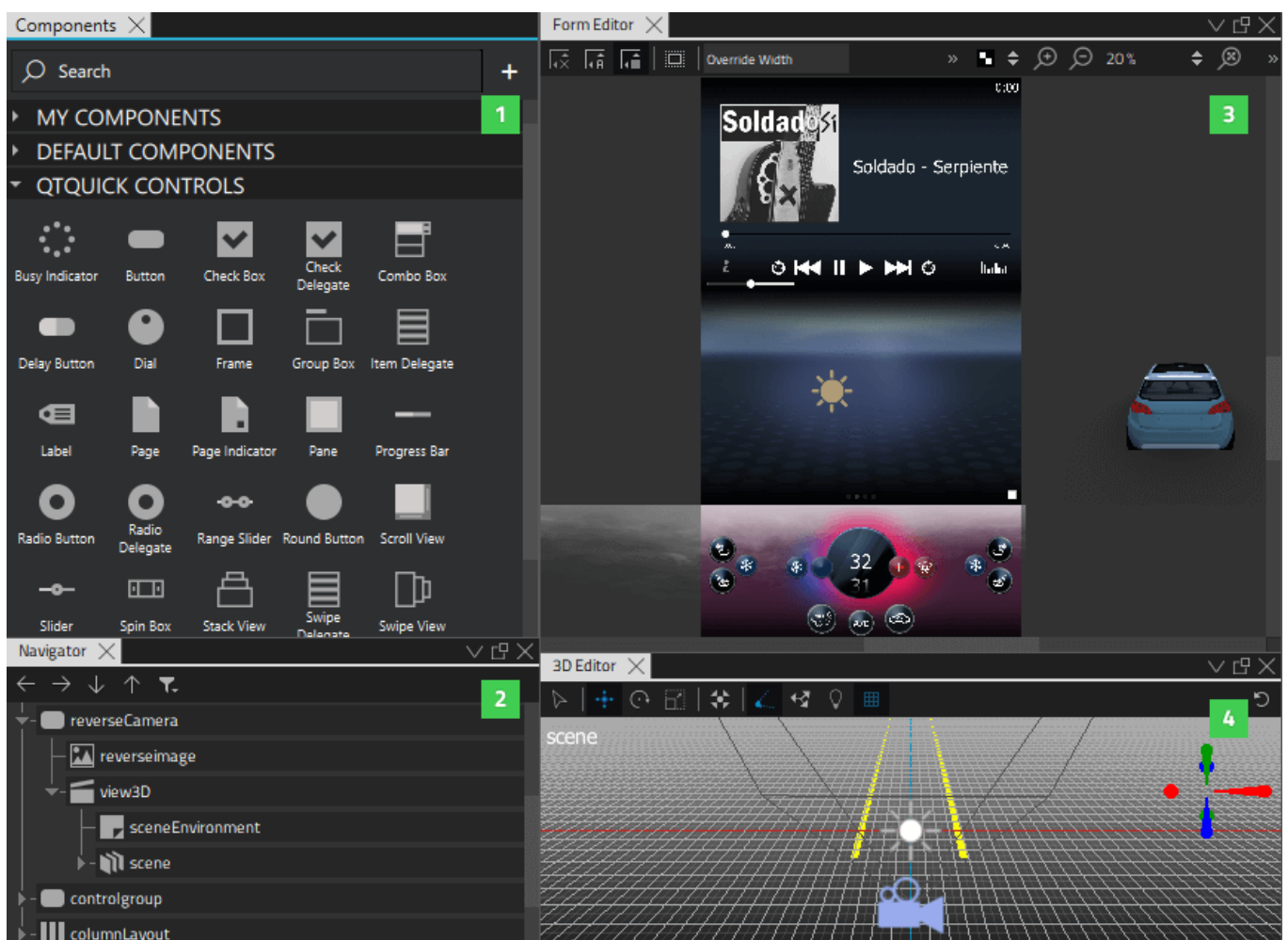


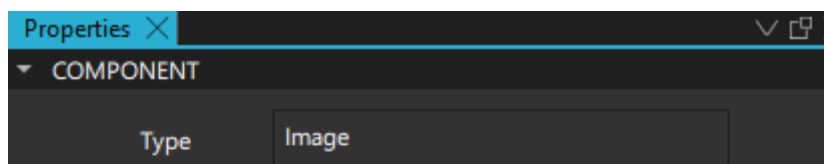
Creating Component Instances

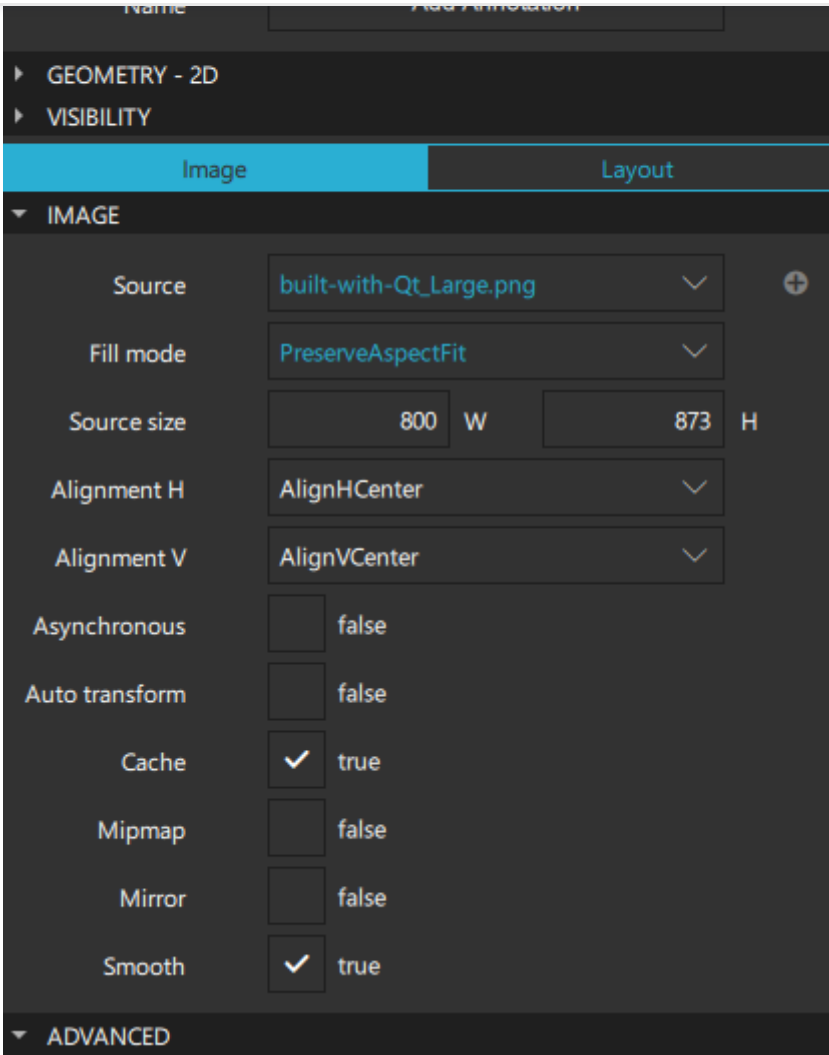
Qt Design Studio comes with *preset components* that you can use in your UI by creating instances of them.



To create component instances and edit their properties:

1. Drag-and-drop components from **Components** (1) to the **Navigator** (2), **2D** (3), or **3D** view (4). This creates instances of the components in the current component file.
2. Select component instances in **Navigator** to edit the values of their properties in **Properties**.





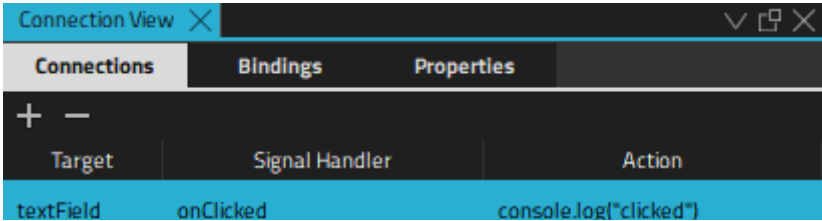
For more information, see [Specifying Component Properties](#).

3. To change the appearance and behavior of the component instances in ways that are not supported in Qt Design Studio by default, you can define custom properties on the **Properties** tab in the [Connections](#) view.



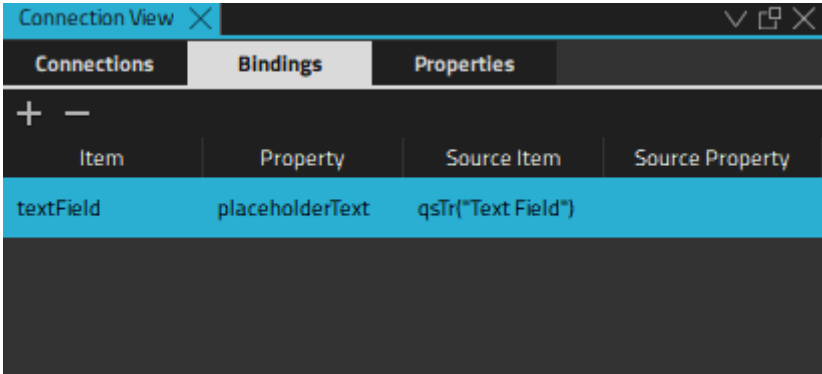
For more information, see [Specifying Custom Properties](#).

4. To enable users to interact with the component instances, connect the instances to signals on the **Connections** tab in the **Connections** view. For example, you can specify what happens when a component instance is clicked. For more information, see [Connecting Components to Signals](#).





5. To dynamically change the behavior of a component instance when another component instance changes, create bindings between them on the **Bindings** tab in the **Connections** view. For more information, see [Adding Bindings Between Properties](#).



6. Add states to apply sets of changes to the property values of one or several component instances in the **States** view. For more information, see [Working with States](#).
7. Animate the properties of component instances in the **Timeline** view. For more information, see [Creating Timeline Animations](#).

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