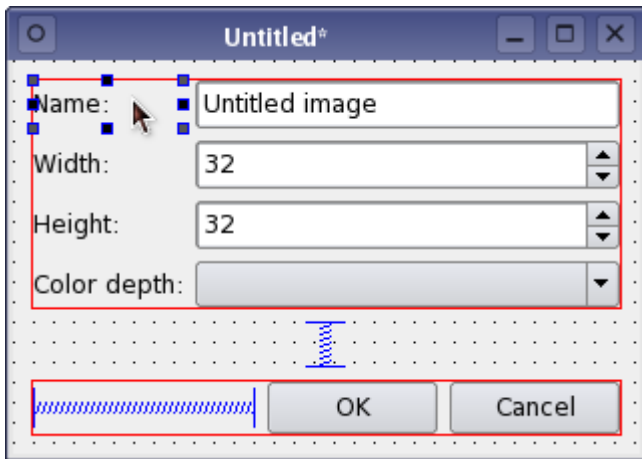


Qt设计器的小部件编辑模式



在窗口小部件编辑模式下，可以将对象从主窗口的窗口小部件框拖动到窗体中，编辑、调整大小、在窗体上拖动，甚至在窗体之间拖动。可以交互方式修改对象属性，以便可以立即看到更改。编辑界面直观，操作简单，但仍支持Qt强大的布局功能。

若要创建和编辑新表单，请打开“**文件**”菜单并选择“**新建表单...**”，或按 **Ctrl+N**。也可以通过从“**文件**”菜单中选择“**打开表单...**”或按 **Ctrl+O** 来编辑现有表单。

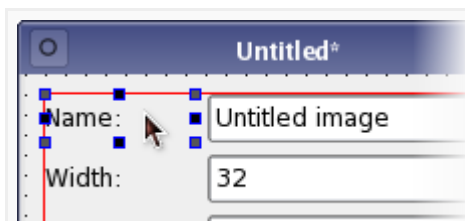
在任何时候，您都可以通过从“**文件**”菜单中选择“**另存为...**”选项来保存表单。Qt Designer保存的UI文件包含有关所用对象的信息，以及它们之间的信号和槽连接的任何详细信息。

编辑表单

默认情况下，新表单在小部件编辑模式下打开。要从其他模式切换到编辑模式，请从编辑菜单中选择**编辑窗口小部件**，或按 **F3** 键。

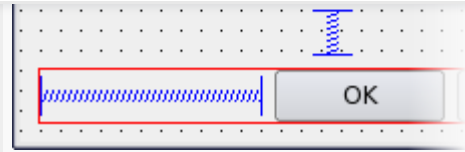
通过将对象从主构件框中拖放到窗体上的所需位置，可以将对象添加到窗体中。到达那里后，只需拖动它们或使用光标键即可移动它们。同时按 **Ctrl** 键可逐个像素移动所选微件，而单独使用光标键会使所选微件在移动时与网格对齐。可以通过用鼠标左键单击对象来选择它们。您还可以使用 **Tab** 键更改选择。

小部件框包含许多不同类别中的对象，所有这些对象都可以根据需要放置在表单上。唯一需要更多准备的对象是**容器**小部件。这些将在 [Qt 设计器中使用容器](#)一章中有更详细的描述。



选择对象

表单上的对象是通过用鼠标左键单击它们来选择的。选择对象后，调整大小控点将显示在每边的每个角和中点，表示可以调整其大小。要选择其他对象，请按住 **Control** 键并单击它们。如果选择了多个对象，则当前对象将显示为具有不同颜色的调整大小控点。要在布局中移动构件，请在拖动构件时按住 **Shift** 和 **Control**。这会将



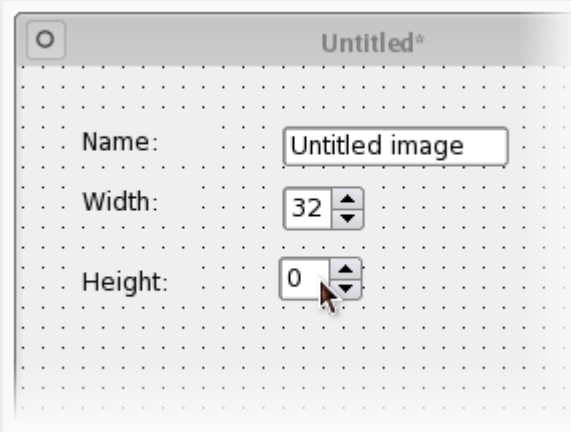
选择微件后，可以对其执行常规剪贴板操作，如剪切、复制和粘贴。所有这些操作都可以根据需要完成和撤消。

可以使用以下快捷方式：

行动	捷径	描述: _ _ _ _ _
切	按住 Ctrl+X	将所选对象剪切到剪贴板。
复制	按键+C	将所选对象复制到剪贴板。
糊	按键+V	将剪贴板中的对象粘贴到窗体上。
删除	删除	删除选定的对象。
克隆对象	按住 Ctrl+拖动（左鼠标按钮）	创建选定对象或对象组的副本。
预览	按键+R	显示窗体的预览。

上述所有操作（克隆除外）都可以通过“**编辑**”菜单和表单的上下文菜单进行访问。这些菜单还提供了用于布置对象布局的功能，以及用于选择窗体上所有对象的**全选**功能。

小部件不是唯一的对象;您可以根据需要制作任意数量的副本。要快速复制小部件，可以通过按住 **Ctrl** 键并拖动来克隆它。这允许比剪贴板操作更快地复制小部件并将其放置在表单上。



拖放
*Qt设计器*广泛使用Qt提供的拖放功能，小部件可以从小部件框中拖放到表单上。
也可以在表单上“克隆”小部件：按住 **Ctrl** 并拖动小部件会创建可拖动到新位置的小部件副本。
还可以将小部件拖放到**对象检查器**上，以轻松处理嵌套布局。

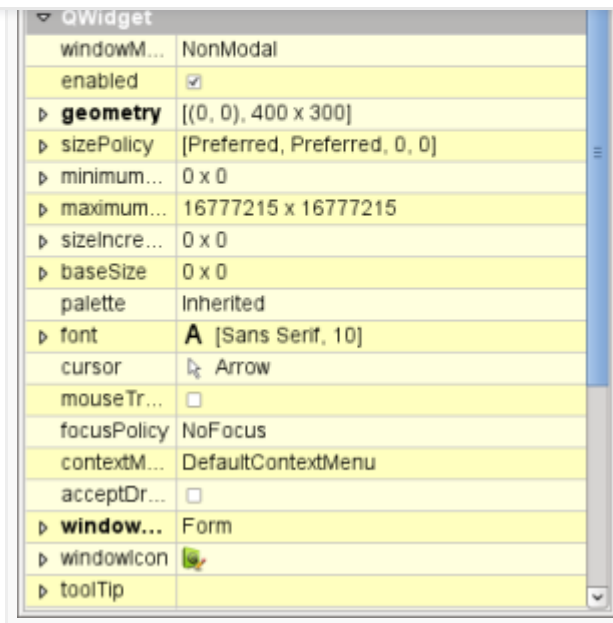
*Qt设计器*允许在表单之间复制，粘贴和拖动对象的选择。您可以使用此功能创建同一表单的多个副本，并在每个表单中尝试不同的布局。

属性编辑器

The Property Editor always displays properties of the currently selected object on the form. The available properties depend on the object being edited, but all of the widgets provided have common properties such as **objectName**, the object's internal name, and **enabled**, the property that determines whether an object can be interacted with or not.



Editing Properties
The property editor uses standard Qt input widgets to manage the properties of objects on the form. Textual



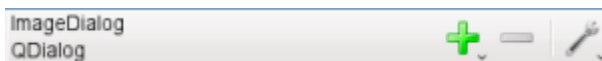
sizes are presented in drop-down lists of input widgets. Modified properties are indicated with bold labels. To reset them, click the arrow button on the right. Changes in properties are applied to all selected objects that have the same property.



Certain properties are treated specially by the property editor:

- › Compound properties -- properties that are made up of more than one value -- are represented as nodes that can be expanded, allowing their values to be edited.
- › Properties that contain a choice or selection of flags are edited via combo boxes with checkable items.
- › Properties that allow access to rich data types, such as [QPalette](#), are modified using dialogs that open when the properties are edited. [QLabel](#) and the widgets in the **Buttons** section of the widget box have a property that can also be edited by double-clicking on the widget or by pressing **F2**. *Qt Designer* interprets the backslash (\) character specially, enabling newline (\n) characters to be inserted into the text; the \\ character sequence is used to insert a single backslash into the text. A context menu can also be opened while editing, providing another way to insert special characters and newlines into the text.

Dynamic Properties

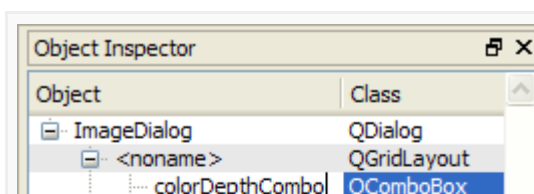
The property editor can also be used to add new [dynamic properties](#) to both standard Qt widgets and to forms themselves. Since Qt 4.4, dynamic properties are added and removed via the property editor's toolbar, shown below.



To add a dynamic property, click on the **Add** button . To remove it, click on the **Remove** button  instead. You can also sort the properties alphabetically and change the color groups by clicking on the **Configure** button

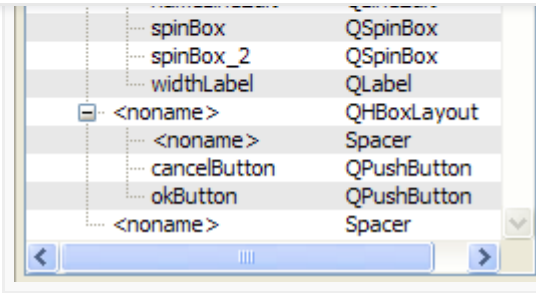


The Object Inspector



The Object Inspector

The **Object Inspector** displays a hierarchical list of all the objects on the form that is currently being edited. To show the child objects of a container widget or a layout, click the handle next to the object label.



many overlapping objects. To locate an object in the **Object Inspector**, use **Ctrl+F**. Since Qt 4.4, double-clicking on the object's name allows you to change the object's name with the in-place editor. Since Qt 4.5, the **Object Inspector** displays the layout state of the containers. The broken layout icon ###ICON is displayed if there is something wrong with the layouts.

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