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创建项目

Qt Design Studio的主要优点之一是它允许设计师和开发人员团队使用用于设计,开发,分析和调试的通用工具跨不同的开发平台共享项目。

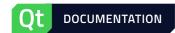
通过创建项目, 您可以:

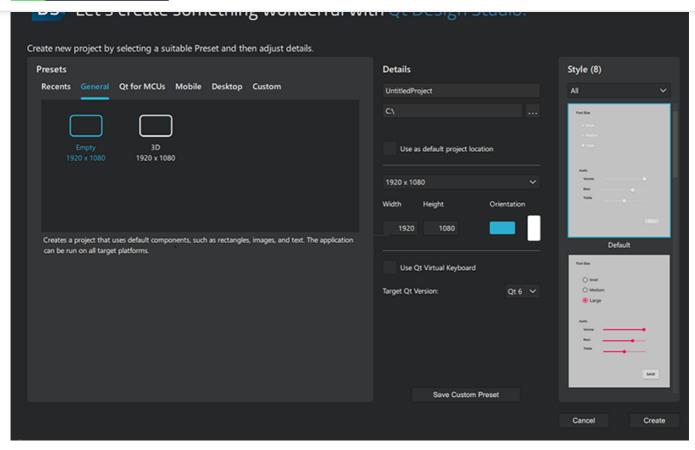
- > 将文件组合在一起。
- ▶ 包括 UI 文件 (.ui.qml) 、组件文件 (.qml) 和资源文件。
- 》 指定用于预览 UI 的设置。

在Qt Design Studio中设置新项目由一个向导辅助,该向导具有一组预设,您可以从中进行选择。您可以调整项目设置并存储自定义预设。创建项目时,将创建所有必要的文件。

以下预设可用:

类别	预设	目的
最新消息		列出最近使用的预设。
常规	空	创建使用默认组件(如矩形、图像和文本)的项目。您可以在所有目标平台上运行该应用程序。
	.3D	创建使用默认和 3D 组件 (如照相机、光源、3D 模型和材质) 的项目。
适用于微控制 器的 Qt	单片机	创建一个应用程序,该应用程序使用默认组件的子集(由 Qt for MCU 支持),您可以在 MCU 板上部署、运行和调试这些组件。
移动	滚动	创建一个应用程序,该应用程序使用 Qt 快速控件来实现可滚动的列表。
	器国	创建一个应用程序,该应用程序使用 Qt Quick 控件实现具有基于堆栈的导航模型的一组页面。
	刷卡	创建一个应用程序,该应用程序使用 Qt 快速控件来实现可旋转的屏幕。
桌面	发射	创建使用默认组件(如矩形、图像和文本)的项目,并定义启动器应用程序。
习惯		列出已保存的自定义预设。
		注意 :如果没有保存的自定义预设,则此选项卡不可见。





要测试设计的效果,您可以在桌面、嵌入式 Linux 设备或 Android 设备上预览 UI。有关更多信息,请参阅 使用目标硬件进行验证。

您可以从其他设计工具导出设计并将其导入到项目中。有关更多信息,请参见从设计工具导出和从其他设计工具导入设计。

创建项目

要创建项目:

- 1. 选择"**文件>新建项目"**。
- 2. 在"预设"选项卡中,选择一个预设。
- 3. In the **Details** tab:
 - Enter a name for the project. Keep in mind that projects cannot be easily renamed later.
 - > Select the path for the project files. You can move project folders later.
 - > Set the screen resolution for previewing the UI on the desktop or on a device. This determines the screen size. You can change the screen size later in Properties.
 - > Select **Use Qt Virtual Keyboard** to enable users to enter text using a virtual keyboard.
 - In Target Qt Version, select the Qt version to use for developing the application. While you can change the Qt version later in the Run Settings of the project, keep in mind that the two versions are not fully compatible.
- 4. In the **Style** tab, select one of the predefined UI styles to use.
- 5. Select **Create** to create the project.
- Qt Design Studio creates the following files and folders:



- .qml file defines the functionality and appearance of a component.
- > Screen01.ui.qml defines a custom component that you can edit in the 2D view. For more information, see UI Files.

By default, this is the main file in the project, but you can change that in the .qmlproject file. While the custom component is a good starting point for new users, you don't have to use it. Specifically, if you export and import designs using Qt Bridge, your main file is most likely called something else. For more information, see Exporting from Design Tools.

- *CMakeLists.txt* project configuration file allowing you to share your project as a fully working C++ application with developers.
- qtquickcontrols2.conf file specifies the preferred style and some style-specific arguments.
- *fonts* folder contains font files that you have added in **Assets**.
- imports folder contains a Constants.qml file that specifies a font loader for the Arial font and the screen resolution. The size of the default Screen.ui.qml Rectangle should be set as so that it inherits the global resolution saved here.width: Constants.width & height: Constants.height
- qmldir module definition file declares the Constant component. For more information, see Module Definition qmldir Files.

To use JavaScript and image files in the UI, select **Assets** > + .

Using Custom Presets

You can save project settings as custom presets. All saved custom presets are available on the **Custom** tab in the **Create Project** wizard. You cannot modify custom presets once you have created them.

To create a custom preset:

- 1. In the Create Project wizard, set the details and style that you want to use.
- 2. Select **Save Custom Preset** and give a name for the custom preset.

Adding Files to Projects

You can use wizard templates to add individual files to projects.

The wizard templates in the **Qt Quick Controls** category create stylable versions of the components in the **Qt Quick Controls** module. For more information, see Creating Custom Controls.

You can create the following types of files:

Category	Wizard Template	Purpose
Qt Quick Files	Flow Item and Flow View	Generate components that you can use to design the application flow.
	Qt Quick File Wizard Template	Generates a component with one of the following default components or positioners as the root component: Item, Rectangle, Image, Border Image, Flickable, Row, Column, Flow, or Grid. Purpose



O C O O I C I C	deficiates a difa view of a fist views for more importation, see fist and difa views.
Views	
Custom Button	Creates a push button with a text label.
Custom CheckBox	Creates a check box.
Custom Dial	Creates a dial.
Custom Slider	Creates a slider.
Custom SpinBox	Creates a spin box.
Custom Switch	Creates a switch with on and off states.
Pane	Provides a background that matches the UI style and theme.
StackView	Provides a stack-based navigation model.
SwipeView	Enables users to navigate pages by swiping sideways.
ListModel	Adds a list model to the project.
JavaScript File	Generates files that you can use to write the application logic. This is useful for testing the application before the developers implement the application logic in C++, for example. For more information, see Simulating Application Logic.
	Custom Button Custom CheckBox Custom Dial Custom Slider Custom SpinBox Custom Switch Pane StackView SwipeView ListModel JavaScript

< Keyboard Shortcuts Use Cases >











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