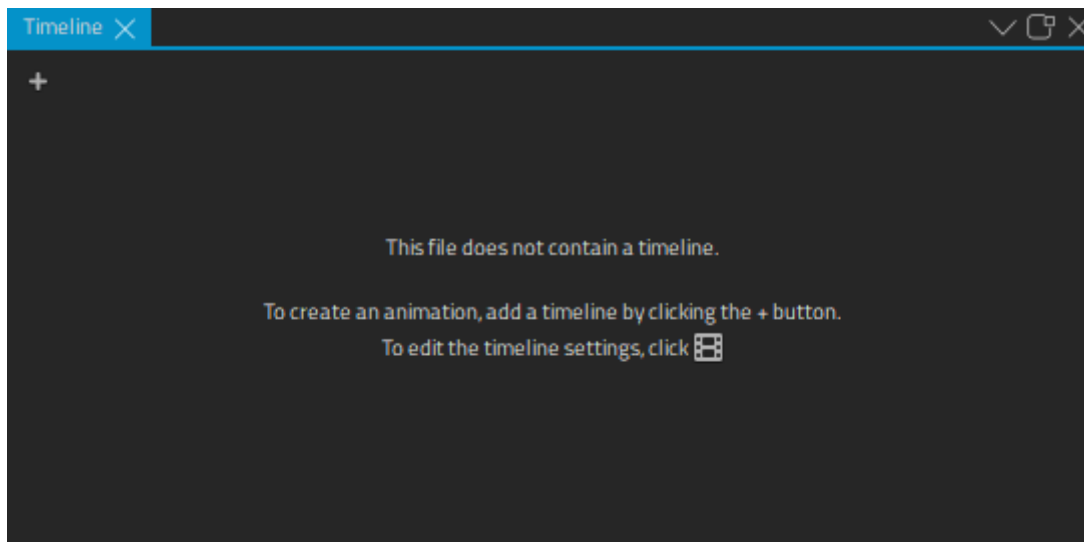**Qt** DOCUMENTATION

搜索

Topics >

Qt设计工作室手册 > 时间线

时间线

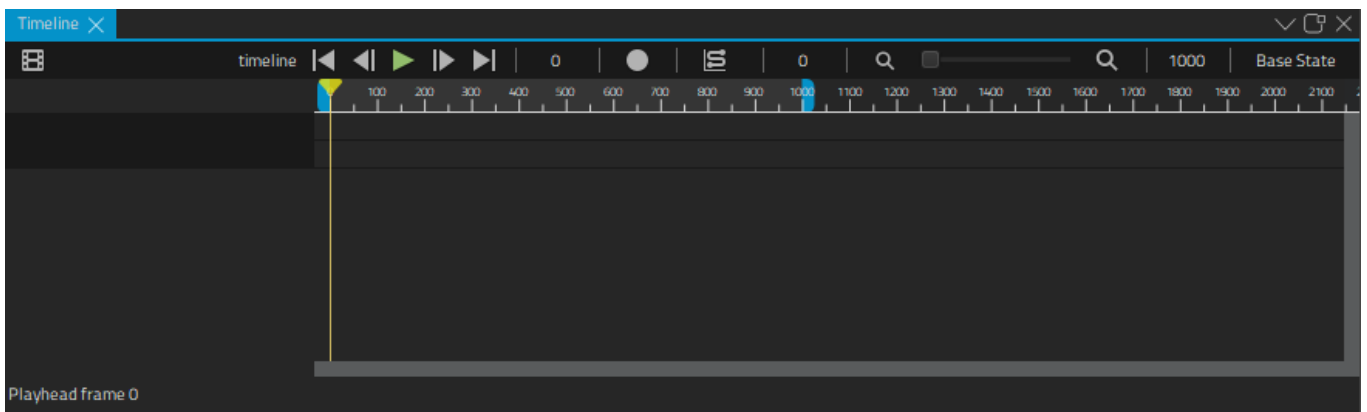可以使用"时间轴"视图中基于时间**轴**和关键帧的编辑器对组件的属性进行动画处理。在创建时间轴之前，视图为空。

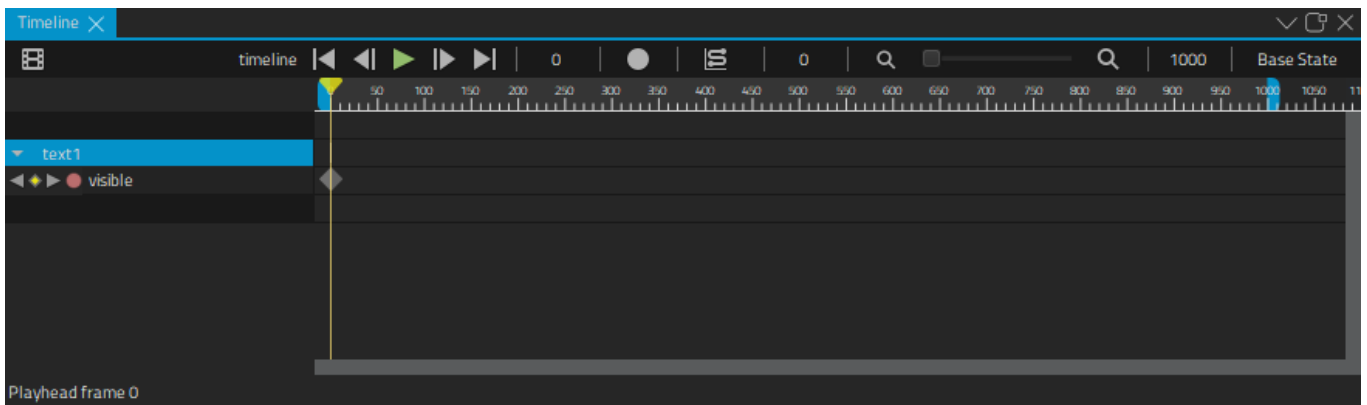选择 + （**添加时间轴**）按钮以创建时间轴，并在"**时间轴设置**"对话框中指定其设置。
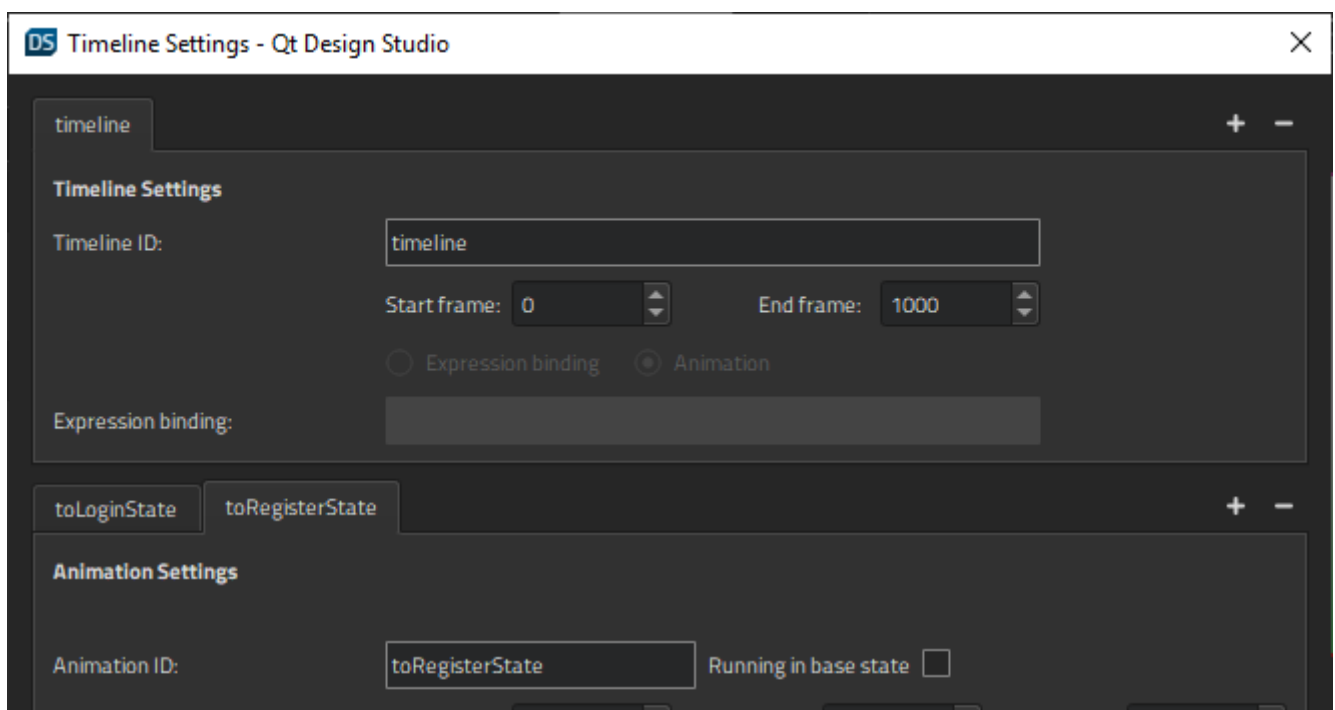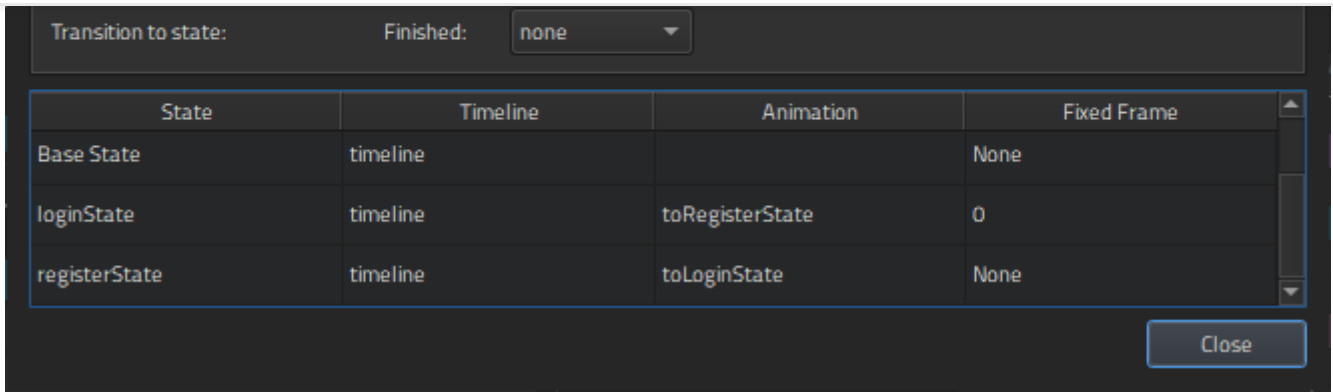
选择"**关闭**"时，将显示"**时间轴**"视图。它现在显示工具栏和标尺，但没有关键帧轨迹。

要在"**时间轴**"视图中对组件属性进行动画处理，必须为其插入关键帧。在"属性"视图中，为要设置动画的属性选择"⬡（动作）">"**插入关键帧**"。将为插入关键帧的每个组件生成关键帧轨迹。


You can now select ● to record changes in component properties while you navigate the timeline.

The following video shows how to insert keyframes for component properties and to animate them in **Timeline**:

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To try it yourself, follow the Log In UI - Timeline tutorial.

For more information about creating timeline animations, see Creating Timeline Animations.

Navigating in Timeline
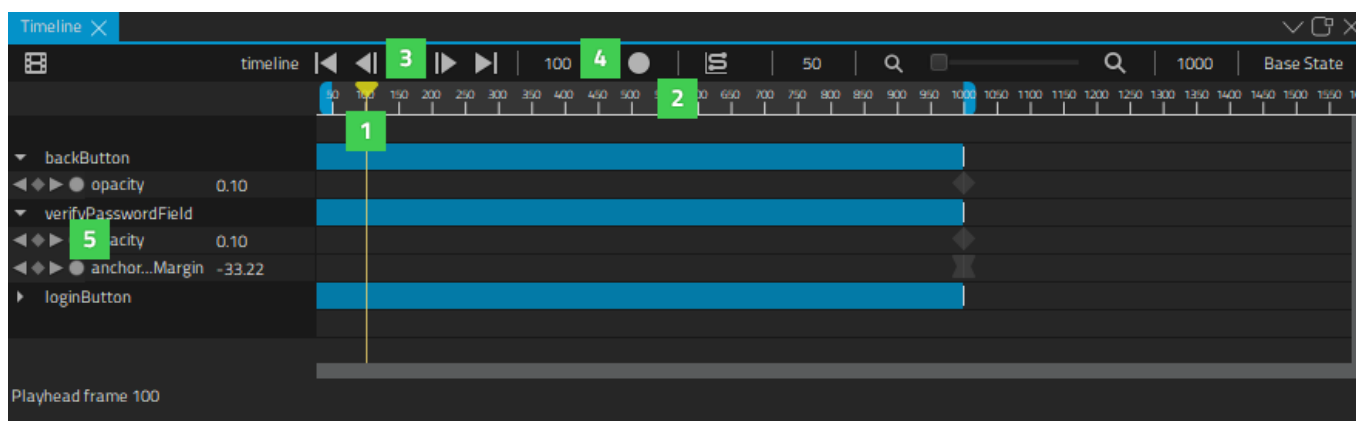

You can navigate the timeline in the following ways:

> Drag the playhead (1) to a frame.

> Click on the ruler (2) to move to a frame.

> Select the **To Start (Home)**, **Previous (,)**, **Next (.)**, or **To End (End)** buttons (3), or use the keyboard shortcuts to move to the first, previous, next, or last frame on the timeline.

> Enter the number of a frame in the current keyframe field (4) to move to that frame.

> Select the **Previous** and **Next** buttons next to a property name on the timeline (5) to move to the previous or next keyframe for that property.

Zooming in Timeline

Use the slider on the toolbar to set the zooming level in the **Timeline** view. Select the 🔍 and 🔍 buttons to zoom out of or into the view.

Setting Keyframe Track Color

To change the color of a keyframe track, select **Override Color** in the context menu, and then select a color in the color picker. To reset the color, select **Reset Color**.

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◀ ◆ ▶ ● opacity　　　0.95

Keyframe 998
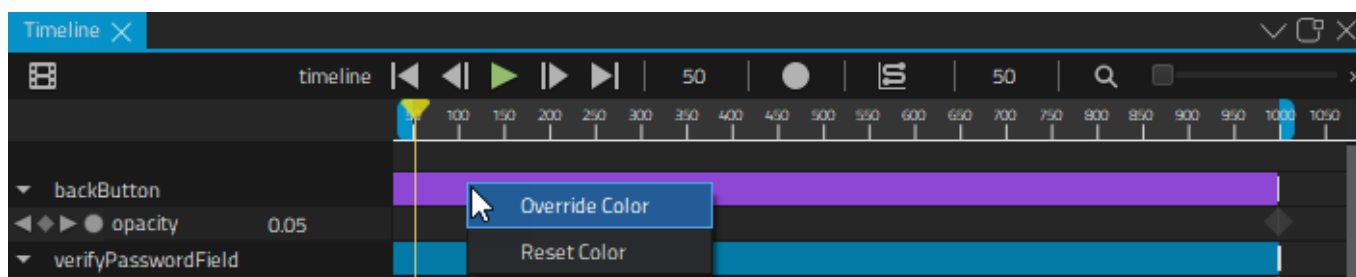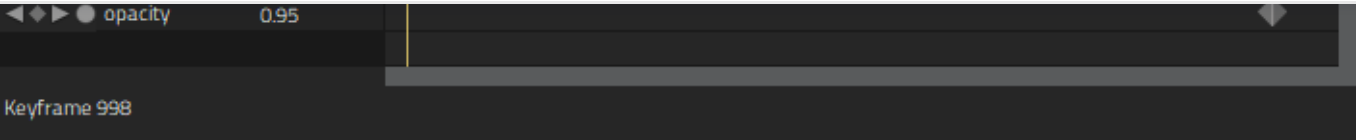
Timeline Toolbar

The **Timeline** toolbar contains the following buttons and fields.

Button/Field	Action	Read More
⊞	Opens the **Timeline Settings** dialog for editing timeline settings.	Creating a Timeline
Timeline ID	Displays the ID of the current timeline.	Creating a Timeline
◀	**To Start (Home)** moves to the first frame on the timeline.	Navigating in Timeline
◀▎	**Previous (,)** moves to the previous frame on the timeline.	Navigating in Timeline
▶	**Play (Space)** previews the animation.	Viewing the Animation
▮▶	**Next (.)** moves to the next frame on the timeline.	Navigating in Timeline
▶▎	**To End (End)** moves to the last frame on the timeline.	Navigating in Timeline
Current Keyframe	Displays the frame that the playhead is currently on. Enter a number in the field to move the playhead to the respective frame.	Navigating in Timeline
●	Records changes in keyframe values.	Setting Keyframe Values
⑊	Opens **Easing Curve Editor** for attaching an easing curve to the selected transition.	Editing Easing Curves
Start Frame	Specifies the first frame of the timeline. Negative values are allowed. The difference between the start frame and the end frame determines the duration of the animation.	Creating a Timeline
🔍	**Zoom Out (Ctrl+-)** zooms out of the view.	Zooming in Timeline
Slider	Sets the zooming level.	Zooming in Timeline
🔍	**Zoom In (Ctrl++)** zooms into the view.	Zooming in Timeline
End Frame	Specifies the last frame of the timeline. The difference between the start frame and the end frame determines the duration of the animation, so if the start frame is 0, the end frame equals the duration.	Creating a Timeline
Button/Field	**Action**	**Read More**

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	to States

Keyframe Track Icons

Each keyframe track can contain the following buttons and markers.

Button/Icon	Action	Read More
◀	Jumps to the previous frame on the timeline.	Setting Keyframe Values
▶	Jumps to the next frame on the timeline.	Setting Keyframe Values
●	Records changes in keyframe values for a particular property.	Setting Keyframe Values
◆	Indicates the type of easing curve attached to the keyframe. When a keyframe track is selected, the keyframe markers on it turn gray, and when a keyframe itself is selected, its marker turns brown: ❯ ◆ - linear easing curve ❯ ⬗ - manually set Bezier curve ❯ ◖ - automatically set Bezier curve ❯ ◗ - linear-to-Bezier curve	Editing Easing Curves

Timeline Context Menu

The following table summarizes the context menu items available for each keyframe track for a component, property, or keyframe marker and provides links to more information about them.

To Learn About	Go To
Delete All Keyframes	Deleting Keyframes
Add Keyframes at Current Frame	Setting Keyframe Values
Copy All Keyframes	Copying Keyframes
Paste Keyframes	Copying Keyframes
Remove Property	Setting Keyframe Values
Delete Keyframe	Deleting Keyframes
Edit Easing Curve	Editing Easing Curves
Edit Keyframe	Editing Keyframe Values

To Learn About	Go To

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‹ **Transitions**   **Curves** ›

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