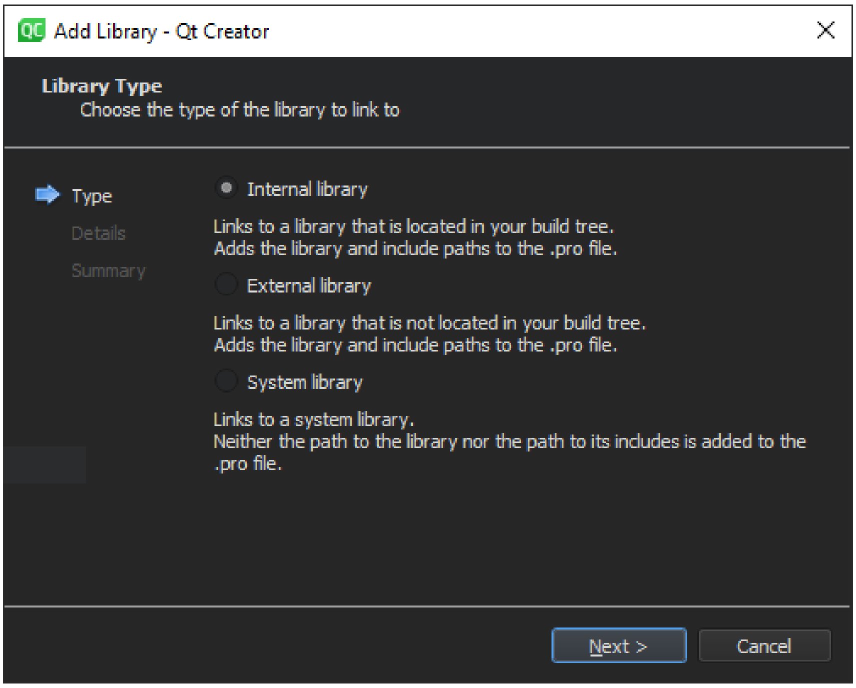
向项目添加库

除了 Qt 库之外，您还可以向项目中添加其他库。库的添加方式取决于库的类型和位置。您可以添加系统库、您自己的库或第三方库。该库可以位于当前项目的生成树中，也可以位于另一个生成树中。



Add Library - Qt Creator

Library Type
Choose the type of the library to link to

● Internal library

Links to a library that is located in your build tree.
Adds the library and include paths to the .pro file.

○ External library

Links to a library that is not located in your build tree.
Adds the library and include paths to the .pro file.

○ System library

Links to a system library.
Neither the path to the library nor the path to its includes is added to the .pro file.

由于系统库通常不会更改，并且默认情况下经常可以找到，因此在添加库或其包含时，不需要指定库或其包含的路径。可用于在编译期间查询系统库。`pkg-config`

对于您自己的库和第三方库，您需要指定路径。Qt Creator尝试猜测外部库的包含路径，但您需要检查它并在必要时进行修改。Qt 创建器会自动添加内部库的包含路径。

对于所有库，选择应用程序、库或插件的目标平台。

指定库是静态链接还是动态链接。对于静态链接的内部库，Qt Creator 会在项目文件中添加依赖项（使用 CMake 时 target_link_libraries，或使用 qmake 时PRE_TARGETDEPS）。

根据开发平台的不同，可能会自动检测到某些选项。例如，在 macOS 上，会自动检测资源库类型（**"资源库"或"框架"**），并且该选项处于隐藏状态。但是，如果您在 macOS 以外的其他平台上进行开发，并且想要针对 macOS 构建项目，则必须指定资源库类型。

Windows 上的默认约定是库的调试版本和发布版本具有相同的名称，但放置在不同的子目录中，通常称为*调试*和*发布*。如果库路径不包含这些文件夹中的任何一个，则无法选择将库放在单独文件夹中的选项。

或者，可以将字母 *d* 添加到调试版本的库名称中。例如，如果发布版本称为示例 .lib，则调试版本称为示例.lib。您可以指定为调试版本添加字母，并为发布版本删除该字母。如果库名称以 *d* 结尾，请取消选择"**删除发行版的**"**d**"**后缀**选项。

Qt Creator 支持代码完成和语法突出显示，一旦您的项目成功构建并链接到它们，添加的库。

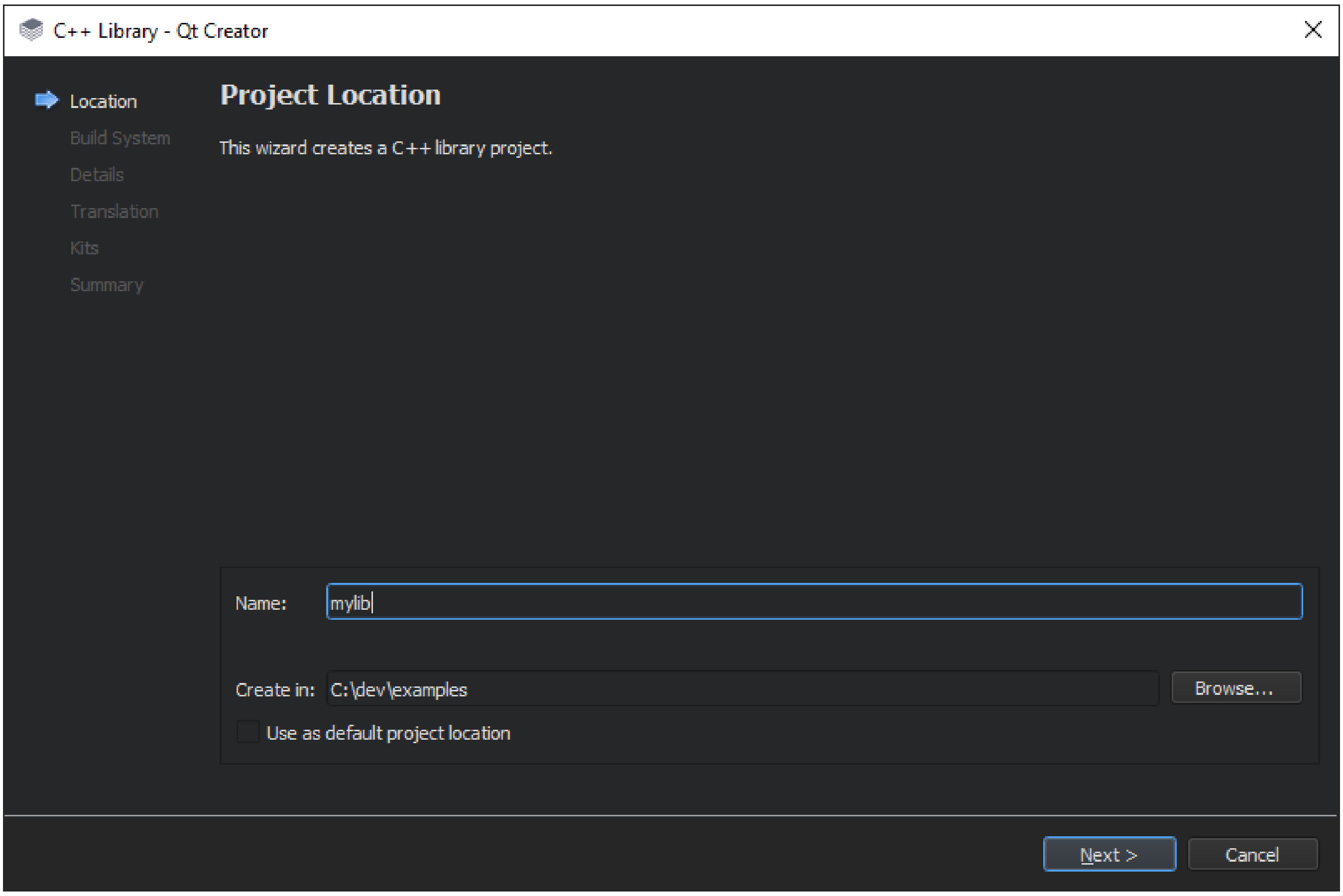
添加库

1. 在"**项目**"视图中，右键单击项目名称以打开上下文菜单，然后选择"**添加库**"。
2. 按照向导的说明进行操作。

添加内部库的示例

向项目中添加内部资源库：

1. 选择"**文件**>"**新建项目**>**库**">"**C++库**"。
2. 选择"**选择**"以打开"**项目位置**"对话框。



C++ Library - Qt Creator

Project Location

This wizard creates a C++ library project.

Name: mylib

Create in: C:\dev\examples

□ Use as default project location

3. In the **Name** field, give a name for the library. For example, **mylib**.
4. Follow the instructions of the wizard until you get to the **Project Management** dialog. In the **Add as a subproject to project** list, select a project. For example, **myapp**.
5. In the **Projects** view, right-click the project name to open the context menu and select **Add Library** > **Internal Library** > **Next**.
6. In the **Library** field, select **mylib**, and then select **Next**.
7. Select **Finish** to add the library declaration to the project file.

When using CMake, the command is added to the CMakeLists.txt file:`target_link_libraries`

```
target_link_libraries(myapp PRIVATE mylib)
```

When using qmake, the following library declaration is added to the .pro file:

```
win32:CONFIG(release, debug|release): LIBS += -L$$OUT_PWD/../../../projects/mylib/release/ -lmylib
else:win32:CONFIG(debug, debug|release): LIBS += -L$$OUT_PWD/../../../projects/mylib/debug/ -lmylib
else:unix: LIBS += -L$$OUT_PWD/../../../projects/mylib/ -lmylib
INCLUDEPATH += $$PWD/../../../projects/mylib
DEPENDPATH += $$PWD/../../../projects/mylib
win32:CONFIG(release, debug|release): PRE_TARGETDEPS += $$OUT_PWD/../../../projects/mylib/release/mylib.lib
else:win32:CONFIG(debug, debug|release): PRE_TARGETDEPS += $$OUT_PWD/../../../projects/mylib/debug/mylib.lib
else:unix: PRE_TARGETDEPS += $$OUT_PWD/../../../projects/mylib/libmylib.a
```

‹ Opening Projects Adding New Custom Wizards ›

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