

Qt 创建者手册 > [重构](#)

重构

重构代码以：

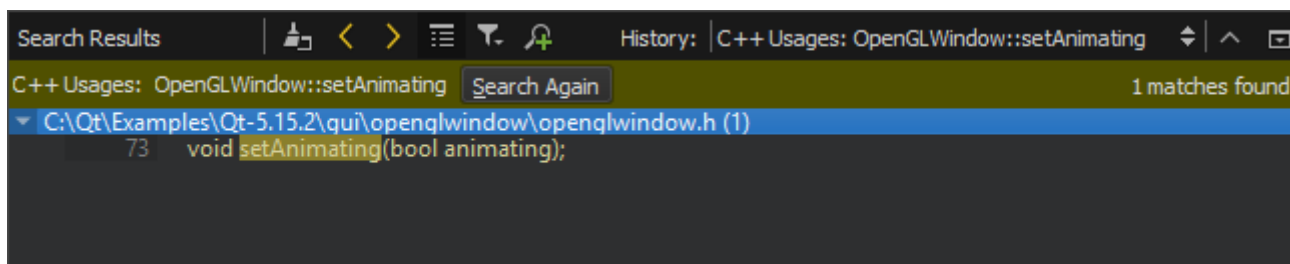
- › 提高应用程序的内部质量
- › 提高性能和可扩展性
- › 提高代码的可读性和可维护性
- › 简化代码结构

Qt Creator 允许您通过在上下文菜单中选择操作来快速方便地应用操作来重构代码。有关更多信息，请参见[应用重构操作](#)。

默认情况下，会自动保存重构后的文件。要禁用此功能，请取消选择“**编辑**>**首选项**”>“**系统**>**重构后自动保存文件**”。

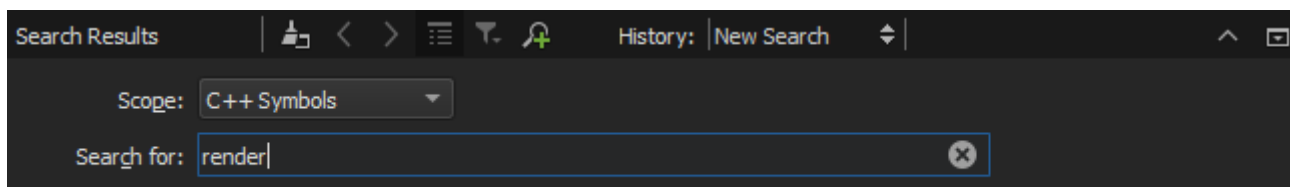
查找符号

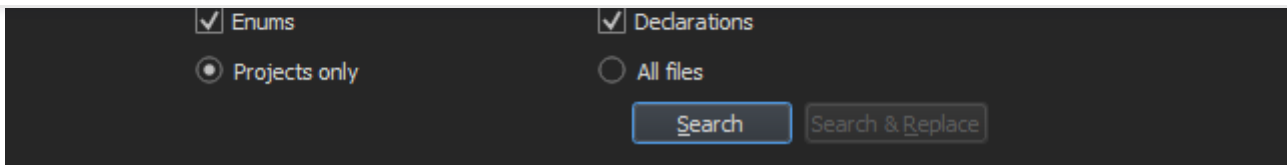
要在 Qt C++ 项目中查找特定符号的实例，请将光标放在编辑器中的符号上，然后选择“**工具**>**C++**>**光标下查找对符号的引用**”或按 Ctrl+Shift+U。



若要查看根据访问类型（如读取、写入或声明）以颜色编码的相同结果，请选择“**工具**>**C++**>**使用访问类型查找引用**”。

注意：还可以选择“**编辑**>**查找/替换**>**高级查找**>**C++符号**”，以从作为项目一部分列出的文件或代码使用的所有文件（如包含文件）中搜索类、函数、枚举和声明（包括类型别名）。





查找量子点类型

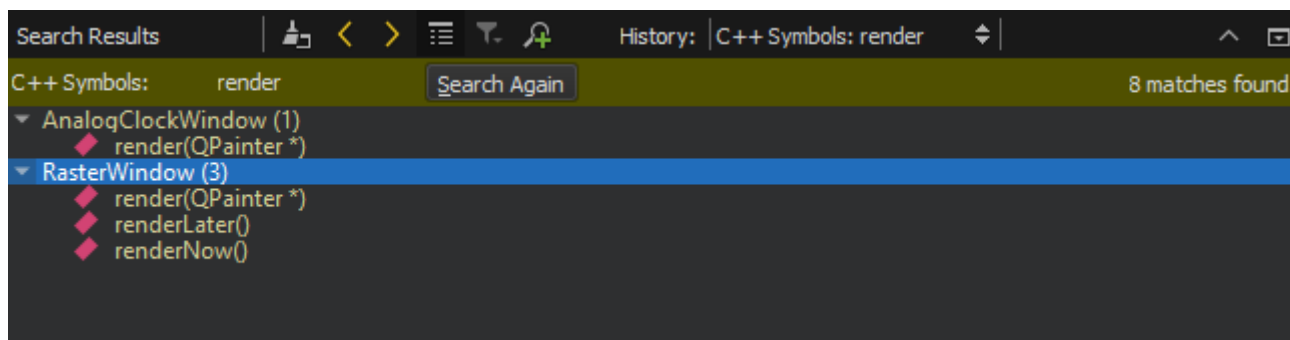
要在项目中查找特定 QML 类型的实例，请将光标放在该类型上，然后选择“**工具**”> **QML/JS** > **光标下查找对符号的引用**”或按 **Ctrl+Shift+U**。

查看搜索结果

Qt 创建者从以下位置进行搜索：

- › 作为项目一部分列出的文件
- › 项目文件直接使用的文件（例如，生成的文件）
- › 已用框架和库的头文件

“**搜索结果**”显示当前项目中搜索命中的位置和数量。



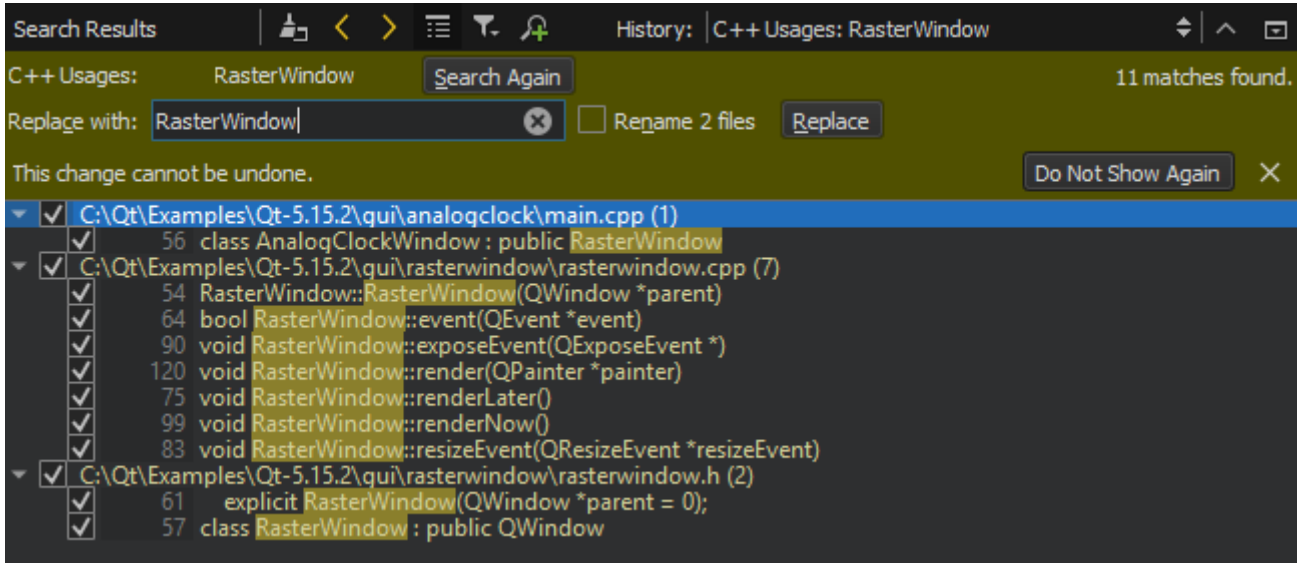
您可以通过以下方式浏览搜索结果：

- › 要直接转到某个实例，请在“**搜索结果**”中双击该实例。
- › 若要在实例之间移动，请单击“**搜索结果**”中的 **›** “（下一项）”按钮和 **‹** “（上一项）”按钮。
- › To expand and collapse the list of all instances, click the **≡** (Expand All) button.
- › To filter the search results for the usage of symbols according to access type, such as read, write, or declaration, click the **▼** (Filter Tree) button and select the access type.
- › To clear the search results, click the **✕** (Clear) button.
- › To start a new search, click the **🔍** (New Search) button.

Renaming Symbols

You can rename symbols in all files in a project. When you rename a class, you can also change filenames that match the class name.

To rename a C++ symbol in a project, place the cursor on it and select **Tools > C++ > Rename Symbol Under Cursor** or press **Ctrl+Shift+R**. Use the keyboard shortcut to rename Python symbols. To rename a QML type in a project,



To replace all selected instances, enter the name of the new symbol in the **Replace with** text box, and select **Replace**. To omit an instance, deselect the check box next to the instance.

Note: This action replaces all selected instances of the symbol in all files listed in **Search Results**. You cannot undo this action.

If the symbol is a class, select the **Rename files** check box to also change the filenames that match the class name.

Note: Renaming local symbols does not open **Search Results**. The instances of the symbol are highlighted in code and you can edit the symbol. All instances of the local symbol are changed as you type.

[< Searching with the Locator](#)

[Applying Refactoring Actions >](#)

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