

# Refactoring

Refactor code to:

- › Improve internal quality of your application
- › Improve performance and extensibility
- › Improve code readability and maintainability
- › Simplify code structure

Qt Design Studio allows you to quickly and conveniently apply actions to refactor your code by selecting them in a context menu. For more information, see [Applying Refactoring Actions](#).

By default, the refactored files are saved automatically. To disable this feature, deselect **Edit > Preferences > System > Auto-save files after refactoring**.

## Finding QML Types

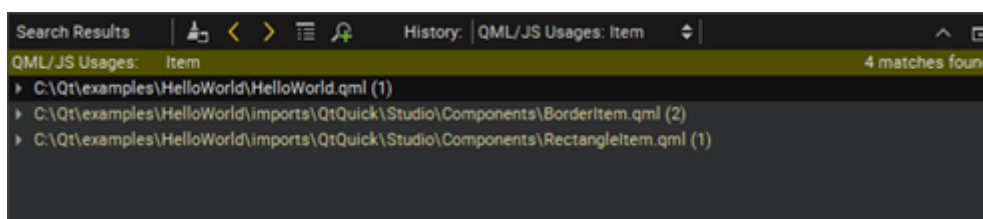
To find instances of a specific QML type in a project, place the cursor on the type and select **Tools > QML/JS > Find References to Symbol Under Cursor** or press **Ctrl+Shift+U**.

## Viewing Search Results

Qt Design Studio searches from the following locations:




- › Files listed as a part of the project
- › Files directly used by the project files (for example, generated files)

**Search Results** shows the location and number of search hits in the current project.



You can browse the search results in the following ways:

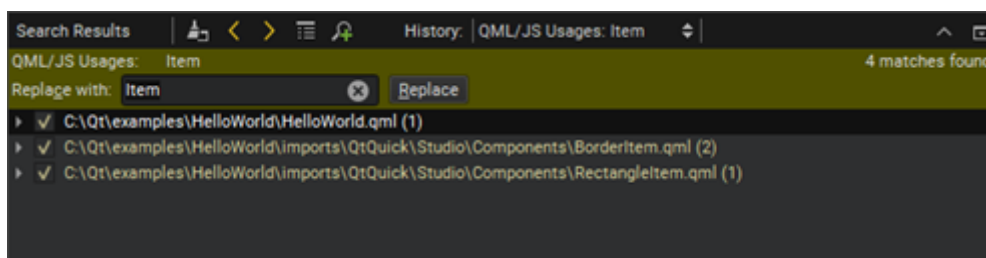
- › To go directly to an instance, double-click the instance in **Search Results**.

- › To filter the search results for the usage of symbols according to access type, such as read, write, or declaration, click the  (**Filter Tree**) button and select the access type.
- › To clear the search results, click the  (**Clear**) button.
- › To start a new search, click the  (**New Search**) button.

## Renaming Symbols

You can rename symbols in all files in a project. To rename a QML type in a project, select **Tools > QML/JS > Rename Symbol Under Cursor** or press **Ctrl+Shift+R**.

**Search Results** shows the location and number of instances of the symbol in the current project.



To replace all selected instances, enter the name of the new symbol in the **Replace with** text box, and select **Replace**. To omit an instance, deselect the check box next to the instance.

**Note:** This action replaces all selected instances of the symbol in all files listed in **Search Results**. You cannot undo this action.

[◀ Searching with the Locator](#)

[Applying Refactoring Actions ▶](#)



Contact Us

### Company

[About Us](#)  
[Investors](#)  
[Newsroom](#)  
[Careers](#)

### Licensing

[Terms & Conditions](#)  
[Open Source](#)  
[FAQ](#)



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

© 2022 The Qt Company

[Feedback](#) [Sign In](#)