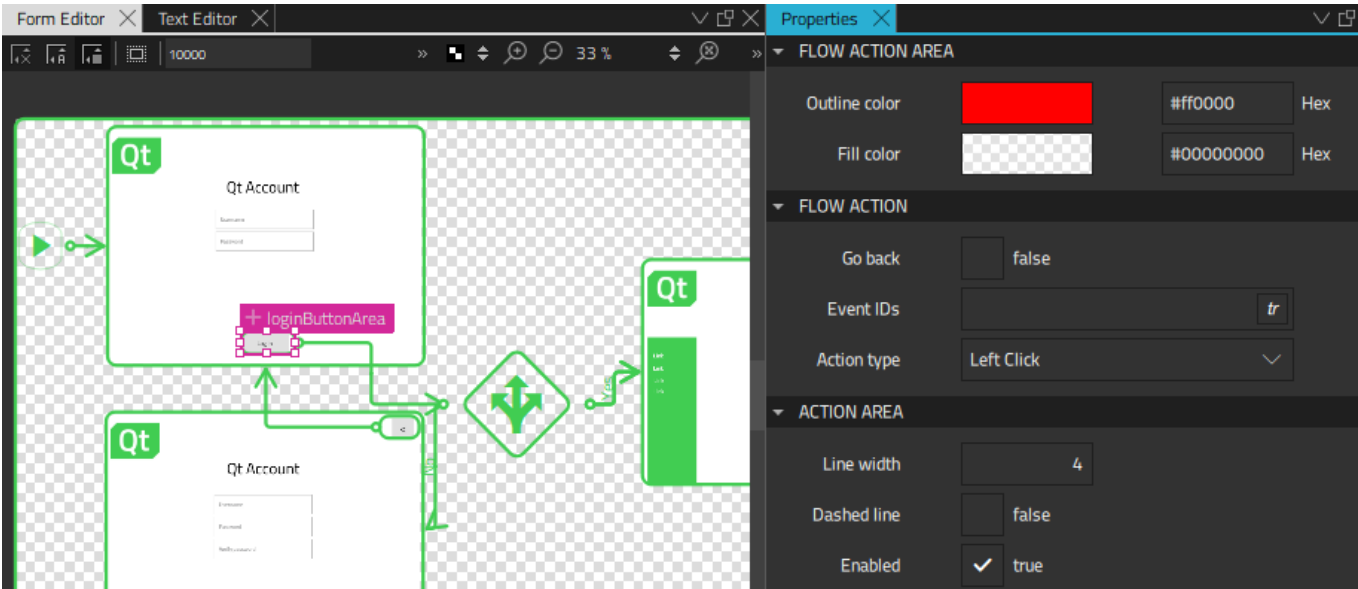


添加操作域和过渡

操作区域可以充当可单击的区域，用于在流项之间启动转换，也可以创建与流项中任何组件的任何信号的连接。例如，您可以将操作连接到流项目中按钮的信号，以确定当用户按下按钮时应发生的情况。onPressed



注意：要将组件连接到信号，必须首先在 Navigator 中将组件导出为别名。要创建和释放连接，请在上下文菜单中选择打开信号对话框。

您可以选择用于触发事件（如单击、双击、轻拂、捏合或按）的鼠标或触摸输入的类型。

通常，一个流项目可以通过双向连接连接到流中的其他几个流项。为避免混乱，您可以将操作区域设置为“返回”，而不是在每个可能连接的流项之间添加显式过渡线。启用“返回”选项后，转换将始终将用户带回上一个流项。

可以指定每个操作区域或过渡线的外观，包括颜色、线条粗细、虚线或实线，甚至过渡线的曲线。您可以按照流视图属性中的说明全局更改其中一些属性。

要创建操作区域：

1. 右键单击 2D 视图中的流程项，然后在上下文菜单中选择流程>创建流程操作。
2. 将操作区域拖到要连接到其他流项的 UI 控件上。例如，单击时打开另一个流项的按钮。
3. 双击操作区域，然后将过渡线拖动到要连接到的流项。
4. 在“属性”中，修改操作区域和过渡线的属性。

通用属性

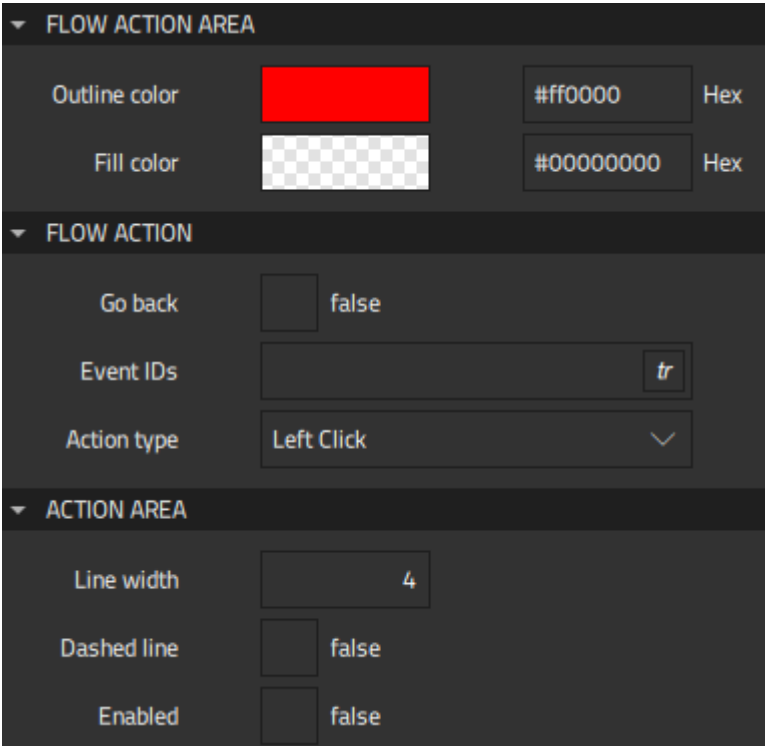
您可以在“属性”视图的“**组件**”、“**几何 - 2D**”和“**可见性**”部分中指定“**流操作区域**”和“**流转换**”组件的基本属性。

在“**布局**”选项卡中，可以使用**定位点**来定位组件。

在“**高级**”部分中，可以管理组件的**更高级属性**。

流操作区域属性

在“**流操作区域**”部分，可以使用**颜色选取器**设置线条和填充颜色。



In the **Flow Action** and **Action Area** sections, specify additional properties for action areas:

- › Select the **Go back** check box to specify that the transition will always take the user back to the previous flow item.
- › In the **Event IDs** field, specify the IDs of the events to connect to, such as mouse, touch or keyboard events.
- › In the **Action type** field, select the type of the mouse or touch input to use for triggering events.
- › In the **Line width** field, set the width of the action area outline.
- › Select the **Dashed line** check box to draw a dashed action area outline.
- › Select the **Enabled** check box to enable interaction with the action area during preview.

Flow Transition Properties

In the **Transition** section, specify additional properties for transitions between **flow items**:




Question

Event IDs

From

To

- › Select the **Condition** checkbox to activate the transition. You can select  to **bind** a condition to the transition.
- › In the **Question** field, enter the text that will appear next to the transition line. If the transition represents the connection to a **Flow Decision** component, the text will also be visible in the selection dialog that opens when the **condition** is triggered.
- › In the **Event IDs** field, specify the IDs of the events to connect to, such as mouse, touch or keyboard events.
- › In the **From** and **To** fields, select the flow item where the transition starts and the one where it ends.

You can specify the following properties to change the appearance of transition lines in the **2D** view:

▼ TRANSITION LINE

Line width

Offset In Out

Break offset

Dashed line ☐ false

Type

Radius

Bezier factor

Label position

Label flip side ☐ false

- › In the **Line width** field, set the width of the transition line.
- › In the **Offset** and **Break offset** fields, set the start point (**Out**) or end point (**In**) of a transition line or a break to the specified offset. This enables you to move them up and down or left and right.
- › Select the **Dashed line** check box to draw a dashed line.
- › In the **Type** field, select **Bezier** to draw transition lines as bezier curves.
- › In the **Radius** field, specify the corner radius for default curves.
- › In the **Bezier factor** field, specify the factor that modifies the positions of the control points used for a bezier curve.

Select the **Label flip side** check box to move the **Question** value to the opposite side of the transition line.

Connecting and Releasing Signals

To connect a component to a **signal**, select **Open Signal Dialog** in the context menu. The **Signal List** dialog displays the signals for all components that you export as **aliases** in **Navigator**.

Signal List for flowActionArea - Qt Design Studio

Filter

Item ID	Signal	
eventDrivenLoginScreen.LoginScreen.textFiel...	pressAndHold	Connect
eventDrivenLoginScreen.LoginScreen.textFiel...	released	Connect
eventDrivenLoginScreen.LoginScreen.textFiel...	pressed	Connect
eventDrivenLoginScreen.LoginScreen.textField	pressAndHold	Connect
eventDrivenLoginScreen.LoginScreen.textField	released	Connect
eventDrivenLoginScreen.LoginScreen.textField	pressed	Connect
eventDrivenLoginScreen.LoginScreen.button	pressAndHold	Connect
eventDrivenLoginScreen.LoginScreen.button	released	Connect
eventDrivenLoginScreen.LoginScreen.button	pressed	Connect
eventDrivenLoginScreen.LoginScreen.button	doubleClicked	Connect
eventDrivenLoginScreen.LoginScreen.button	clicked	Release

To connect a component to a signal, select **Connect** next to one in the list. To release a connected signal, select **Release**.

< Adding Flow Items

Applying Effects to Transitions >



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