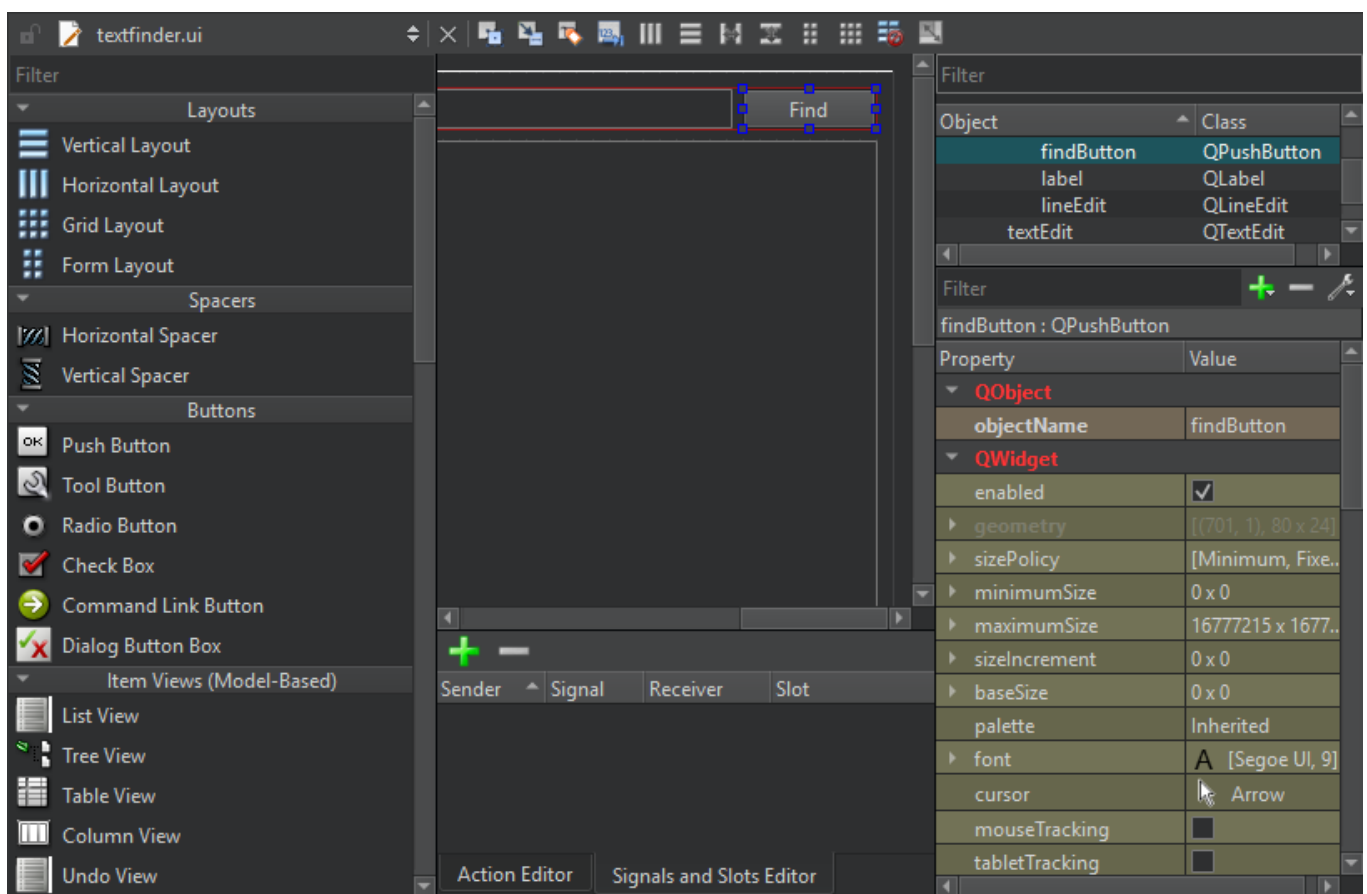


# Developing Widget Based Applications

Qt Creator automatically opens all .ui files in the integrated Qt Designer, in **Design** mode.



For more information about Qt Designer, see the [Qt Designer Manual](#).

Generally, the integrated Qt Designer contains the same functions as the standalone Qt Designer. The following sections describe the differences.

## Code Editor Integration

To switch between forms (**Design** mode) and code (**Edit** mode), press **Shift+F4**.

You can use Qt Creator to create stub implementations of slot functions. In the **Design** mode, right-click a widget to open a context menu, and then select **Go to Slot**. Select a signal in the list to go to an existing slot function or to create a new slot function.

In standalone Qt Designer, image resources are created using the built-in **Resource Editor**. In Qt Creator, .ui files are usually part of a project, which may contain several resource files (.qrc). They are created and maintained by using the Qt Creator Resource Editor. The Qt Designer **Resource Editor** is de-activated and the image resources are displayed in the Qt Designer **Resource Browser**.

## Specifying Settings for Qt Designer

You can drag and drop the views in Qt Designer to new positions on the screen.

To specify settings for Qt Designer:

- Select **Edit > Preferences > Designer**.
- Specify embedded device profiles, that determine style, font, and screen resolution, for example, in **Embedded Design**.
- Specify settings for the grid and previewing forms in **Forms**.
- Specify an additional folder for saving templates in **Template Paths**.

To preview the settings, select **Tools > Form Editor > Preview**, or press **Alt+Shift+R**.

## Previewing Forms Using Device Profiles

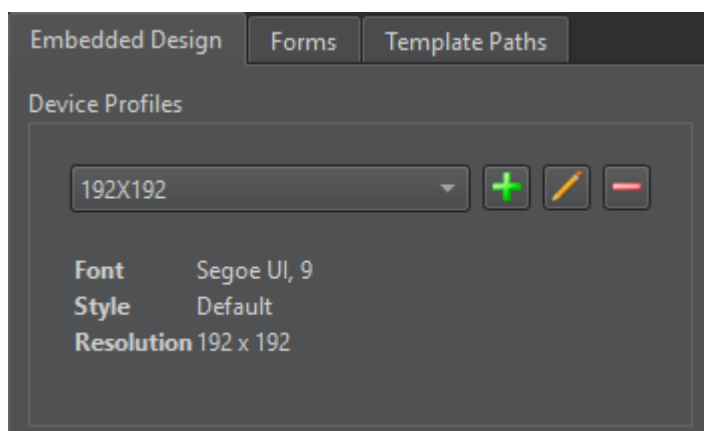
A *device profile* is a set of configuration files that describe a mobile device. It includes a border image that surrounds the form and depicts a mobile device with its buttons.

To preview your form using device profiles, select **Tools > Form Editor > Preview In**, and then select a device profile.

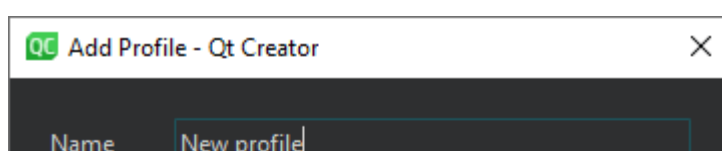
## Adding Device Profiles

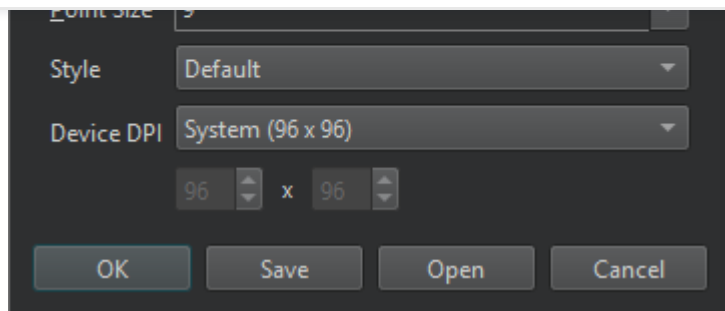
To add device profiles:

1. **Edit > Preferences > Designer**.



2. In **Embedded Design**, select **+** to open the **Add Profile** dialog.





3. In **Name**, enter a name for the device. The name is displayed as an option in **Preview In**.
4. In **Family**, select the font to use.
5. In **Point Size**, select the font size.
6. In **Style**, select one of the predefined styles.
7. In **Device DPI**, select one of the predefined DPI values or **User defined** to specify a custom value.
8. Select **OK** to add the device profile to the list.

To import device profiles from .qdp files, select **Open**. To save them as .qdp files, select **Save**.

## Adding Widgets

You can use Qt APIs to create plugins that extend Qt applications. This enables you to add your own widgets to Qt Designer. For more information, see [Adding Qt Designer Plugins](#).

[< Using QML Modules with Plugins](#)

[Adding Qt Designer Plugins >](#)

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