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使用 Qt 桥接进行草图

组织资产

要在使用"Qt 桥接素描"将设计从草图导出到 Qt 设计工作室时获得最佳效果，请在使用草图时遵循以下准则：

> 将页面用于不同的目的，例如用于尝试想法*的草图绘制*、*用于*创建 UI 组件的*组件*、用于在组件中使用的图像的*资产*，以及用于使用组件和资源构建 UI 屏幕的屏幕。

> 将每个页面排列到画板中。当您对某个设计感到满意时，请将其从草图绘制页面移动到组件页面，并在屏幕上使用它。导出资源时，可以跳过所有不想成为最终 UI 一部分的画板，以避免 Qt Design Studio 项目混乱。在Qt设计工作室中生成的代码对应于草图文档的结构。

> 用于草图的 Qt 桥支持文档*符号*和文本符号的符号*覆盖*。每个元件都导出为一个元件，并且每个元件实例在生成的*元件*文件中作为相应的元件实例生成。符号覆盖将导出为组件的属性值。例如，如果使用符号覆盖为每个按钮实例指定文本，则该文本将导出为 text 属性的值。

> 在 Sketch 中创建零部件，然后将其导出到 Qt 设计工作室，然后再开始制作它们的实例。在Qt设计工作室中，向组件添加功能，例如按钮状态，然后将其作为资源带回Sketch。如果您在Sketch中使用功能性Qt设计工作室组件，您会发现将设计的新迭代合并到Qt设计工作室并继续在那里构建屏幕会更容易。

> 使用描述性和唯一ID，以避免在导出资源并将其导入Qt设计工作室后出现重复的ID。

> 以可缩放矢量图形 （SVG） 格式存储所有资源，以便能够针对不同的屏幕大小和分辨率轻松重新缩放它们。您可以将资源导出为 JPG、PNG 或 SVG 格式，并选择在导出过程中优化它们的选项。

要在Sketch中使用的字体也用于Qt设计工作室，您需要将它们作为资源导入Qt设计工作室。Qt 设计工作室会在您预览 UI 时将它们部署到设备上。有关详细信息，请参阅使用自定义字体。

有关详细信息，请参阅用于草图的 Qt 桥接教程，这些教程也可从"欢迎"模式的"**教程**"选项卡访问：

> 素描桥教程第 1 部分

> 桥梁素描教程第 2 部分

可以导出的项目

您可以使用 Qt 桥接草图导出设计的以下部分：

> 层

> > 形状图层

> > 矢量图层

> > 铅笔层

> > 切片图层

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> 画板

> 热点地区

> 符号

> 图书馆

使用画板

当您从 Sketch 导出设计并将其导入 Qt 设计工作室时，画板和图层之间的关系将保留。

画板只能作为组件导出或跳过。组件将作为包含美工板上所有图稿的单独文件导入，但设置为跳过或导出为子项的图层除外。子项可以包含图形资源或文本。

若要将美工板的内容用作 UI 中的单个图像，可以在导出组和图层时合并它们。在导入过程中，内容将拼合到一个文件中。合并的完成方式使您能够在 Sketch 中更改组和图层，然后再次导出和导入美工板。例如，这是创建最终 UI 应如何显示的参考图像的简单方法。

将 UI 的不同部分（如菜单和弹出窗口）放在单独的画板上，以便能够将它们导出为组件或子级，并将它们作为组件文件和图像导入，您可以在创建 UI 时将这些内容拖放到 Qt Design Studio 设计模式下的 **2D** 视图中。

如果要像在 Sketch 中一样使用 Qt Design Studio 中画板上的资源，则可以导入画板而不为其生成代码。

使用图层和群组

当您使用Qt Bridge for Sketch导出设计时，您将确定每个图层或组的导出方式：*合并*或*子图层*或组。每个图层或组在导出为*子级*时，在 UI 中表示一个单独的图像。如果图层或组的资源*导出为已*合并，则该资源将合并到其父组或美工板。

您可以在"**设置**">"**资源设置**"中选择要用于每个图像**的资源**格式和 DPI。

使用标识

The most common issues in using Qt Bridge for Sketch are caused by having duplicate IDs in your project. Even though the importer in Qt Design Studio is capable of detecting and retaining IDs, you should still manually check all the IDs to make them unique and descriptive.

Name the layers in exactly the same way as your IDs, to be able to find artwork later, especially as the export files can grow very large and complicated as they approach the level of a complete UI project.

> **Note:** Even though Qt Design Studio is capable of handling the IDs during merges, we recommend that you do not change the IDs after the first time you export the assets, to avoid problems.
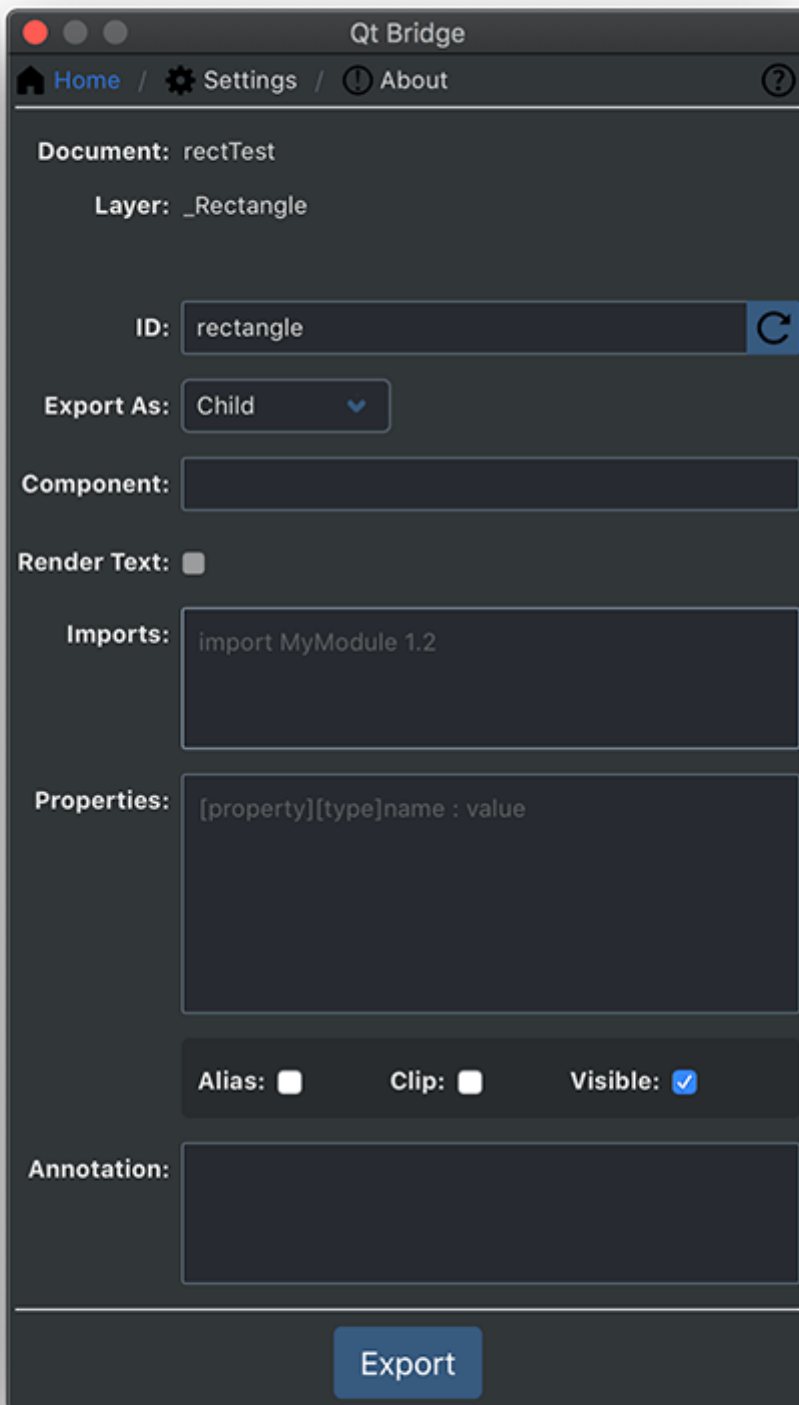
Exporting Assets

By default, assets are exported as follows:

> Artboards are always exported as *components* or *skipped*.

> Asset layers are exported as *merged*.

> Text layers can only be exported as *child* or *skipped*.

> A *hotspot* layer can only be exported as *child* or *skipped*. It is always exported as an instance of the Mouse Area
> component.

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Images are exported in JPG, PNG, or SVG format, depending on your selection.

Make sure to skip all artboards that you don't want to be part of the final UI to avoid cluttering the Qt Design Studio project. You can select multiple artboards on a page and then select **Skip** in Qt Bridge for Sketch to skip them.

You can export assets using the default settings and make all the changes later in Qt Design Studio. If you are familiar with the QML syntax, you can modify the settings to tailor the generated code to a certain degree. For example, you can specify the component or Qt Quick Studio Component to use for a component or layer. If you have drawn an arc that you mean to animate, you can export it as an Arc component to avoid having to replace the arc image with an Arc component in Qt Design Studio. Or you could export a button as a Qt Quick Controls Button component.

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Specifying Settings for Exporting Assets

To export your design using Qt Bridge for Sketch:

1. Qt Bridge for Sketch automatically proposes identifiers for all groups and layers that you can change in the **ID** field. Use unique and descriptive IDs to avoid duplicate IDs when the layer and the respective artwork is imported into Qt Design Studio.

2. In the **Export As** field, select the export type for the group or layer:

   › **Component** exports the selected symbol with metadata. The exported data can be used later to import the component as a separate UI file that contains all the artwork in it, except layers or groups that are set to be skipped or exported as child items.

   › **Child** exports each asset of the selected group or layer a separate PNG file, with references to the images in the component file. You select the image format in the **Asset Format** field.

   › **Merged** merges the selected groups and layers into the parent artboard or group as one item.

   › **Skipped** completely skips the selected layer.

3. In the **Component** field, specify the component or Qt Quick Studio Component to morph this layer into. The component that is generated during import will be of this type. For example, if you drew a rectangle, you can export it as a Rectangle component. You can provide the import statement of the module where the component is defined in the **Imports** field.

   > **Note:** The implicit properties except position and size are not applied when the **Component** is defined. For example, all text properties will be ignored if **Component** is defined for a text layer, but explicit properties defined in the **Properties** field will be applied.

4. Select the **Render Text** check box to render the text layer as an asset. The layer will be exported as an asset and the text data will not be exported. This allows the text layer to be merged to parent artboard or group as well.

5. In the **Imports** field, enter additional import statements to have them added to the generated code file. For example, to use Qt Quick Controls 2.3, you need the import statement and to use Qt Quick Studio Components 1.0, you need the import statement . You can also import a module as an alias.`QtQuick.Controls 2.3QtQuick.Studio.Components 1.0`

6. In the **Properties** field, specify properties for the component. You can add and modify properties in Qt Design Studio.

7. Select the **Alias** check box to export the item generated from this layer as an alias in the parent component.

8. Select the **Clip** check box to enable clipping in the component generated from the layer. The generated component will clip its own painting, as well as the painting of its children, to its bounding rectangle.

9. Select the **Visible** check box to determine the visibility of the layer.

10. In the **Annotations** field, specify annotation for the component. See Annotating Designs.

11. Select the **Settings** tab to specify the export path and asset format.

12. Select **Export** to export the document into a .qtbridge archive.

13. When the exporting is done, select **OK**.

All the assets and metadata are exported into a .qtbridge archive in the directory you specified. This might take a little while depending on the complexity of your project.

You can now create a project in Qt Design Studio and import the .atbrige archive to it, as described in Creating Projects and Importing Designs.

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You can export assets into JPG, PNG, or SVG format. To specify export path and asset format, select **Settings**.
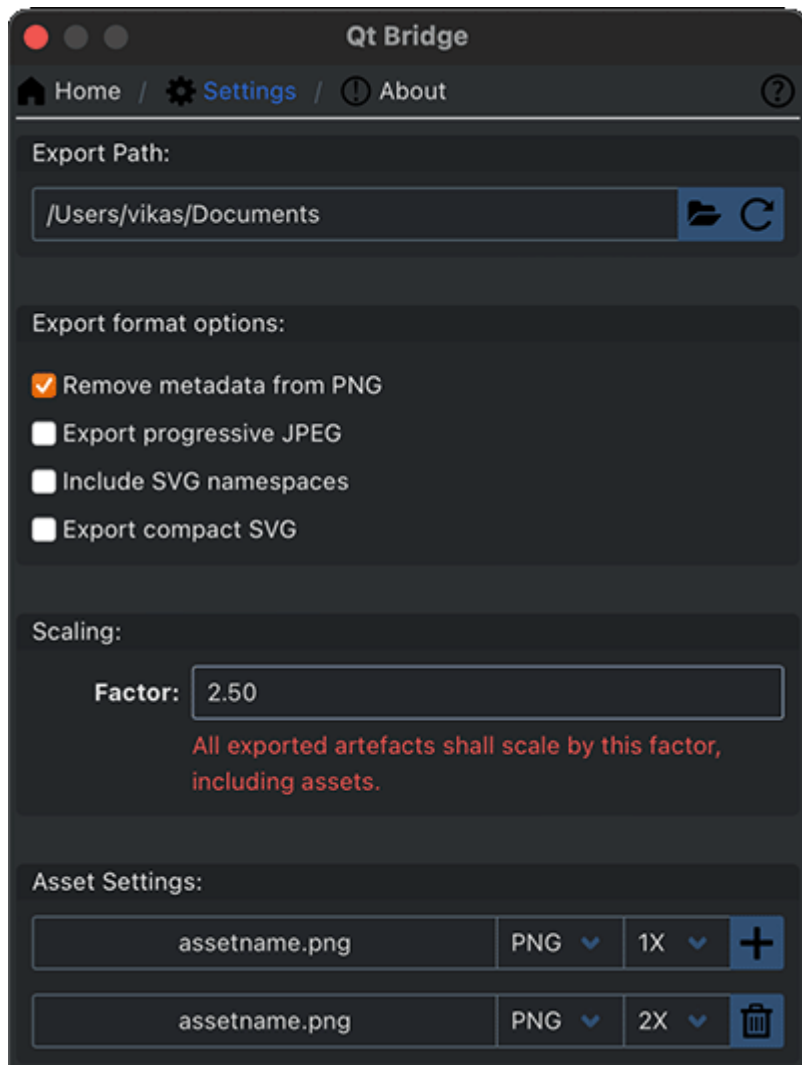
Qt Bridge for Sketch exports assets to a .qtbridge archive named after your Sketch file. By default, the directory is located inside the parent directory of the Sketch file being exported. You can change the export path in the **Export Path** field.

You can select the default asset format and DPI to use for each layer. These settings are overridden by the layer export settings from the Sketch app. That is, if the layer is made exportable in the Sketch app, the respective asset format and DPI settings are preserved.

To optimize the assets, you can select the check boxes in the **Export format options** field. You can remove metadata from PNG files, export assets as progressive JPG or compact SVG, and include SVG namespaces in SVG files.

Scaling

You can scale the generated assets and UI artefacts by setting a scaling factor between 0.1 and 10.0 in **Factor**.

> **Note:** The factor is independent of the asset scale settings, that is, 2x assets shall have a size of 5x when a scale factor of 2.5 is selected.
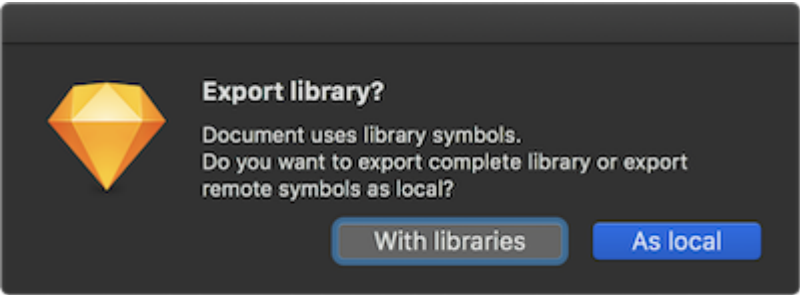
Exporting Library Symbols

document that contains remote symbols, you must prepare the Sketch document of the local library with Qt Bridge for Sketch for export.

For more information about Sketch libraries, see Sketch documentation.

You can either export the complete library with the document or unlink the symbols. Unlinking the symbols exports the symbols as if the symbols were part of the document as Group layers. Exporting the complete library exports all the layers of the library irrespective of their usage in the document.

To export a library, select **Export**. Qt Bridge for Sketch asks you whether you want to export the complete library or to unlink the symbols.

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