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# Sharing Project Settings

Qt Creator stores user-specific project settings in a *.user* file. You can share these settings between several projects as a *.shared* file. It has the same XML structure as a *.user* file, but only contains the settings to share.

## Creating Shared Settings File

The easiest way to create a *.shared* file is to copy settings from the *.user* file. Typically, you would share some of the values in the `ProjectExplorer.Project.EditorSettings` section.

> **Note:** You must always specify the `ProjectExplorer.Project.Updater.FileVersion` variable and use the same value for it as in the *.user* file.

You can then deliver the *.shared* file to other developers or copy it to other development PCs.

The following is an example of a *.shared* file:

```xml
<?xml version="1.0" encoding="UTF-8"?>
<!DOCTYPE QtCreatorProject>
<qtcreator>
    <data>
        <variable>ProjectExplorer.Project.EditorSettings</variable>
        <valuemap type="QVariantMap">
            <value type="bool" key="EditorConfiguration.SpacesForTabs">true</value>
            <value type="bool" key="EditorConfiguration.AutoSpacesForTabs">false</value>
            <value type="int" key="EditorConfiguration.TabSize">14</value>
            <value type="int" key="EditorConfiguration.IndentSize">4</value>
        </valuemap>
        </data>
    <data>
        <variable>ProjectExplorer.Project.Updater.FileVersion</variable>
        <value type="int">10</value>
    </data>
</qtcreator>
```

## Updating Shared Settings

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If you receive a *.shared* file and do not want to use a particular setting in it, you can change it. Qt Creator marks it a *sticky* setting. The next time you open a project, the setting is not updated. Qt Creator tracks sticky settings in the *.user* file and removes the mark if the values in the user and shared files eventually become identical. This is to avoid a permanent sticky setting that was created just because you wanted to try something out.

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