


# Creating Buttons

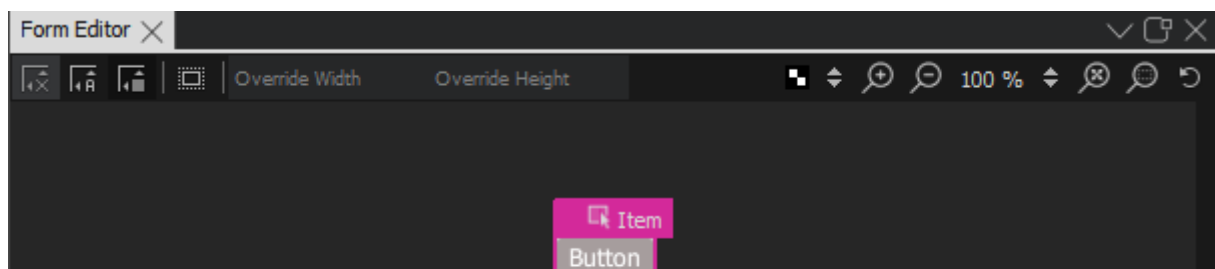
To create a button component:

1. Select **File** > **New File** > **Qt Quick Files** > **Qt Quick UI File** > **Choose** to create a **UI file** called `Button.ui.qml` (for example).

**Note:** Components are listed in **Components** > **My Components** only if the filename begins with a capital letter.

2. Click **Design** to edit the file in the **2D** view.
3. In **Navigator**, select **Item** and set the width (**W**) and height (**H**) of the button in **Properties**.
4. Drag-and-drop a **Rectangle** from **Components** > **Default Components** > **Basic** to the component in **Navigator**. This creates a nested component where the **Item** is the parent of the **Rectangle**. Components are positioned relative to their parents.
5. In the **Properties** view, modify the appearance of the rectangle:
  - A. In the **Color** field, select the button color.
  - B. In the **Radius** field, set the radius of the rectangle to produce rounded corners for the button.
  - C. Select **Layout**, and then select the  (**Fill to Parent**) button to anchor the **Rectangle** to the **Item**.
6. Drag-and-drop a **Text** component to the **Item** in **Navigator**.
7. In the **Properties** view, edit the properties of the **Text** component
  - A. In the **Text** field, enter *Button*.

You can select the text color in the **Text color** field and the font, size, and style in the **Font** section.
  - B. In the **Alignment** field, select the center buttons to align the text to the center of the button.
  - C. Select **Layout** > **Fill to Parent** to anchor the text to the whole button area.
8. Press **Ctrl+S** to save the button.



To be useful, the button component has to be created in a project. When you work on other files in the project to create screens or other components for the UI, the button component appears in **Components > My Components**. You can use it to create button instances and modify their properties to assign them useful IDs, change their appearance, and set the button text for each button instance, for example.

To create a graphical button that scales beautifully without using vector graphics, use the [Border Image](#) component. For more information, see [Creating Scalable Buttons and Borders](#).

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