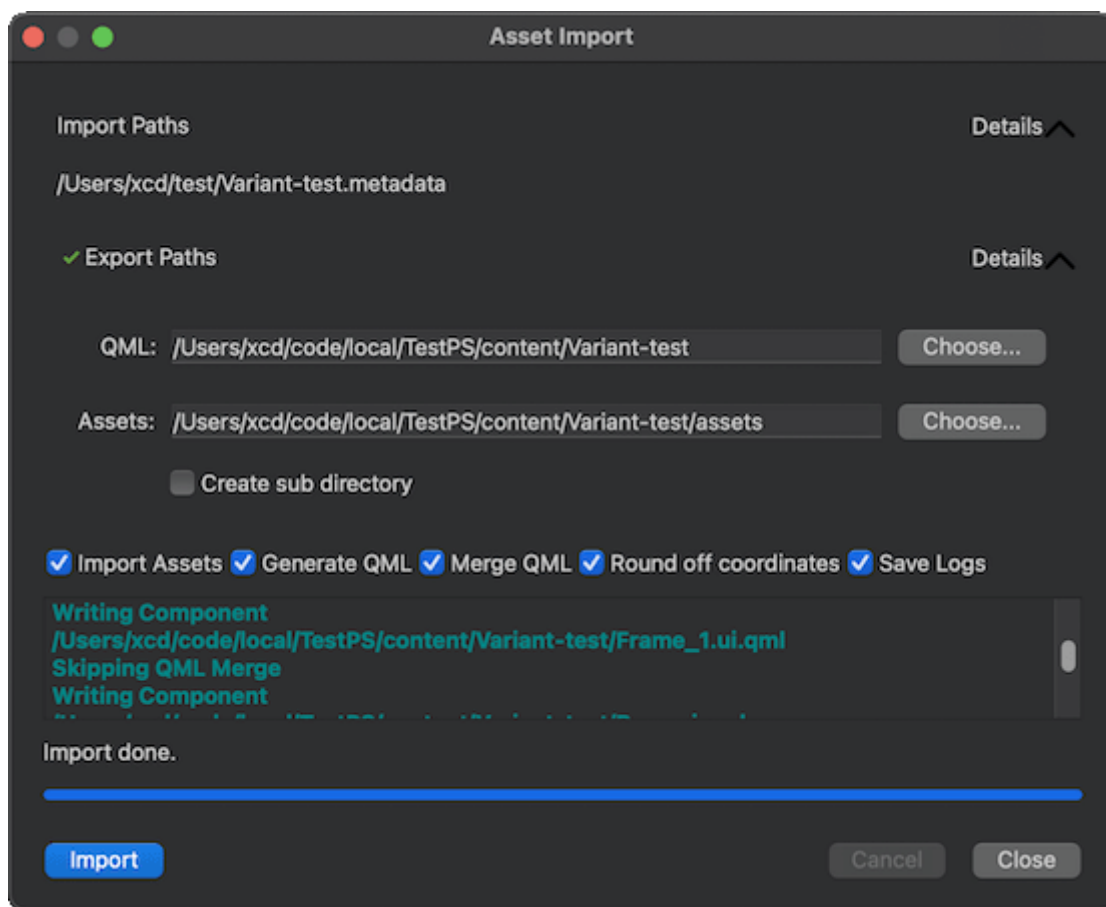


Qt 桥接使您能够导出资源，然后将其作为图像和 QML 文件导入 Qt 设计工作室项目，以便在 **2D** 视图中进行编辑。如果您在最初用于创建设计的设计工具中对设计进行了更改，则可以将更改合并到现有的 QML 文件中，而

以下说明使用空项目作为示例。有关您拥有的选项的更多信息，请参见[创建项目](#)。

要将导出的资源导入到 Qt 设计工作室项目中：

1. 选择“**文件**”>“**新建项目**”>“**常规**”>“**空**”。添加有关项目的**详细信息**，然后选择“**创建**”。
2. 在“**项目**”中，双击“**屏幕01.ui.qml**”以移动到“**设计**”模式。
3. 选择“**资产**”>“**+**”。
4. 选择导出资源的文件夹。
5. 在下拉菜单中选择“**压缩元数据 (*.qtbridge)**”或“**导出的元数据 (*.元数据)**”以筛选导出的文件。
6. 选择要导入的文件，然后选择“**打开**”。
7. 选择“**导入路径**”字段旁边的“**详细信息**”以显示从中导入导出资源的路径。



8. Select **Details** next to the **Export Paths** field to display the paths to copy the assets to.
9. In the **QML** field, you can change the folder to copy the QML files to.
10. In the **Assets** field, you can change the folder to copy the image files to.
11. Select the **Create sub directory** check box to import the assets in a sub directory inside **Export Paths**.
12. Deselect the **Import assets** check box if you only want to create QML files.
13. Deselect the **Generate QML** check box if you only want to import assets.
14. Select the **Merge QML** check box if you have imported the assets before and want to merge the changes into existing QML files instead of overwriting the existing files. See [Merging QML Files](#).
15. Select the **Round off coordinates** check box to round off the position and dimension values to integers in the generated QML files.
16. Select the **Save Logs** check box to write the export logs to a text file inside the directory selected in **QML** export path.

The imported assets are displayed in **Assets** as images. The components that you specified in the design tool are displayed in **Components** > **My Components** as well as in the **Projects** view as separate QML files. To use them, drag-and-drop them from **Components** to the **2D** or **Navigator** view.

If asset importer conflicts, warnings, and errors are displayed in the **Asset Import** dialog while importing, fix the issues in design tool and export the assets again.

Merging QML Files

When you re-import a QML component, the changes done in Qt Design Studio are preserved. The QML item changes in the existing QML component are copied to the corresponding QML item in the new component.

The following rules are observed while merging QML components.

- › While importing, a unique identifier (UUID) is added for each QML item in the component. The UUID is used to find the corresponding QML item in the existing component.
- › New item properties in the existing component are added to the corresponding item in the new component.
- › When a QML property is set in both old and new QML item, the property in the new item remains unchanged. This rule does not apply to binding properties. In case of bindings, changes done in Qt Design Studio are preserved.
- › New child items are added to the corresponding item in the new component.
- › QML items for which a corresponding QML item is not found in the existing component, are added under the root item of the new component.

Qt Bridge for Sketch Tutorials

For more information, read the tutorials about using Qt Bridge for Sketch that are also accessible from the **Tutorials** tab of the Welcome mode:

- › [Sketch Bridge Tutorial Part 1](#)
- › [Sketch Bridge Tutorial Part 2](#)

[‹ Importing Designs](#)

[Using Custom Fonts ›](#)



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