

Q 搜索

Topics >

Qt 6.4 > 使用"聚合"进行构建 > 构建 QML 应用程序

# 构建 QML 应用程序

在构建C++控制台应用程序中,我们显示了 CMakeLists.txt一个简单的控制台应用程序的文件。现在,我们将扩展它以创建一个使用 Qt 快速模块的 QML 应用程序。

这是完整的项目文件:

```
cmake_minimum_required(VERSION 3.16)
project(hello VERSION 1.0 LANGUAGES CXX)
set(CMAKE_AUTOMOC ON)
set(CMAKE CXX STANDARD 17)
set(CMAKE_CXX_STANDARD_REQUIRED ON)
find_package(Qt6 6.2 COMPONENTS Quick Gui REQUIRED)
qt_add_executable(myapp
    main.cpp
qt_add_qml_module(myapp
    URI hello
    VERSION 1.0
    QML_FILES
        main.qml
        FramedImage.qml
    RESOURCES
        img/world.png
)
target_link_libraries(myapp PRIVATE Qt6::Gui Qt6::Quick)
```

让我们来看看我们所做的更改。我们指定CMAKE\_AUTOMOC、CMAKE\_CXX\_STANDARD和CMAKE\_CXX\_STANDARD\_REQUIRED。

```
set(CMAKE_AUTOMOC ON)
set(CMAKE_CXX_STANDARD 17)
set(CMAKE_CXX_STANDARD_REQUIRED ON)
```



tind\_packageCoreQuickQt6QuickQt6::Quick

```
find_package(Qt6 6.2 COMPONENTS Quick Gui REQUIRED)
```

请注意,应用程序仍将链接到,因为依赖于它。Qt6::CoreQt6::Quick

qt\_add\_executable创建并最终确定应用程序目标:

```
qt_add_executable(myapp
    main.cpp
)
```

qt\_add\_qml\_module传递可执行文件的目标、URI、模块版本和 QML 文件列表,以确保 myapp 成为 QML 模块。除此之外,这会将 QML 文件放入资源文件系统中。qrc:/\${URI}

```
qt_add_qml_module(myapp
    URI hello
    VERSION 1.0
    QML_FILES
        main.qml
        FramedImage.qml
    RESOURCES
        img/world.png
)
```

首先,确保运行。其次,它创建一个目标,该目标在QML\_FILES中的文件上运行。qt\_add\_qml\_moduleqmlcachegenmyapp\_qmllintqmllint

通过添加引用的资源,它们会自动添加到与 QML 文件相同的根路径下的应用程序 - 也在资源文件系统中。通过使资源系统中的路径与源代码和构建目录中的路径保持一致,我们确保始终找到映像,因为它是相对于 FramedImage.qml解析的。如果我们从那里加载main.qml,它指的是资源文件系统中的图像,或者如果我们使用该工具查看它,则它指的是实际文件系统中的图像。 qml

在命令中,我们链接针对而不是。target\_link\_librariesQt6::QuickQt6::Core

```
target_link_libraries(myapp PRIVATE Qt6::Gui Qt6::Quick)
```

< Getting started with CMake

Building a reusable QML module >

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