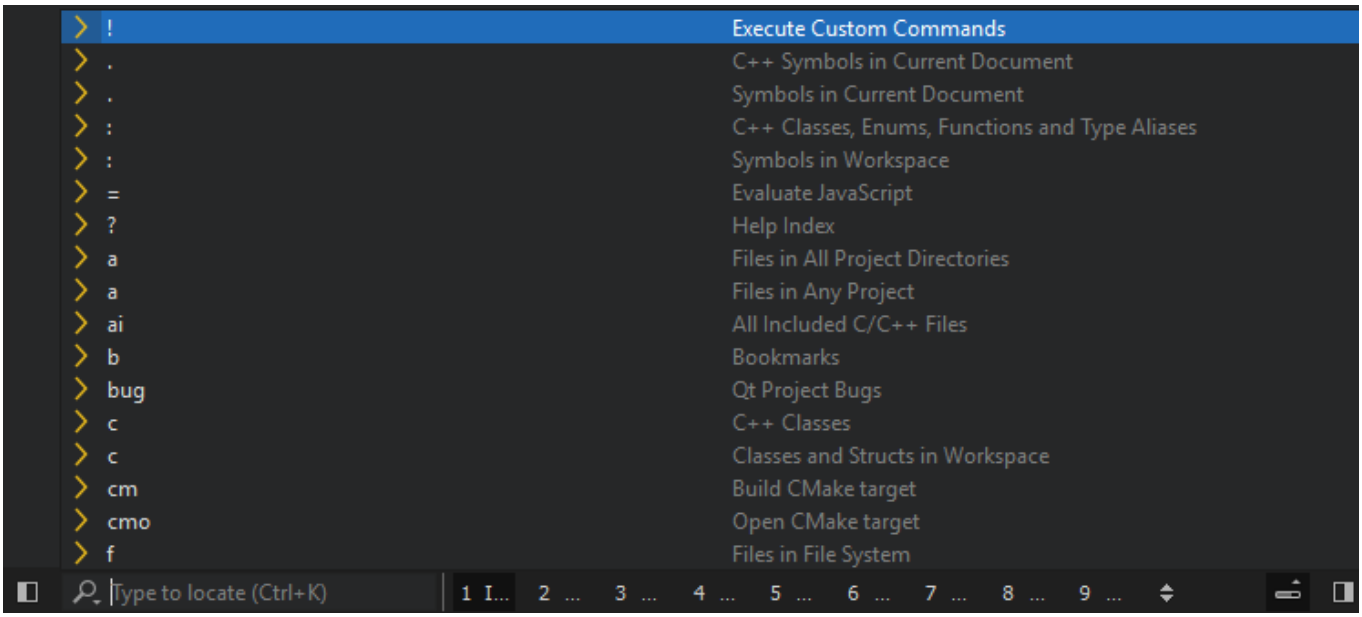
使用定位器进行搜索

您可以在 Qt 创建者窗口的左下角找到定位器。

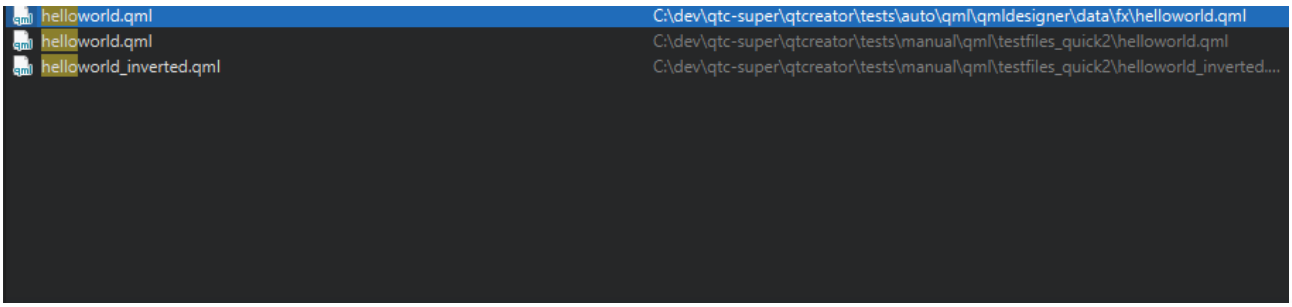


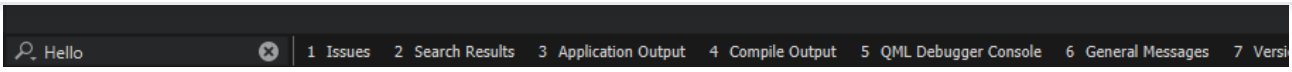
要激活定位器：

- 按 **Ctrl+K** （在 macOS 上，**厘米+K**）。
- 选择"**工具**>**查找**"。
- 选择**编辑**>**转到行**。
- 单击编辑器工具栏上的行和列指示器。

要使用定位器在当前打开的项目中打开名为 *HelloWorld.qml 的 QML* 文件，请执行以下操作：

1. 按 **Ctrl+K** 激活定位器。
2. 开始键入文件名。





3. 移动到列表中的文件名，然后按 **Enter** 键。

   该文件将在编辑器中打开。

4. 要移动到文件中的线，请在定位器中输入行号。

要在打开文档时直接移动到文档中的特定行和列，请将它们附加到定位器中的文件名中，以加号 （+） 或冒号 （:） 分隔。例如，要将*"你好世界.qml"*打开到第 41 行和第 2 列，请输入：。`HelloWorld.qml:41:2`

如果文件的路径很长，则可能无法放入定位器窗口。要查看完整路径，请在选择文件名时按 **Alt**，或使用定位器窗口旁边的手柄增加窗口宽度。

也可以只输入搜索字符串的一部分。键入时，定位器将显示该字符串的出现次数，而不管该字符串在组件名称中的哪个位置出现。某些定位器过滤器（如冒号和 ）支持*模糊*匹配，这意味着在使用驼峰大小写时可以输入大写字母来定位符号，在使用蛇形大小写时可以输入下划线后面的字母。`m`

要缩小搜索结果的范围，可以使用以下通配符：

- 要匹配任意数量的任意字符或无字符，请输入 。*
- 要匹配任何字符的单个实例，请输入 。？

使用定位器过滤器

通过定位器，您不仅可以浏览文件，还可以浏览由**定位器过滤器**定义的任何项目。可用的筛选器取决于文件类型：

- Locating any open document (o)
- Locating files anywhere on your file system (`f`)
- Locating files belonging to your project (), such as source, header, resource, and files, or to any project (`p.uia`)
- Locating bookmarks (). For more information, see Using Bookmarks.b
- Locating class (), enum, function (), and type alias definitions in your project or anywhere referenced from your project (`cm:`)
- Locating QML methods (`m`)
- Locating symbols in the current document (`.`)
- Locating a specific line and column in the document displayed in your editor (`l <line_number>:<column_number>`)
- Opening help topics, including Qt documentation (?)
- Performing web searches (`r`)
- Running text editing macros that you record and save (). For more information, see Using Text Editing Macros`rm`
- Executing JavaScript (), especially useful for calculations. For more information, see Executing JavaScript.=
- Executing shell commands (`!`)
- Executing version control system commands (, , , , or). For more information, see Using Version Control Systems.`bzrcvsgithgsvn`
- Triggering menu items from the main menu (`t`)

(). The following tools are used by default, but you can configure the locator to use any other command:md

- On macOS: using Spotlight
- On Windows: using Everything
- On Linux: using the commandLocate

- Running external tools (x)
- Using CMake to build the project for the current run configuration (). For more information, see Setting up CMake.cm
- Opening the CMakeLists.txt file for the current run configuration in the editor (). This is the same build target as when you select **Build** > **Build for Run Configuration**.cmo

To use a specific locator filter, type the assigned prefix followed by **Space**. The prefix is usually a single character. Then type the search string (typically, a filename or class name) or the command to execute.

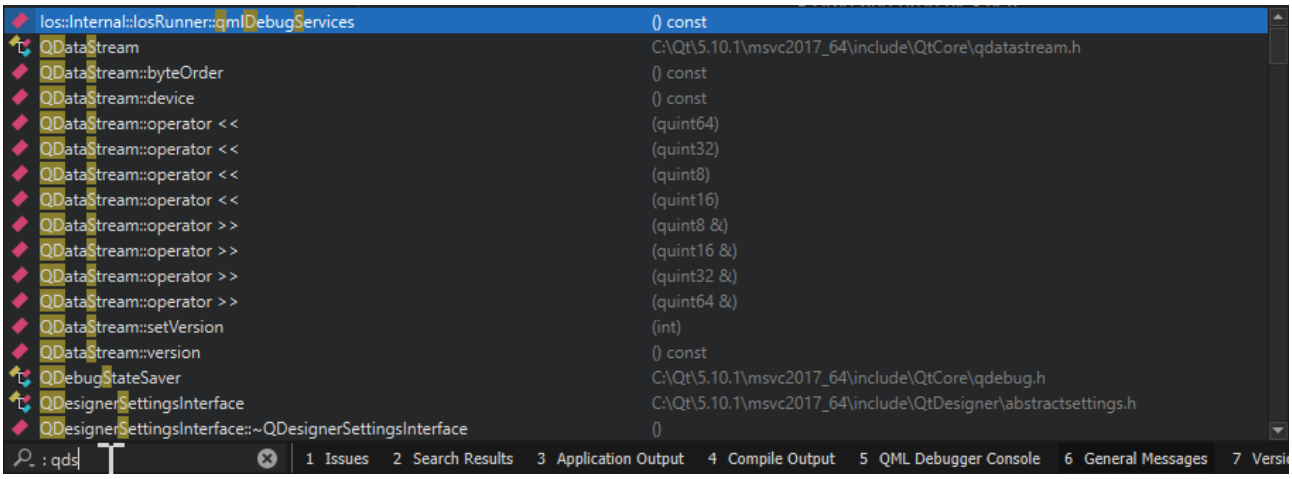
You can also double-click a locator filter in the filter list to use it. You can use the up and down arrow keys or the **Ctrl+P** and **Ctrl+N** keyboard shortcuts to move up and down the list, and then press **Enter** to use the selected filter.

For example, to locate symbols matching QDataStream:

1. Activate the locator.
2. Enter a colon (:) followed by a space and the upper case letters in the symbol name (QDataStream):

```
: qds
```

The locator lists the results.



Filters locating files also accept paths, such as . Filters locating class and function definitions also accept namespaces, such as . For example, to create a new file and open it in the editor, type followed by **Space**, followed by path and file name, and then press **Enter**.tools/*main.cppUtils::*Viewf

You can use the filter that triggers menu commands to open sessions. Enter or to trigger **File** > **Sessions** > *yoursessionname*.t yoursesst sess yoursess

By default, the following filters are enabled and you do not need to use their prefixes explicitly:

- Going to a line and column in the current file ().l

If locator does not find some files, see Specifying Project Contents for how to make them known to the locator.

Configuring Locator Filters

If the default filters do not match your use case, you can check whether you can change them. For all filters, you can change the filter prefix and restrict the search to items that match the filter.

To configure a locator filter:

1. In the locator, click (**Options**) and select **Configure** to open the **Locator** preferences.
2. Select a filter, and then select **Edit**.
3. Specify the prefix string.
4. To implicitly include the filter even when not typing a prefix as a part of the search string, select **Include by default**.
5. Set other available preferences. For more information, see Adding Web Search Engines.

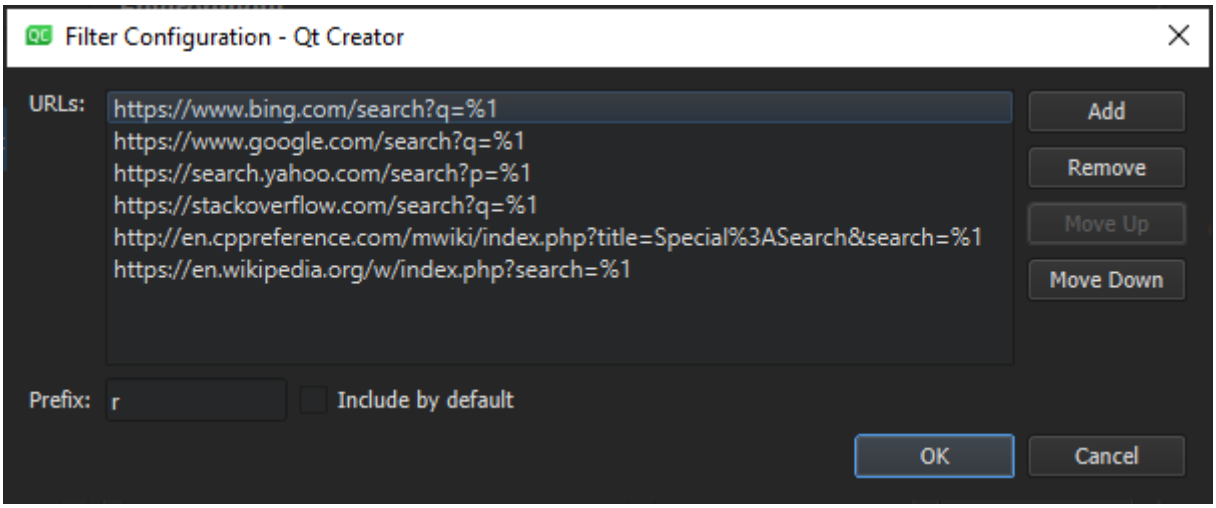
Adding Web Search Engines

You can use the **Web Search (r)** locator filter to perform web searches. URLs and search commands for Bing, Google, Yahoo! Search, cplusplus.com, and Wikipedia are configured by default.

To find out the format of the search command to use for your favorite web search engine, perform a search in your browser and copy the resulting URL to the locator filter configuration. Replace the search term with the variable .%1

To add URLs and search commands to the list:

1. Select **Edit** > **Preferences** > **Environment** > **Locator** > **Web Search (prefix: r)** > **Edit**.
2. Select **Add** to add a new entry to the list.



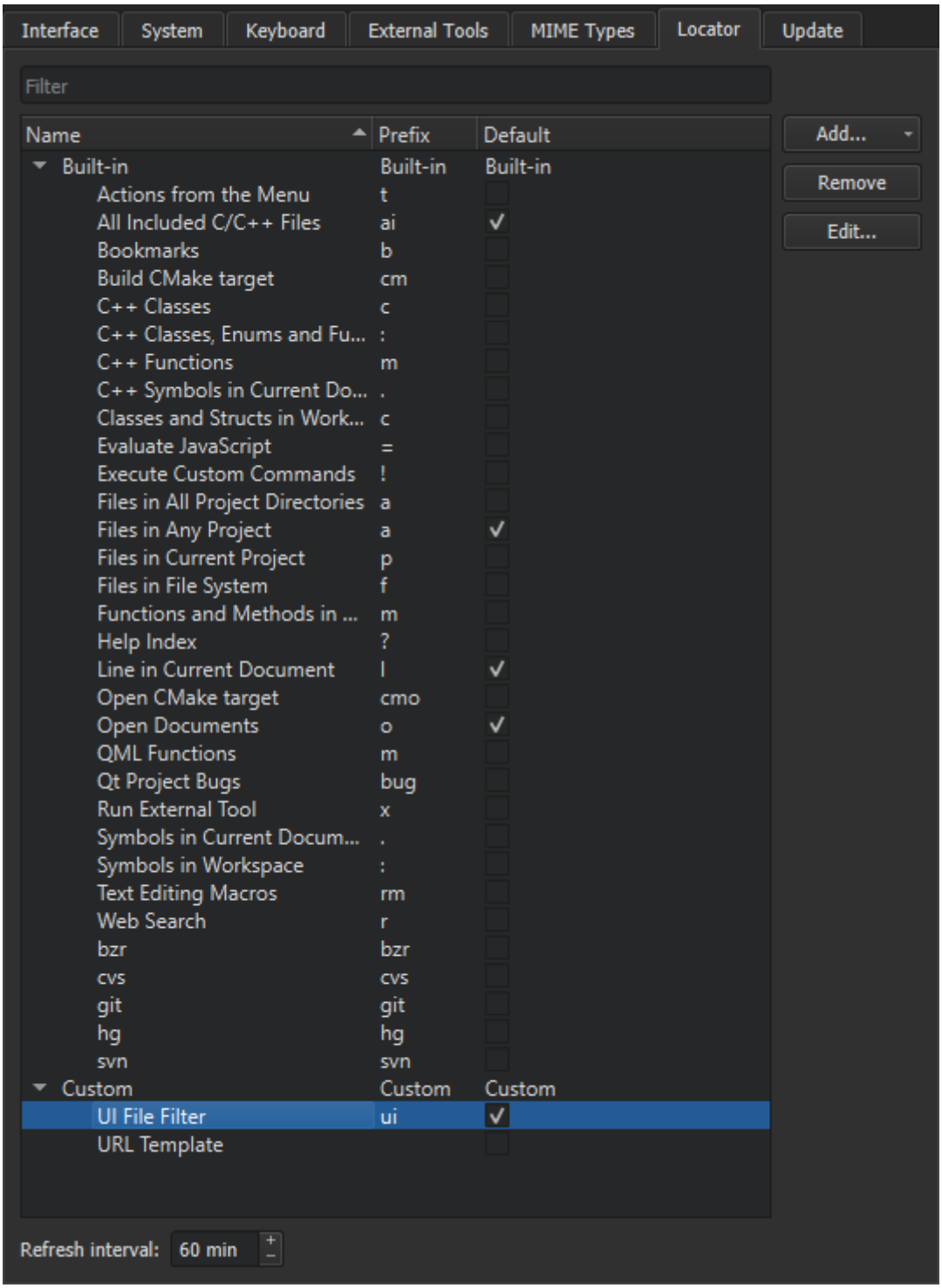
3. Double-click the new entry to specify a URL and a search command. For example, `.http://www.google.com/search?q=%1`
4. Click **OK**.

Creating Locator Filters

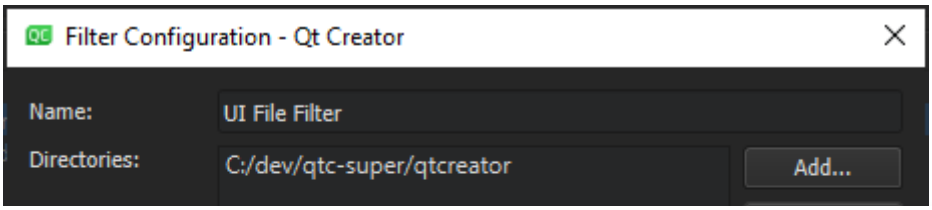
You can create custom locator filters for finding in a directory structure or on the web.

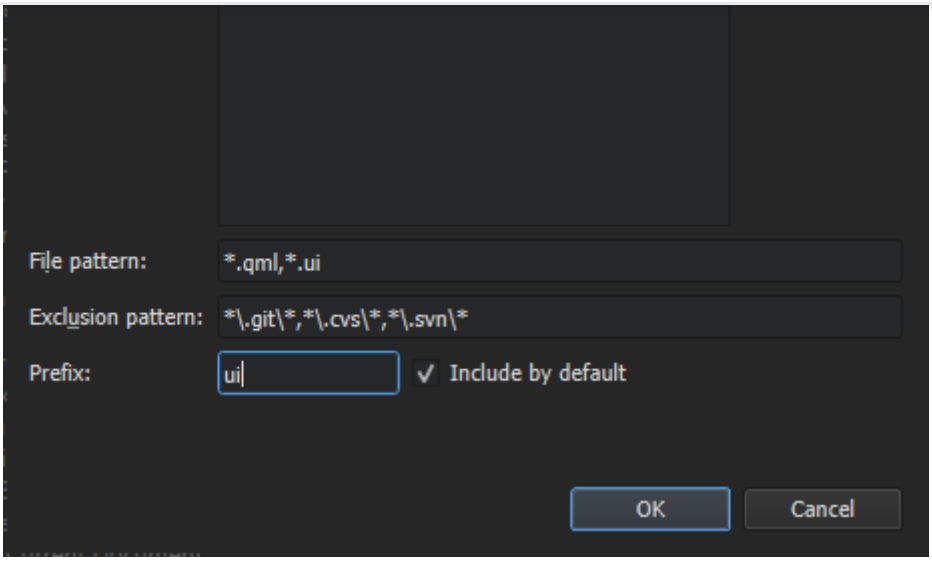
To create custom locator filters:

1. In the locator, select **Options** > **Configure** to open the **Locator** preferences.



2. Select **Add** > **Files in Directories** to add a directory filter or **URL Template** to add a URL filter. The settings to specify depend on the filter type.





3. In the **Name** field, enter a name for your filter.
4. In the **Directories** field, select at least one directory. The locator searches directories recursively.
5. In the **File pattern** field, specify file patterns to restrict the search to files that match the pattern. Use a comma separated list. For example, to search for all and files, enter `.qml.ui.qml*.qml,*.ui.qml`
6. In the **Exclusion pattern** field, specify file patterns to omit files from the search.
7. In the **Prefix** field, specify the prefix string.

   To implicitly include the filter even when not typing a prefix as a part of the search string, select **Include by default**.

8. Select **OK**.

Configuring Locator Cache

The locator searches the files matching your file pattern in the directories you have selected and caches that information. The cache for all default filters is updated as you write your code. By default, Qt Creator updates the filters created by you once an hour.

To update the cached information manually, select **Options** > **Refresh** in the locator.

To set a new cache update time:

1. Select **Edit** > **Preferences** > **Environment** > **Locator**.
2. In **Refresh interval**, define new time in minutes.

Executing JavaScript

The locator provides access to a JavaScript interpreter, that can be used to perform calculations.

Beside simple mathematical operations, like ((1 + 2) * 3), the following built-in functions exist:

Function	Purpose
abs(x)	Returns the absolute value of x
acos(x)	Returns the arccosine of x, in radians

Function Purpose

atan2(x, y)	Returns the arctangent of the quotient of its arguments
bin(x)	Returns the binary representation of x
ceil(x)	Returns the value of x rounded up to the next integer
cos(x)	Returns the cosine of x (x is in radians)
exp(x)	Returns the value of E to the power of x
e()	Returns Euler's number E (2.71828...)
floor(x)	Returns the value of x rounded down to the next integer
hex(x)	Returns the hexadecimal representation of x
log(x)	Returns the natural logarithm (base E) of x
max([value1[, value2[, ...]]])	Returns the highest value of the given numbers
min([value1[, value2[, ...]]])	Returns the lowest value of the given numbers
oct(x)	Returns the octal representation of x
pi()	Returns PI (3.14159...)
pow(x, y)	Returns the value of x to the power of y
random()	Returns a random number between 0 and 1
round(x)	Returns the value of x rounded to the next integer
sin(x)	Returns the sine of x (x is in radians)
sqrt(x)	Returns the square root of x
tan(x)	Returns the tangent of x (x is in radians)

‹ Finding and Replacing

Refactoring ›

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