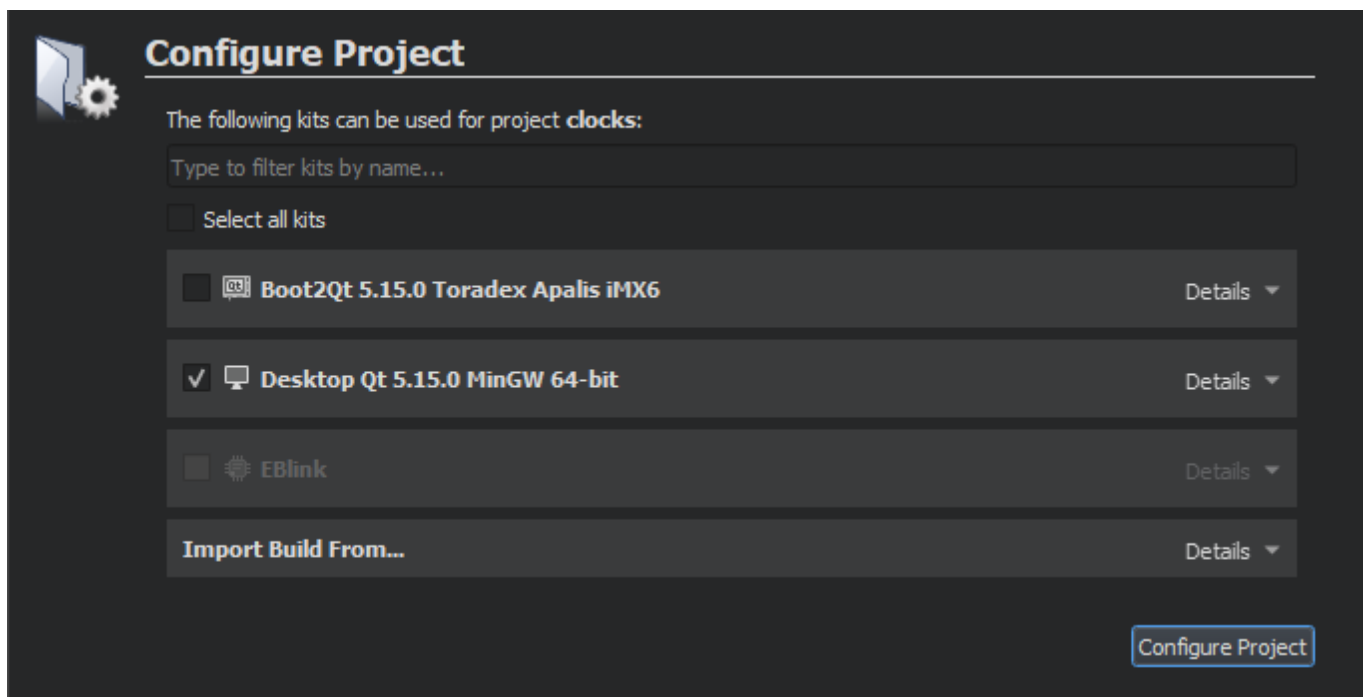


Opening Projects

Qt Creator stores information that it needs to build projects in a `.user` file. If Qt Creator cannot find the file when you open an existing project, it prompts you to enter the information. If you created the project by using another Qt Creator instance, Qt Creator asks whether you want to use the old settings. The settings are specific to the development environment, and should not be copied from one environment to another. Therefore, we recommend that you select **No** and enter the information again in the **Configure Project** tab.

The **Configure Project** tab displays a list of **kits** for building and running projects, that are installed on the development PC and configured in **Edit > Preferences > Kits**. Select the kits that you want to build and run the project with.



Even if you do not intend to build the project, the C++ and QML code models need a Qt version and compiler to offer code completion. To specify them, select the **Preferences** link, or select **Edit > Preferences > Kits**.

Qt for Python projects rely on the **language server client** for code completion, highlighting, and other useful features.

If Qt Creator cannot find an existing build for a particular **kit**, it starts out from a clean slate, and creates new debug and release build configurations in the specified directory. Qt Creator suggests a name and location for the directory that you can change.

If you have built the project before, Qt Creator can use the existing build configuration to make the exact same build as found in the directory available to Qt Creator. To import a build, specify a directory in the **Import Build From** section and select **Import**.

To open a project:

1. Select **File > Open File or Project** (**Ctrl+O** or **Cmd+O** on macOS) and select the project file for the project to open: *.pro* (qmake), *CMakeLists.txt* (CMake), *.qbs* (Qbs), *meson.build* (Meson), *pyproject* (Python), or *Makefile.am* (Autotools, experimental).
2. In the **Configure Project** tab, select kits for building and running your project.
3. Select **Configure Project**.

You can use the following keyboard shortcuts to open projects, depending on the mode you are currently in:

- › In all modes, press **Ctrl+O** (**Cmd+O** on macOS) to open the **Open File** dialog, where you can select a project file to open a project.
- › In all modes, except the **Help** mode, press **Ctrl+Shift+O** (**Cmd+Shift+O** on macOS) to open the **Load Project** dialog, where you can select a project file to open a project.
- › In the **Welcome** mode, **Projects** tab, press **Ctrl+Shift+number** (**Cmd+Shift+number** on macOS), where the number is the number of a project in the list of recently opened projects.

Qt Creator parses all the source files in the project and performs a semantic analysis to build up the information that it needs for functions such as navigation and finding usages. A progress bar is displayed during parsing. To show or hide detailed progress information, select **Toggle Progress Details** (1).



[< Creating Files](#)

[Adding Libraries to Projects >](#)

© 2022 The Qt Company Ltd. Documentation contributions included herein are the copyrights of their respective owners. The documentation provided herein is licensed under the terms of the [GNU Free Documentation License version 1.3](#) as published by the Free Software Foundation. Qt and respective logos are trademarks of The Qt Company Ltd in Finland and/or other countries worldwide. All other trademarks are property of their respective owners.



Contact Us

Company

About Us

Investors

Licensing

Terms & Conditions

Open Source



Office Locations

Support

- Support Services
- Professional Services
- Partners
- Training

For Customers

- Support Center
- Downloads
- Qt Login
- Contact Us
- Customer Success

Community

- Contribute to Qt
- Forum
- Wiki
- Downloads
- Marketplace

© 2022 The Qt Company

[Feedback](#) [Sign In](#)