Qt DOCUMENTATION

Qt Creator Manual 8.0.2

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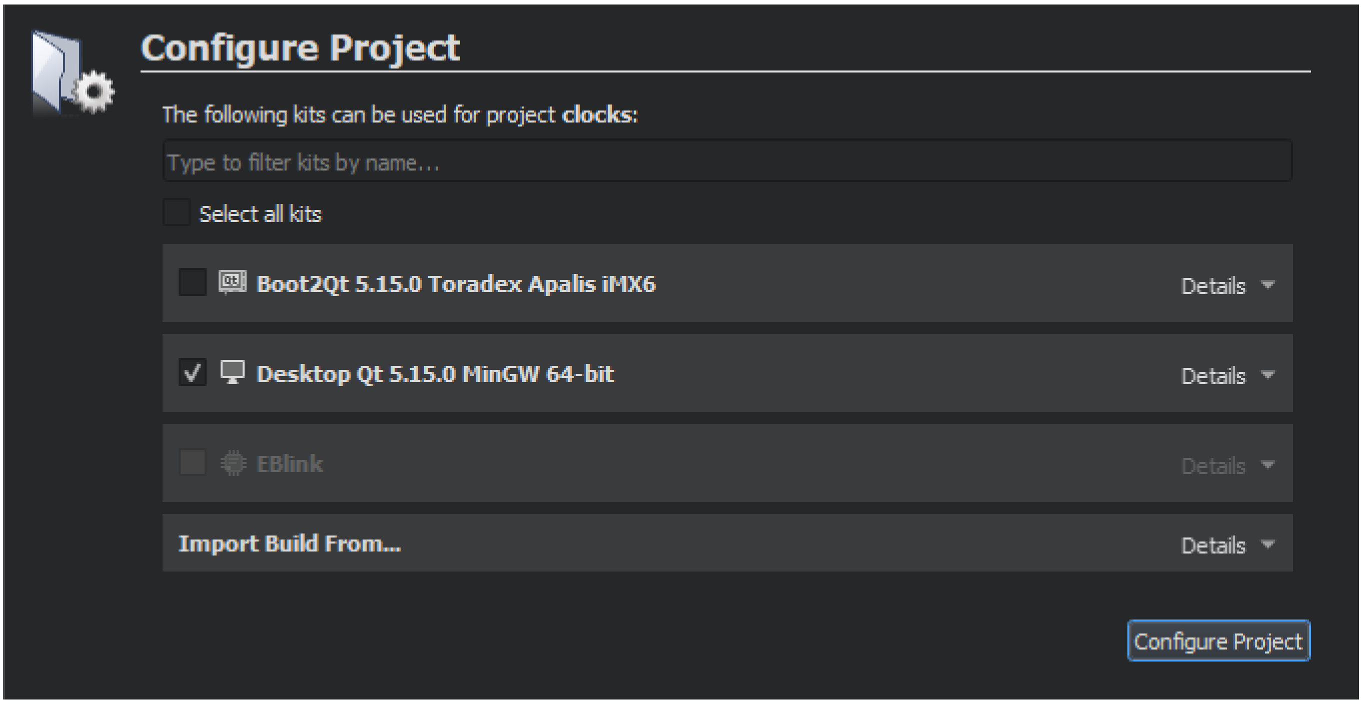
Opening Projects

Qt Creator stores information that it needs to build projects in a .user file. If Qt Creator cannot find the file when you open an existing project, it prompts you to enter the information. If you created the project by using another Qt Creator instance, Qt Creator asks whether you want to use the old settings. The settings are specific to the development environment, and should not be copied from one environment to another. Therefore, we recommend that you select **No** and enter the information again in the **Configure Project** tab.

The **Configure Project** tab displays a list of kits for building and running projects, that are installed on the development PC and configured in **Edit** > **Preferences** > **Kits**. Select the kits that you want to build and run the project with.



Configure Project

The following kits can be used for project **clocks**:

Type to filter kits by name...

□ Select all kits

□ Boot2Qt 5.15.0 Toradex Apalis iMX6 — Details

☑ Desktop Qt 5.15.0 MinGW 64-bit — Details

□ EBlink — Details

Import Build From... — Details

Even if you do not intend to build the project, the C++ and QML code models need a Qt version and compiler to offer code completion. To specify them, select the **Preferences** link, or select **Edit** > **Preferences** > **Kits**.

Qt for Python projects rely on the language server client for code completion, highlighting, and other useful features.

If Qt Creator cannot find an existing build for a particular kit, it starts out from a clean slate, and creates new debug and release build configurations in the specified directory. Qt Creator suggests a name and location for the directory that you can change.

If you have built the project before, Qt Creator can use the existing build configuration to make the exact same build as found in the directory available to Qt Creator. To import a build, specify a directory in the **Import Build From** section and select **Import**.

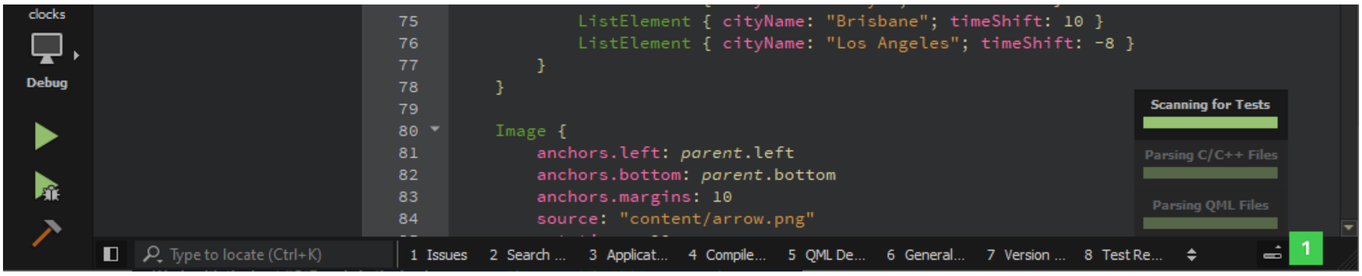
To open a project:

1. Select **File** > **Open File or Project** (**Ctrl+O** or **Cmd+O** on macOS) and select the project file for the project to open: *.pro* (qmake), *CMakeLists.txt* (CMake), *.qbs* (Qbs), *meson.build* (Meson), *pyproject* (Python), or *Makefile.am* (Autotools, experimental).
2. In the **Configure Project** tab, select kits for building and running your project.
3. Select **Configure Project**.

You can use the following keyboard shortcuts to open projects, depending on the mode you are currently in:

- In all modes, press **Ctrl+O** (**Cmd+O** on macOS) to open the **Open File** dialog, where you can select a project file to open a project.
- In all modes, except the **Help** mode, press **Ctrl+Shift+O** (**Cmd+Shift+O** on macOS) to open the **Load Project** dialog, where you can select a project file to open a project.
- In the **Welcome** mode, **Projects** tab, press **Ctrl+Shift+number** (**Cmd+Shift+number** on macOS), where the number is the number of a project in the list of recently opened projects.

Qt Creator parses all the source files in the project and performs a semantic analysis to build up the information that it needs for functions such as navigation and finding usages. A progress bar is displayed during parsing. To show or hide detailed progress information, select **Toggle Progress Details** (1).



```
                ListElement { cityName: "Brisbane"; timeShift: 10 }
                ListElement { cityName: "Los Angeles"; timeShift: -8 }
            }
        }

        Image {
            anchors.left: parent.left
            anchors.bottom: parent.bottom
            anchors.margins: 10
            source: "content/arrow.png"
```

‹ Creating Files

Adding Libraries to Projects ›

Office Locations

Support

Support Services
Professional Services
Partners
Training

For Customers

Support Center
Downloads
Qt Login
Contact Us
Customer Success

Community

Contribute to Qt
Forum
Wiki
Downloads
Marketplace

Feedback Sign In