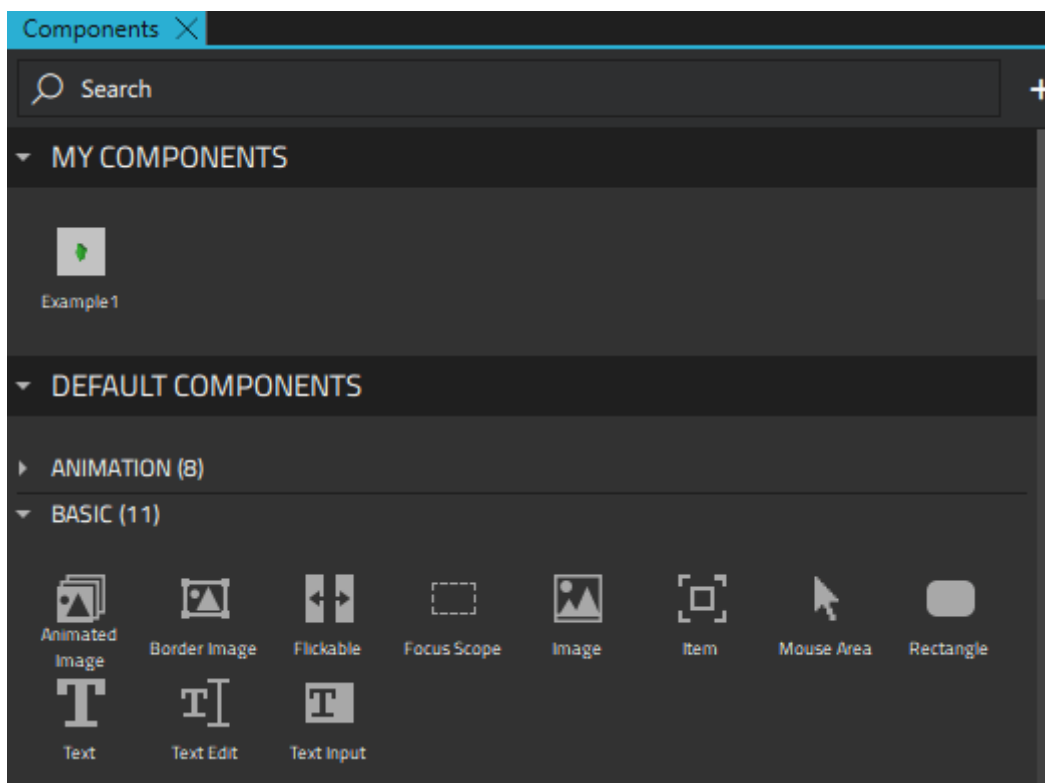


Components

The **Component** view lists the available components.



Components displays modules that have been added to your project. In many modules the components have been further organized into different categories. The modules contain visual components, such as basic shapes, UI controls, and 3D components, and add functionality to the project. All components have a type.

The UI controls can be styled to have the look and feel of a particular operating system, such as macOS, Windows, Android, or iOS.

Some modules have no visible components. For example, the **Qt.Multimedia** module adds support for audio and video files to your UI.

Component Types

You can add the following types of components to your project:

- > Shapes
- > Text
- > Images

- › User Interaction Methods
- › Lists and Other Data Models
- › 2D Effects
- › Logic Helpers
- › Animations
- › 3D Views
- › Node
- › Group
- › Instanced Rendering
- › Skeletal Animation
- › 3D Models
- › Materials and Shaders
- › Textures
- › 3D Materials
- › 3D Effects
- › Custom Shaders
- › Lights
- › Cameras
- › Scene Environment
- › Morph Target
- › Repeater3D
- › Particles

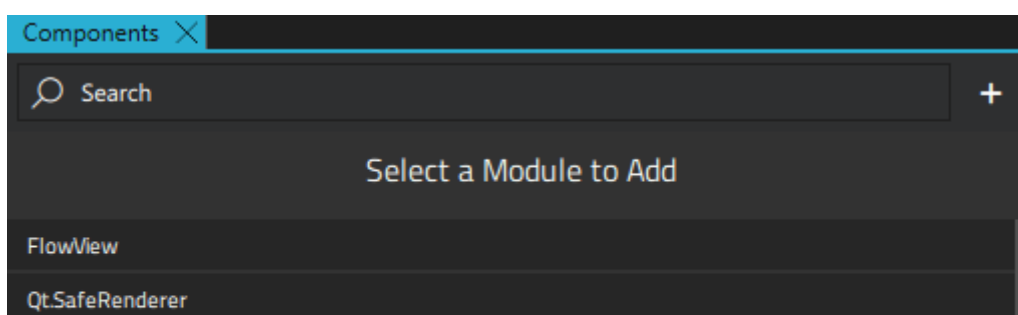
For more information about creating your own components, see [Creating Custom Components](#).

Adding and Removing Modules

When you [create projects](#), modules typically needed in them are added by default. For example, an empty application project contains basic components and UI controls, while a 3D application project contains additional 3D components.

To view the list of available modules, select **+**. Most commonly used modules are placed at the top of the list in alphabetical order. You can search for components and modules by entering search criteria in the **Search** field.

Select the module to add it to **Components**.

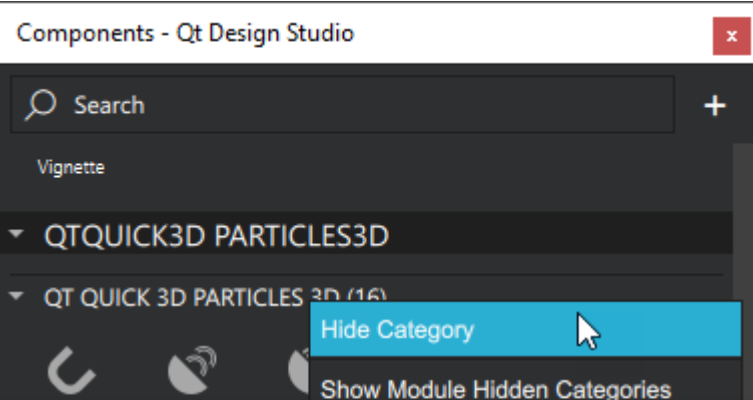
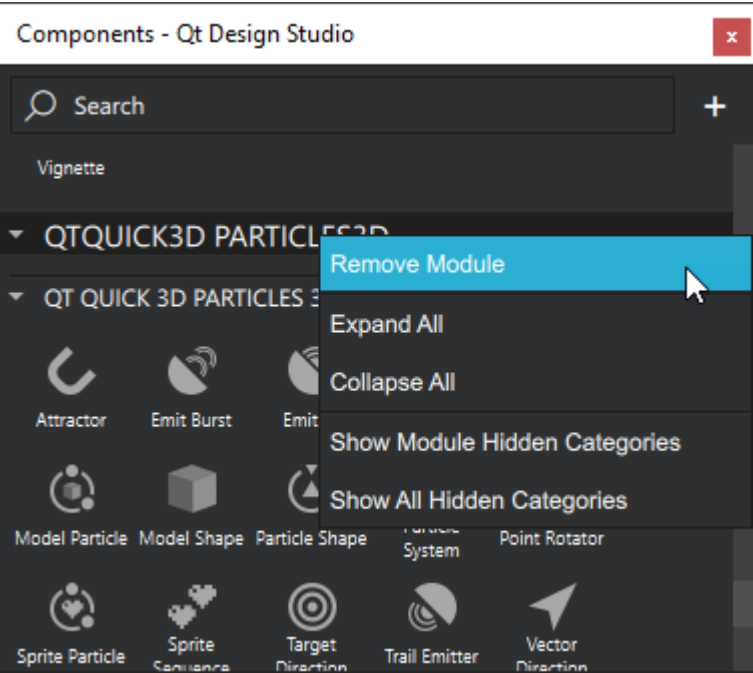




This adds an *import statement* to the component code that you can see in the [Code](#) view. For example, if you add the `QtQuick.Controls` module, the following import statement is added to the code: `import QtQuick.Controls`.

Since the added components and modules are packaged with your UI into the final application package, it is recommended that you select **Remove Module** to remove the ones you don't use in the project.

Context Menu Commands





To use the context menu commands in **Components**, right-click the name of a module or category and select one of the following commands:

- › **Remove Module**: removes the module and all of its components from **Components**.
- › **Expand All**: expands all the modules.
- › **Collapse All**: collapses all the modules.
- › **Hide Category**: hides the category from the module.
- › **Show Module Hidden Categories**: shows the hidden categories of the module.
- › **Show All Hidden Categories**: shows the hidden categories in all of the modules.

Note: The context menu commands for the **Components** categories do not function if you have entered something into the **Search** field. Clear the **Search** field to resume using the context menu commands.



Contact Us

Company

About Us
Investors
Newsroom
Careers
Office Locations

Support

Support Services

Licensing

Terms & Conditions
Open Source
FAQ

For Customers

Support Center
Downloads



Training

Customer Success

Community

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

© 2022 The Qt Company

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