Loader3D

Note: The **Loader3D** component is released as a tech preview feature in Qt Design Studio 2.2, and its functionality will be improved in future releases.

Loader3D is a loader component used to dynamically load 3D components. It can load a QML file using the **Source** property or a component using the **Source component** property. **Loader3D** is useful for delaying the creation of a component until it is required, for example, when a component should be created on demand or when a component should not be created unnecessarily for performance reasons.

For more information, see the Loader3D QML type in the **Qt Quick 3D** documentation.

Loader3D Properties

Active

The **Active** property is set to **true** by default, which makes the **Loader3D** currently active. Setting **Active** to **false** makes **Loader3D** inactive. If you change the **Source** or **Source component** of an inactive **Loader3D**, the component will not be instantiated until **Loader3D** is made active. Setting **Loader3D** inactive will also cause any item loaded by the loader to be released, but this will not affect the files or components defined as **Source** or **Source component**.

Source

The **Source** property defines the URL of the 3D component to instantiate. To unload the currently loaded object, set this property to an empty string or set the **Source component** to undefined. Setting **Source** to a new URL will also cause the item created by the previous URL to be unloaded.

Source Component

The **Source Component** property defines the component for **Loader3D** to instantiate. Currently, the **Source component** needs to be defined in code using the Edit mode or the Code view.

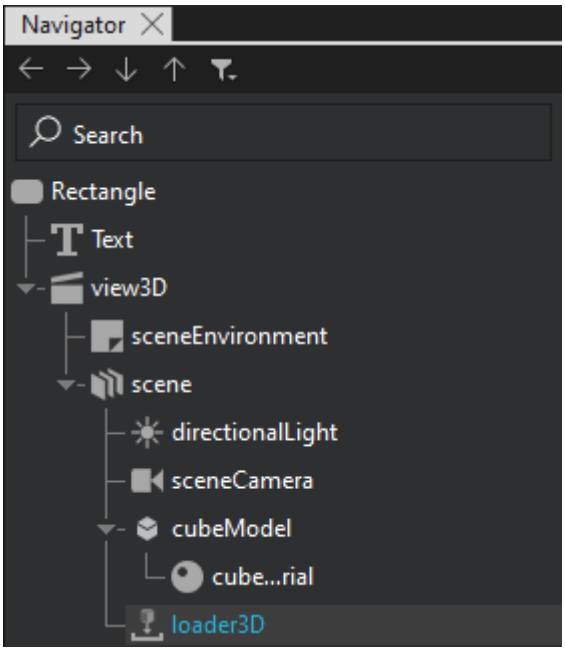
Asynchronous

The **Asynchronous** property defines whether the component will be instantiated asynchronously. This property is set to **false** by default. When used in conjunction with the source property, loading and compilation will be performed in a background thread. Loading asynchronously creates the objects declared by the component across multiple frames and reduces the likelihood of glitches in animation. Setting the value of **Asynchronous** to **false** while an asynchronous load is in progress will force immediate synchronous completion. This allows an asynchronous loading to begin and then forces completion if the **Loader3D** content must be accessed before the

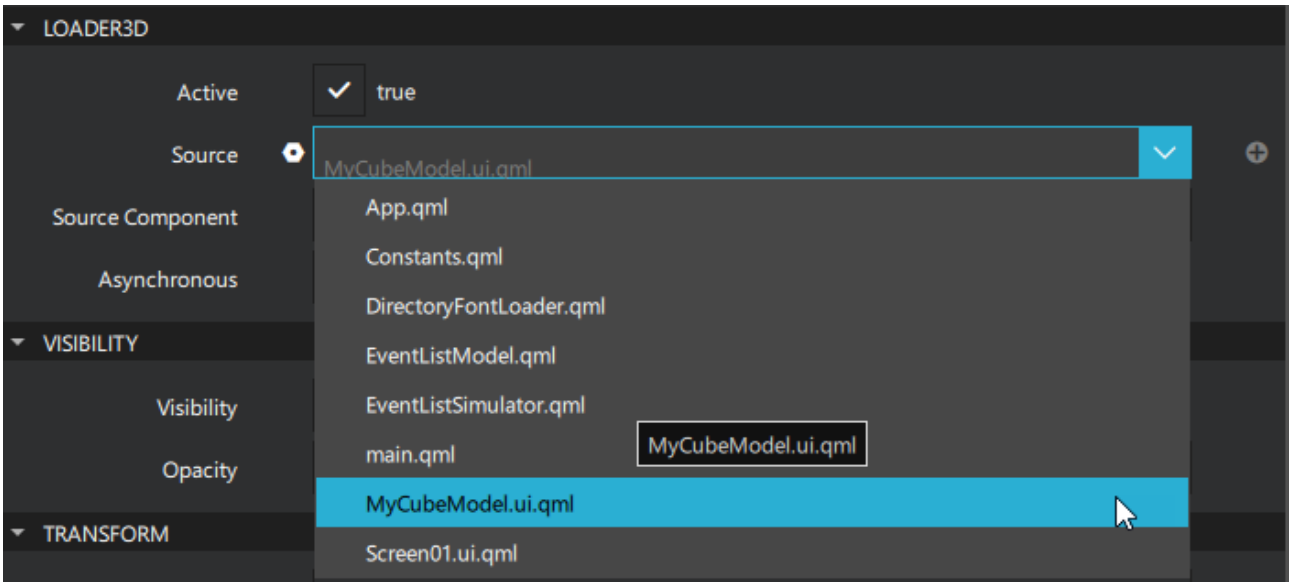
Setting the Loader3D to Load a QML File

To add a Loader3D component and set it to load a QML file:

1. From **Components**, drag a Loader3D component to *scene* in the **Navigator** or **3D** view.
2. In **Navigator**, select *loader3D*.



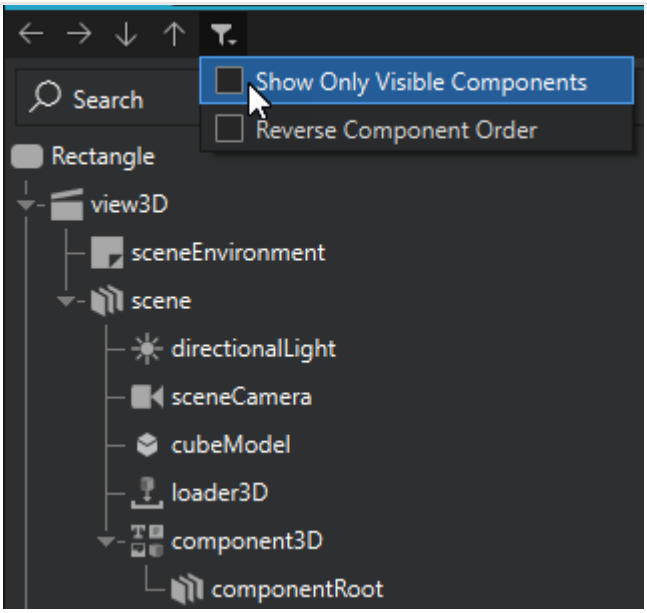
3. In **Properties**, select **Source** and select a QML file.



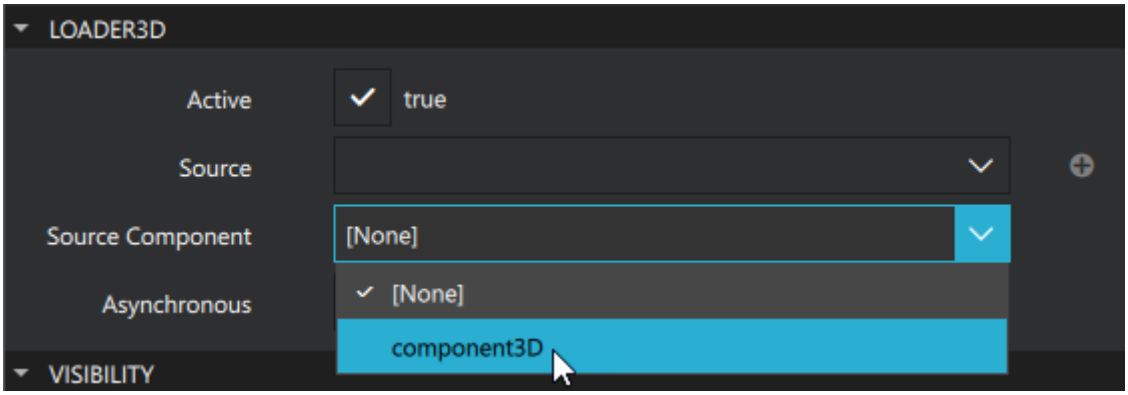
Setting the Loader3D to Load a Component3D Component

To add a Loader3D component and set it to load a Component3D component:

1. From **Components**, drag a Loader3D Component to *scene* in the **Navigator** or **3D** view.
2. From **Components**, drag a Component3D component to *scene* in **Navigator**.
3. In **Navigator**, select the filter icon and clear **Show Only Visible Components**. This makes the Component3D component visible in **Navigator**.



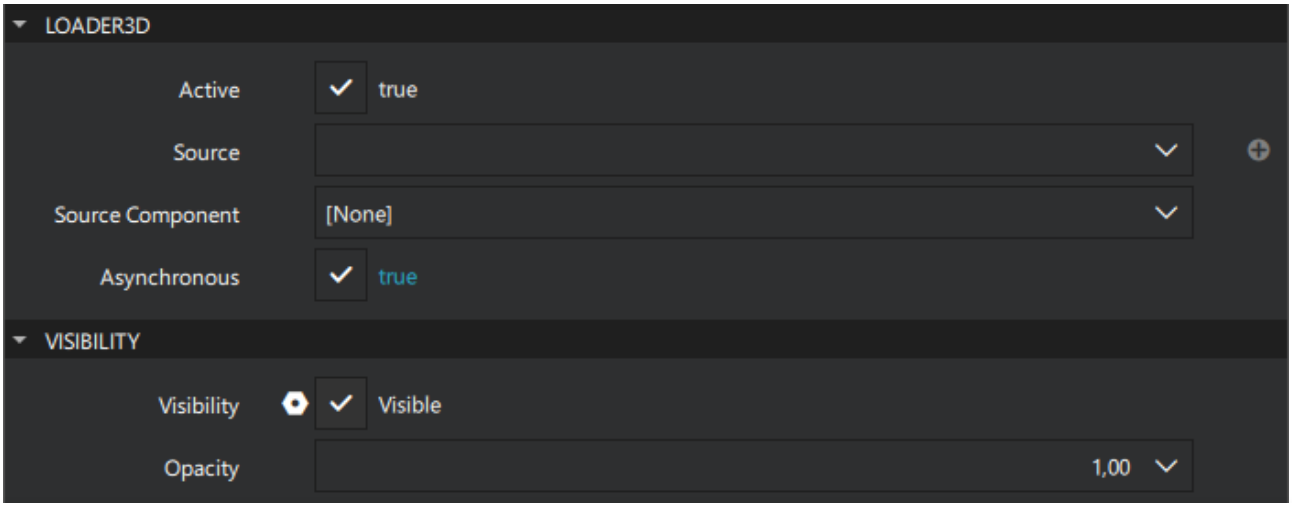
4. In **Navigator**, select *loader3D*.
5. In **Properties**, select **Source Component** and select *component3D*.



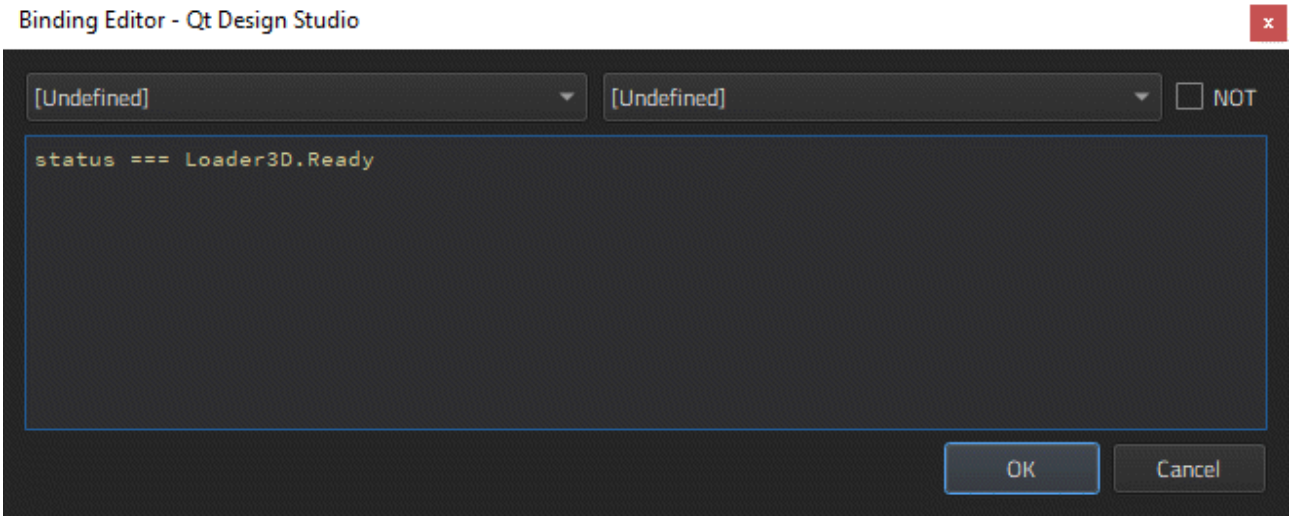
Setting the Visibility of Loading Components

To avoid seeing the components loading progressively, set the **Visibility** property for **Loader3D** appropriately in **Binding Editor**:

1. In **Properties** > **Loader3D**, select the **Asynchronous** check box.



3. Type into **Binding Editor**.`status === Loader3D.Ready`



4. Select **OK**.

‹ Repeater3D

Creating Component Instances ›

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