

用户界面文本指南

遵循本节中的准则，以确保您的扩展与 Qt Creator UI 一致，并且可以轻松地将其本地化为不同的语言。

编写 UI 文本时，请确保它是：

- 与现有的 Qt 创建者 UI 术语一致
- 简短明了
- 中立、描述性和事实正确
- 毫不含糊
- 可翻译成不同的语言

语法和风格

所有 UI 文本都必须是语法正确的英语，并使用书面语言的标准形式。不要使用方言或俚语。使用惯用语，即英语特有的表达方式。如果可能的话，请以英语为母语的人进行 UI 文本应简明扼要，并经济地制定。避免不必要的内容单词和短语。但是，更重要的是文本有用且易于理解。

避免使用第二人称来称呼用户。使用中性语气或被动语态，但必要时使用正式地址。在称呼用户时，请避免使用“请”一词。例外情况是一些版权文本和简短的命令句，否则例如，*请稍候*。

避免在菜单名称和项中使用缩写。如果某个单词没有完整拼写或连字的空间，请根据英文缩写规则对文本进行缩写。

避免宫缩。例如，写入*不能*而不是*不能*。

标点

避免在菜单名称和项中使用标点符号或特殊字符。

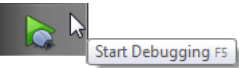
按如下方式使用标点符号：

- 在消息中使用句号。
- 切勿在菜单项名称的末尾使用句号（.）。
- 在菜单项名称的末尾放置三个句号（...），这些菜单项名称会打开需要用户操作的对话框。
- 仅在需要用户额外注意或具有特殊重量的文本中使用感叹号（!）。
- 在变量值两边使用引号（"”）。例如，**关闭项目“qt创建者”**。为了保持一致性，请使用双引号在用户可见的字符串中强调或区分文件名、目录名称、URL 等。
- 不要使用前导、尾随或多个空格来对齐邮件中的文本，因为翻译工具可能无法正确处理它们。

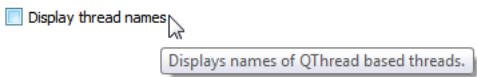
编写工具提示

工具提示包含有关图标、菜单项或其他 UI 元素的有用信息。当用户将鼠标指针放在 UI 元素上时，将显示它们。还可以向 UI 添加始终可见的描述性文本。

对于图标，可以使用命令名称作为工具提示。在这种情况下，请使用书籍样式的大小写，并且不要在工具提示后添加句点。



工具提示还可以包含完整的句子。尝试使它们尽可能简短和简洁，同时仍然使它们在语法上正确。像对待任何句子一样使用句子样式的大小写和标点符号。



在设计模式下编写工具提示

在 Qt 设计器中，对工具提示使用纯文本。要获得额外的格式，请在富文本编辑器的源代码选项卡中编写简短的规范 HTML：<html><head/><body>Note: text</html>。Qt Designer 有一个功能，可以简化富文本（默认情况下处于打开状态），但是，您仍然应该通过查看“源”选项卡进行验证。

编写消息

检查消息是否简洁且具有经济的表述。但是，更重要的是消息有用且易于理解。

将许多新的和不同的句子结构的使用保持在最低限度。重用在类似情况下使用的句子结构。例如：

- 无法将日志作为所选消息类型发送。文本太长。

- › 映像名称已在使用中。
- › 文件夹名称已在使用中。

UI Text Capitalization

Two styles are used, book title and sentence style:

- › Example of Book Title Capitalization
- › Example of sentence style capitalization

Using Book Style Capitalization

When using book style capitalization, capitalize all words, except prepositions that are shorter than five letters (for example, 'with' but 'Without'), conjunctions (for example, and, or, the). However, always capitalize the first and last word.

Use book style capitalization for:

- › Titles (window, dialog, group box, tab, list view columns, and so on)
- › Functions (menu items, buttons)
- › Selectable items (combobox items, listbox items, tree list items, and so on)

Checking Book Style Capitalization

You can use the `to-title-case.js` script in the folder to check book style capitalization of UI text or headings in documentation: `\doc\titlecase`

1. Open `to-title-case.html` in a browser.
2. Enter the UI text in the field.
3. Click **Convert**.

The UI text with suggested book style capitalization is displayed in the field to the right.

Note: The script is based on word lists; it does not perform grammatical analysis. Therefore, it might get the capitalization wrong if you use a rare meaning of a word. For example feathers and not direction when you write *down*. However, you should be able to trust it in most cases in the context of writing UI text and technical documentation.

Using Sentence Style Capitalization

When using sentence style capitalization, capitalize only the first letter, except proper names.

Use sentence style capitalization for:

- › Labels
- › Tool tips
- › Descriptive text
- › Other non-heading or title text

Preparing for Localization

Qt Creator is localized into several languages. Consistency and conciseness make UI text easier to translate.

Marking UI Text for Translation

Make sure the text strings presented to the user are easy to translate. The user interface text strings are enclosed in calls and extracted from the source code during the translation process. The translator might not know the source code context of the messages. `tr()`

You can add comments that are visible in Qt Linguist (`//:`) to clarify the context. For example:

```
//: Contact book "Add person" button label
return tr("Add");
```

If the class is not `Q_OBJECT`, use or consider using `Q_DECLARE_TR_FUNCTIONS`. Do not use `QObject`, which is confusing because the messages appear grouped by class context in Qt Linguist. `QObject` do not have a class context. `QCoreApplication::translate("class context", "message")`

Use for file and directory names that you pass to `QDir::toNativeSeparators(tr()).arg()`

Do not use markup that spans the whole string, because that can be confusing for translators. For example, instead of:

```
tr("<html><head></head><body><span>UI Text</span></body></html>")
```

use

Features of Languages or Writing Systems

To allow for localization of your extensions, consider the impact that languages and writing systems have on the implementation.

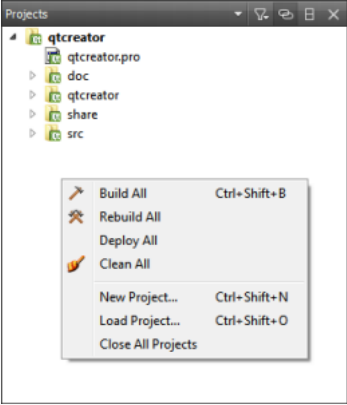
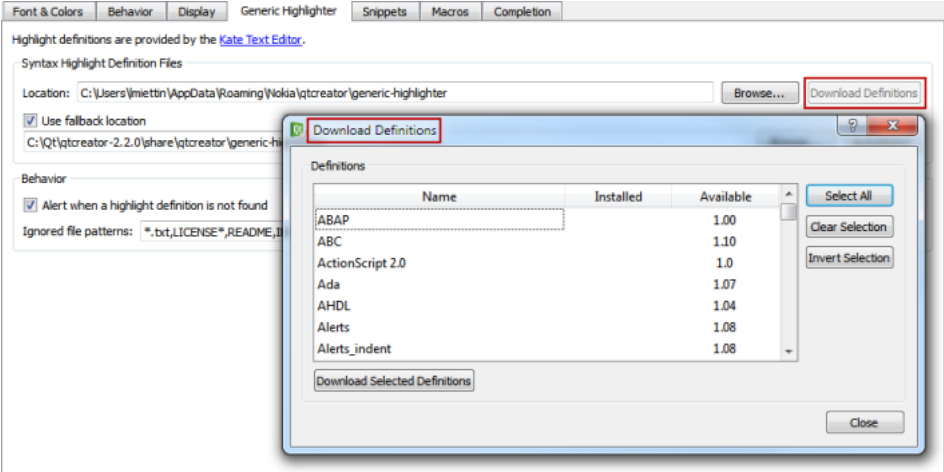
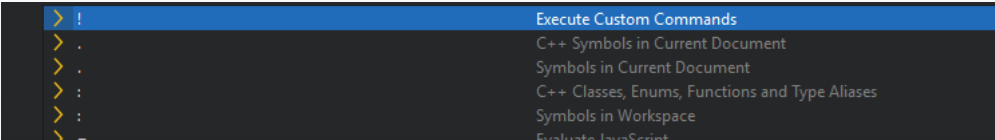
Features of Languages or Writing Systems	Impact on Implementation
Word order	Different languages have different word order rules. Do not use run-time concatenation. Use complete phrases and "%1" formatting instead. For example, use: tr("Foo failed: %1").arg(message) instead of tr("Foo failed: ") + message
Singular vs. plural vs. dual forms	Some languages do not have plural form (for example, Chinese and Japanese), whereas some have a different form for dual. Allow room for text expansion in the layout design. Some languages need more space to indicate plurality or duality to convey the need. For example, use tr("%n files found", 0, number) instead of tr("%1 files found").arg(number)
Gender	Some languages have gender (feminine, masculine, neutral), whereas some do not (for example, Finnish) or do not use it extensively (if). Do not reuse text strings. The same term may not work in another context due to the gender of the base word. Articles have a grammatical gender in some languages and sentences cannot be as easily constructed as in English. Avoid following try tr("%1 failed").arg(someCondition ? "the operation" : "opening a file")

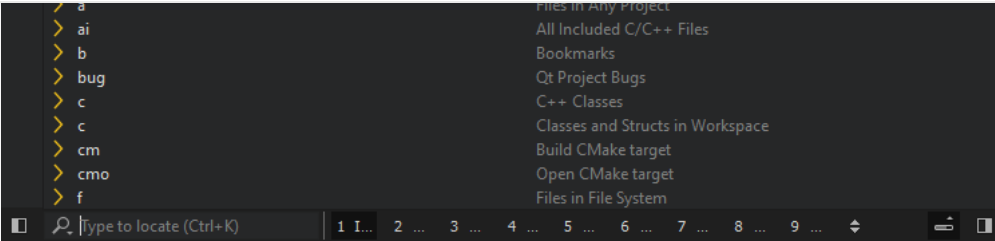
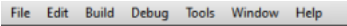
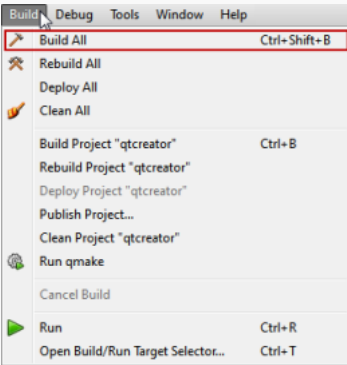
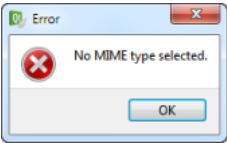

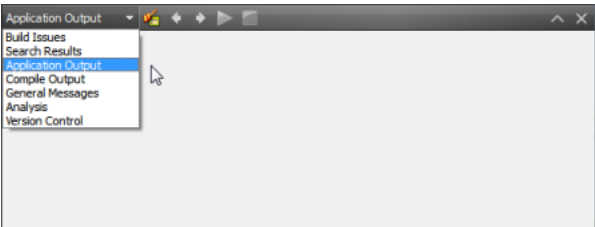

Common Qt Creator Terms

This section summarizes the terminology used for common Qt Creator UI components. It also describes the conventions for naming different types of UI components.

Always check that the term you plan to use is not used to mean something else in the UI. If a suitable term already exists, use it. For example, use *Find* for searching and *New* for wizard objects.

For more information on how to add UI components, see [Common Extension Tasks](#).

UI Text	Usage
Context menu	<p>Opens when users right-click on the screen. Contents depend on the context.</p> 
Dialog	<p>User interface element that usually contains a number of choices or allows the user to give input to the application. Opens when users select a menu item or button.</p> 
Locator	<p>Allows you to browse not only files, but any items defined by locator filters.</p> 
UI Text	

		
Menu	<p>Contains menu items that represent commands or options and that are logically grouped and displayed. A menu can also contain submenus.</p> 	
Menu item	<p>Represents a command or an option for users to choose.</p> 	
Message box	<p>Dialog that provides feedback to users, in the form of status information, a warning, or an error message.</p>  <p>Output from Qt Creator should be displayed in output panes, instead.</p>	
Mode	<p>Modes correspond to complete screens of controls, specialized for a task.</p> 	
Output pane	<p>A pane displayed in the task pane that displays output from Qt Creator.</p> 	
Sidebar	<p>A view available in the Edit and Debug modes that you can use to browse projects, files, and bookmarks, and to view the class hierarchy.</p> 	
UI Text		Usage

QtDOCUMENTATION

Qt Creator

Open Documents

Bookmarks

File System

Class View

Outline

Type Hierarchy

dist

doc

lib

scripts

View

An area of the screen that displays information for users and provides them with functions for managing the information. Available in **Debug** mode, for interaction with t program that is running under the control of the debugger.

Debugger CDB for "analogclock" Threads: #2 Stopped.

Level	Function	File	Line	Number	Function
1	NtUserMsgWaitForMultipleObjectsEx	win32u			
2	MsgWaitForMultipleObjectsEx	USER32			
3	QByteArray::operator!=	Qt5Cored			
4	qt_plugin_query_metadata	qwindowsd			
5	QByteArray::operator!=	Qt5Cored			
6	QByteArray::operator!=	Qt5Cored			
7	QByteArray::operator!=	Qt5Cored			
8	QOpenGLFunctions_3_3_Compatibility::glMultiTexCoord1dv	Qt5Guid			
9	main	main.cpp	169		
10	invoke_main	exe_common.inl	79		
11	__scrt_common_main_seh				
12	__scrt_common_main				
13	mainCRTStartup				
14	BaseThreadInitThunk				
15	RtlUserThreadStart				

Address: 0x7ff7:447b:91cc

Function: main

File: C:\Qt5\Examples\Qt-5.12.1\gui\analogclock\main.cpp

Line: 169

Module: analogclock

Note: Sources for this frame are available.
Double-click on the file name to open an editor.

< External Tool Specification Files

Qt

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https://doc.qt.io/qtcreator-extending/qtcreator-ui-text.html

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