调试 Qt 快速示例应用程序

本节使用同一游戏示例应用程序来说明如何在调试模式下**调试**Qt Quick应用程序。

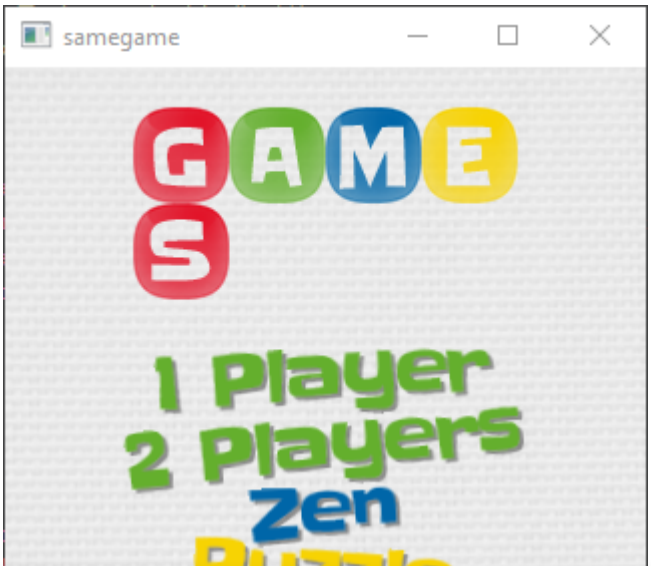
有关您拥有的所有选项的更多信息，请参见调试 Qt 快速项目。

同一游戏演示展示了如何在 QML 中编写游戏，对所有游戏逻辑使用 JavaScript。在 Qt 创建器中打开演示项目进行调试：

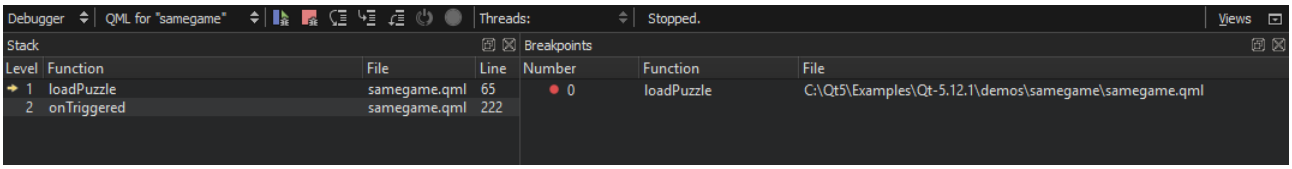
1. 若要查看启动新游戏的代码，请在 samegame.qml 中放置一个断点，方法是在行号和调用函数的行上的窗口边框之间单击 (1) 。`startNewGame()`

   红色圆圈表示现在在该行号上设置了断点。

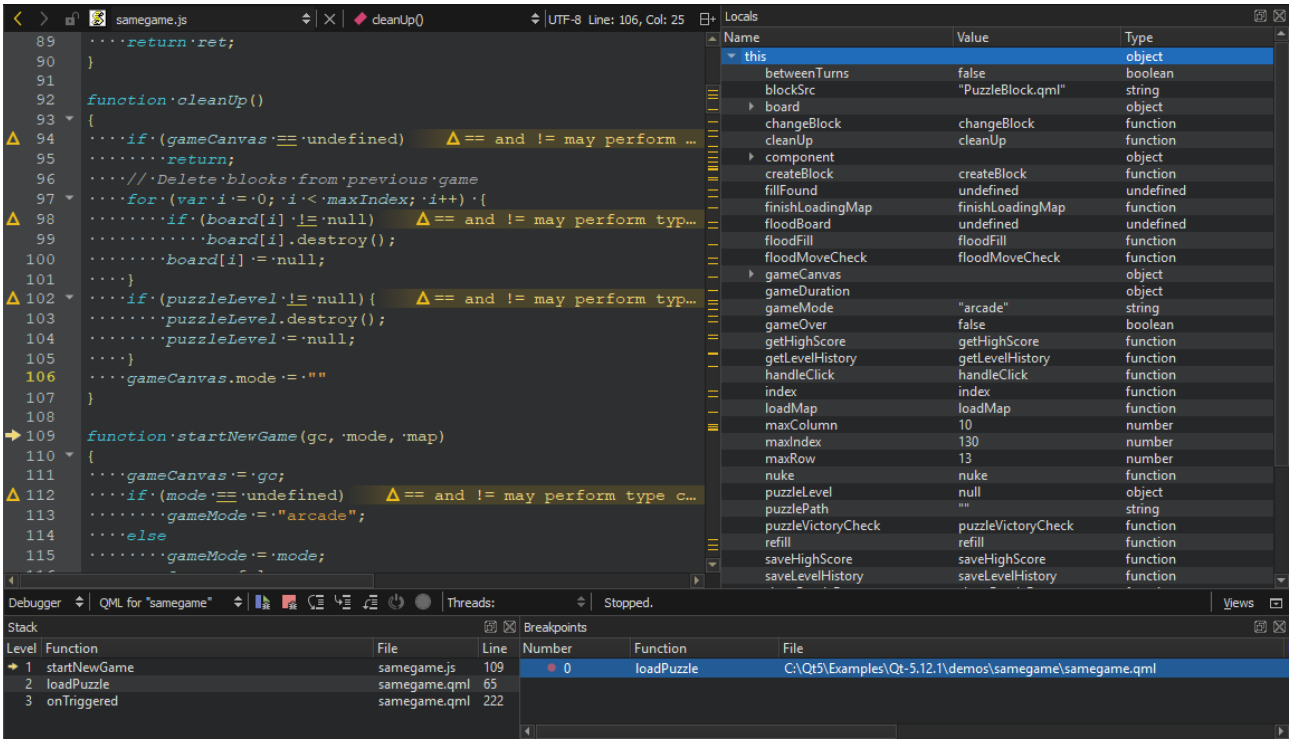
2. 选择"**调试>启动调试**">**启动项目的"启动调试**"或按 F5。
3. "同一游戏"应用程序启动后，选择"**拼图**"以启动新游戏。



4. 当调试器到达断点时，它将中断应用程序。Qt Creator 将导致当前位置的嵌套函数调用显示为调用堆栈跟踪 （1）。

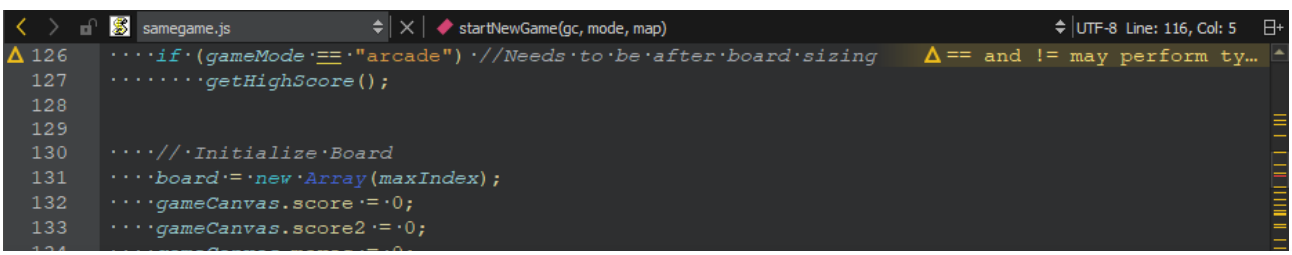


5. 单击工具栏上的“（**单步执行**）”按钮，或按 **F11** 单步执行堆栈中的代码。同一游戏.js文件将在代码编辑器中启动新游戏的函数中打开。



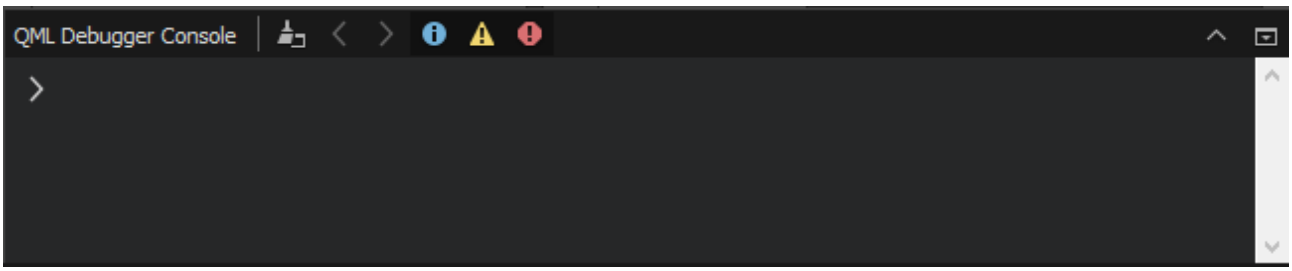
6. Examine the local variables in the **Locals** view. Step through the code to see how the information changes in the view.

7. Add a breakpoint at the end of the function, and click (**Continue**) to hit the breakpoint.`startNewGame()`

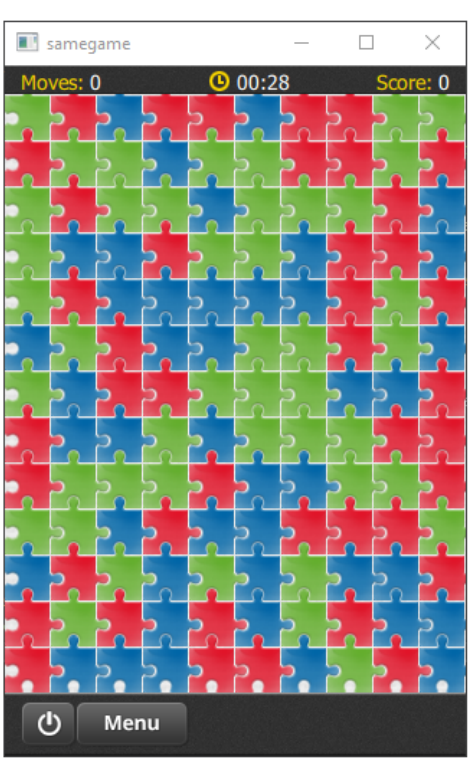


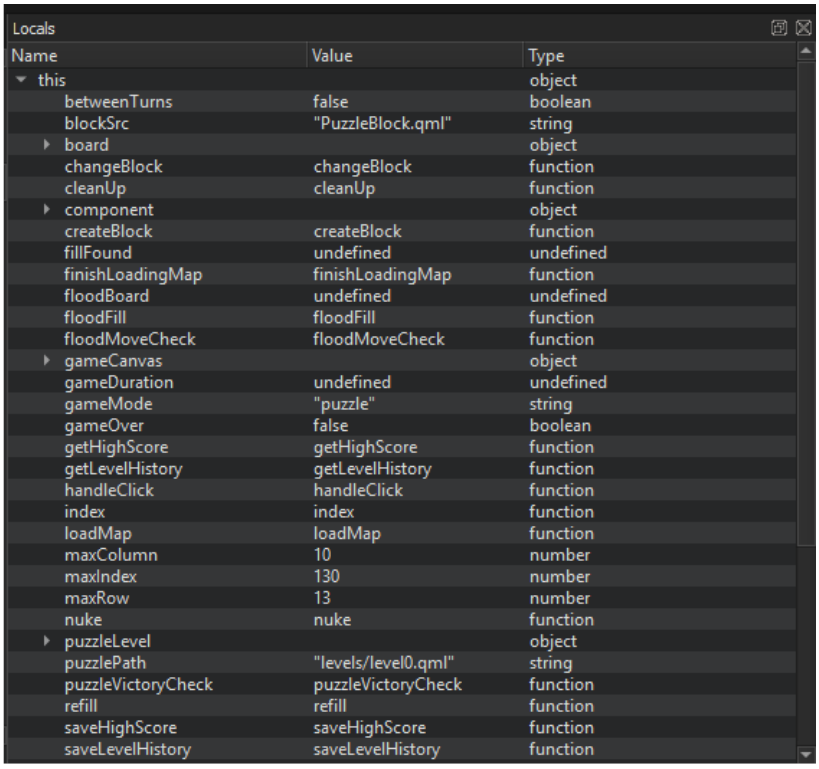
```
139     ····for·(var·column·=·maxColumn·-·1;·column·>=·0;·column--)
140     ····for·(var·row·=·maxRow·-·1;·row·>=·0;·row--)
141     ····createBlock(column,·row);
142     ··if·(gameMode·==·"puzzle")    == and != may perform type coercion, use === or !== to av…
143     ····getLevelHistory();//Needs·to·be·after·map·load
144     ··gameDuration·=·new·Date();
145     }
```

8. To execute JavaScript commands in the current context, open the **QML Debugger Console**.



9. To remove a breakpoint, right-click it and select **Delete Breakpoint**.
10. In the **Locals** view, explore the object structure at runtime.





11. Select **Debug** > **Show Application on Top** to keep the application visible while you interact with the debugger.
12. Select **Debug** > **Select** to activate selection mode and then click the **Menu** button to move into the **menuButton** component in the **Locals** view and the code editor.
13. In the **Locals** view, double-click the value of a property to change it.

‹ Debugging a C++ Example Application

Troubleshooting Debugger ›

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