从 Qt 3D 工作室导出

使用以下指南在将项目从Qt 3D工作室转换为Qt设计工作室时获得最佳效果。

最佳实践

- 如果 UI 中的某些内容显然是 2D 的，请不要从 Qt 3D 工作室演示文稿中导入它。直接在Qt设计工作室中实现它。
- QML 流不能作为 QML 元素直接导入到 Qt 设计工作室中。它们需要手动复制，因为Qt设计工作室中没有QML文件的导入功能。
- 如果您确实导入了整个Qt 3D Studio项目（文件），请仅使用其中实际需要的部分。对所需的部件使用**“将组件移动到单独的文件中”**，并最终从项目结构中删除所有其他部件。`.uia`
- 大多数导入的 QML 文件中都有额外级别的元素，应将其删除以提高性能。根据经验，每个只有一个子节点的节点都被视为应删除的额外级别。`Node`
- Qt 3D工作室*幻灯片*成为Qt设计工作室*状态*，并且状态更改可能存在问题。始终检查每个状态更改，以确保它们正常工作。

导入资源

定制材料

自定义材质（Qt 3D Studio 中的*某些东西.着色器*文件）无法正确导入，必须手动修复。

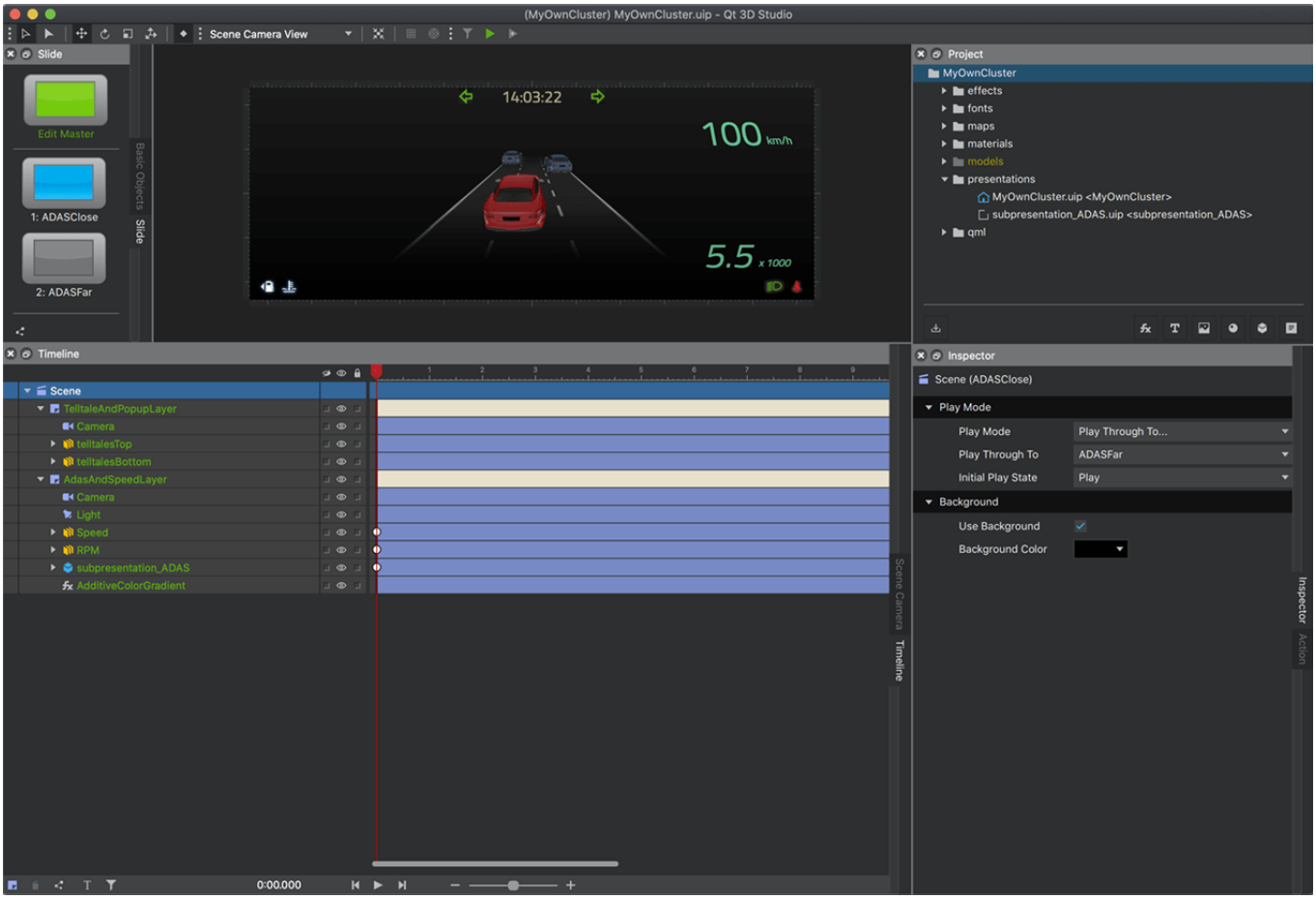
- 它们是进口的，因为它既不起作用，也无济于事。`CustomMaterial { id: something; source: "something" }`
- 删除*源：完全删除“某物”*。
- 需要将*来自某物*的顶点着色器部分复制到 .需要将片段着色器部分复制到 。`Shader { stage: Shader.Vertex; shader: "vertex shader code here" }CustomMaterialShader { stage: Shader.Fragment; shader: "fragment shader code here" }`
- *something.shader* 的*元数据*中的属性需要手动引入为元素中具有相同名称和正确类型的 QML 属性。`CustomMaterial`
- 将导入语句添加到具有元素的文件中。`import QtQuick3D.Materials 1.15CustomMaterial`
- 如果自定义材质使用纹理，则不会自动导入纹理，必须手动将其添加到项目结构中。
- 由于Qt设计工作室1.5中的一个开放错误，许多自定义材质无法在**3D**或**2D**视图中渲染。需要运行项目才能显示它们。

- 某些属性的合理值范围可能在 Qt 3D 工作室和 Qt 设计工作室之间已更改，需要手动重新定义。
- 可以添加额外的属性，也可以手动删除这些属性。

模型

模型具有一些额外的属性（镶嵌），可以删除这些属性。

示例：将我的Own群组项目从Qt 3D工作室转换为Qt设计工作室

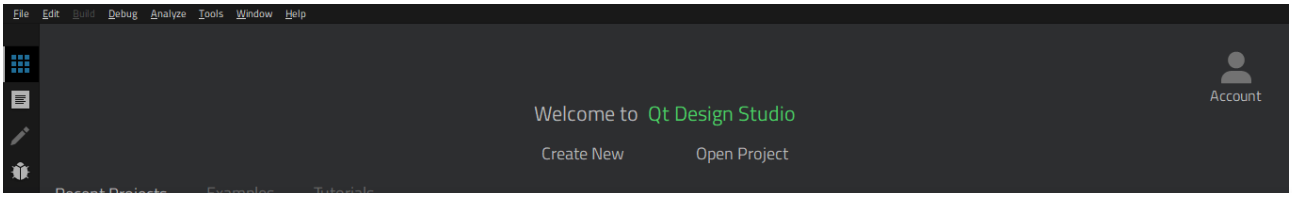


My Own Cluster project in Qt 3D Studio

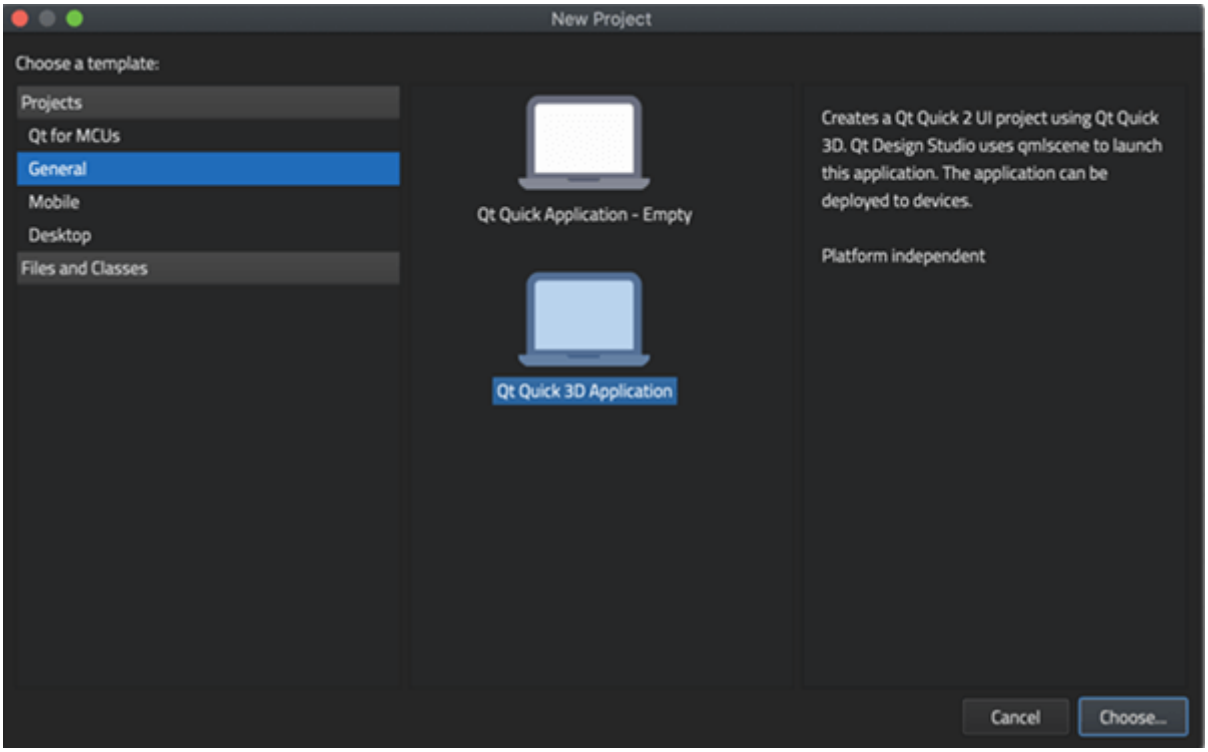
The following steps describe how to convert the My Own Cluster project from Qt 3D Studio to Qt Design Studio.

Creating a New Project in Qt Design Studio

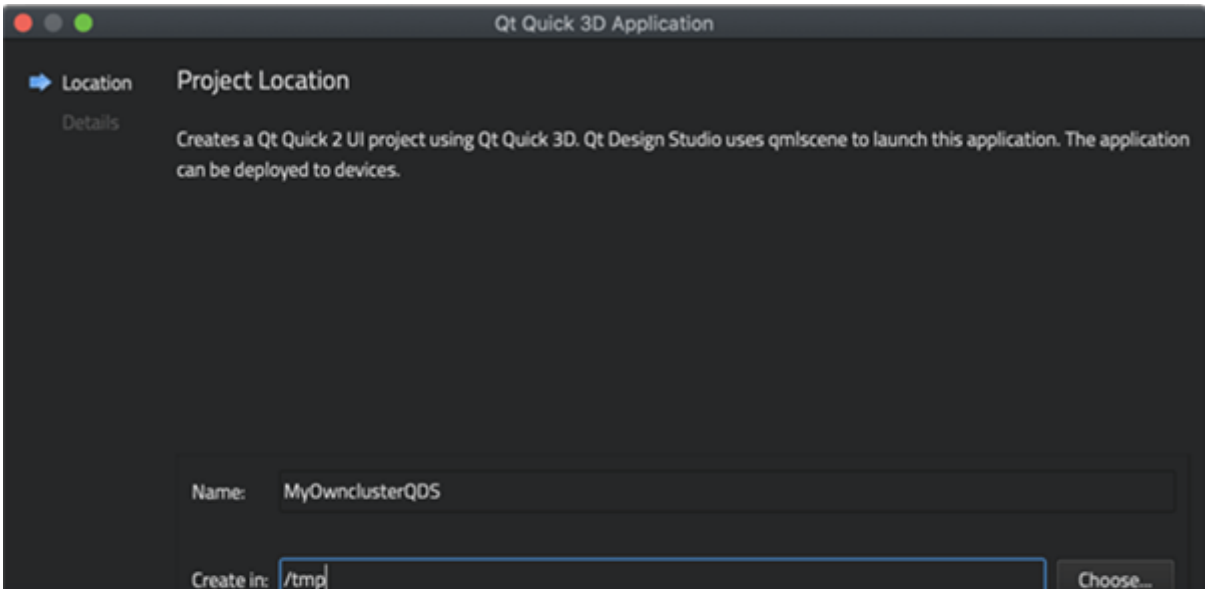
1. To create a new project in Qt Design Studio, select **File > New File or Project**, or select **New Project** in the Welcome mode.



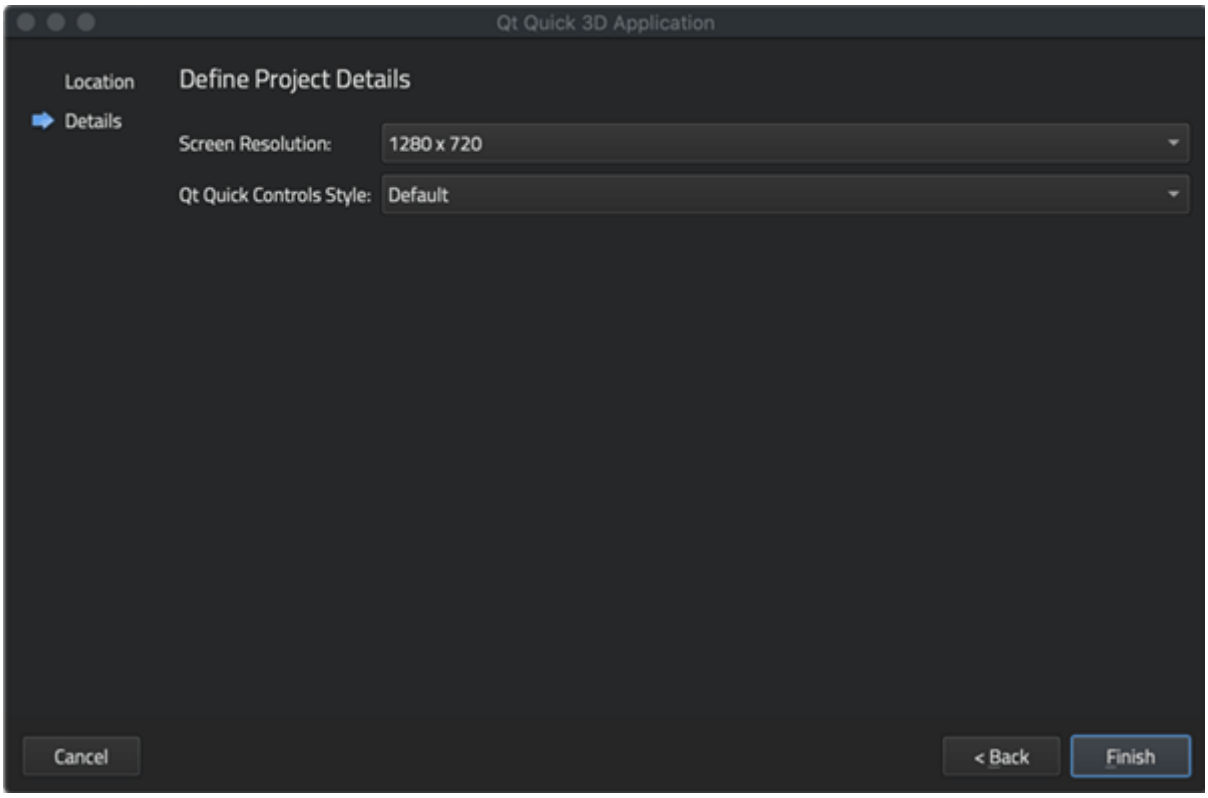
2. Creating a new project in Qt Design Studio is aided by a wizard that contains templates for creating different types of projects. Choose the **Qt Quick 3D Application** template to get started with your new 3D project.



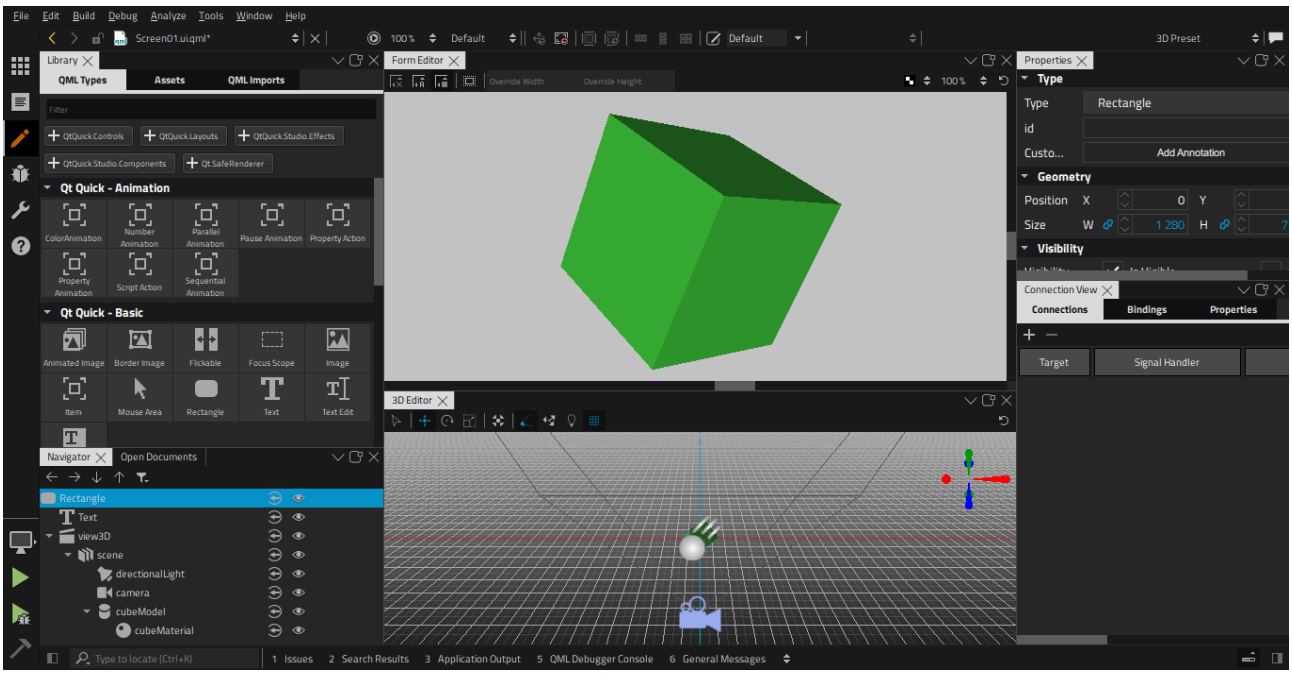
3. In the **Name** field, enter a name for the project. In the **Create in** field, enter the path for the project files, and then select **Next**.



4. In the **Screen resolution** field, select the screen resolution for previewing the UI on the desktop or on a device. You must select one of the predefined screen resolutions, which will later be altered to match the width and height of the original project. In the **Qt Quick Controls Style** field, select one of the predefined UI styles to use, and then select **Finish**.

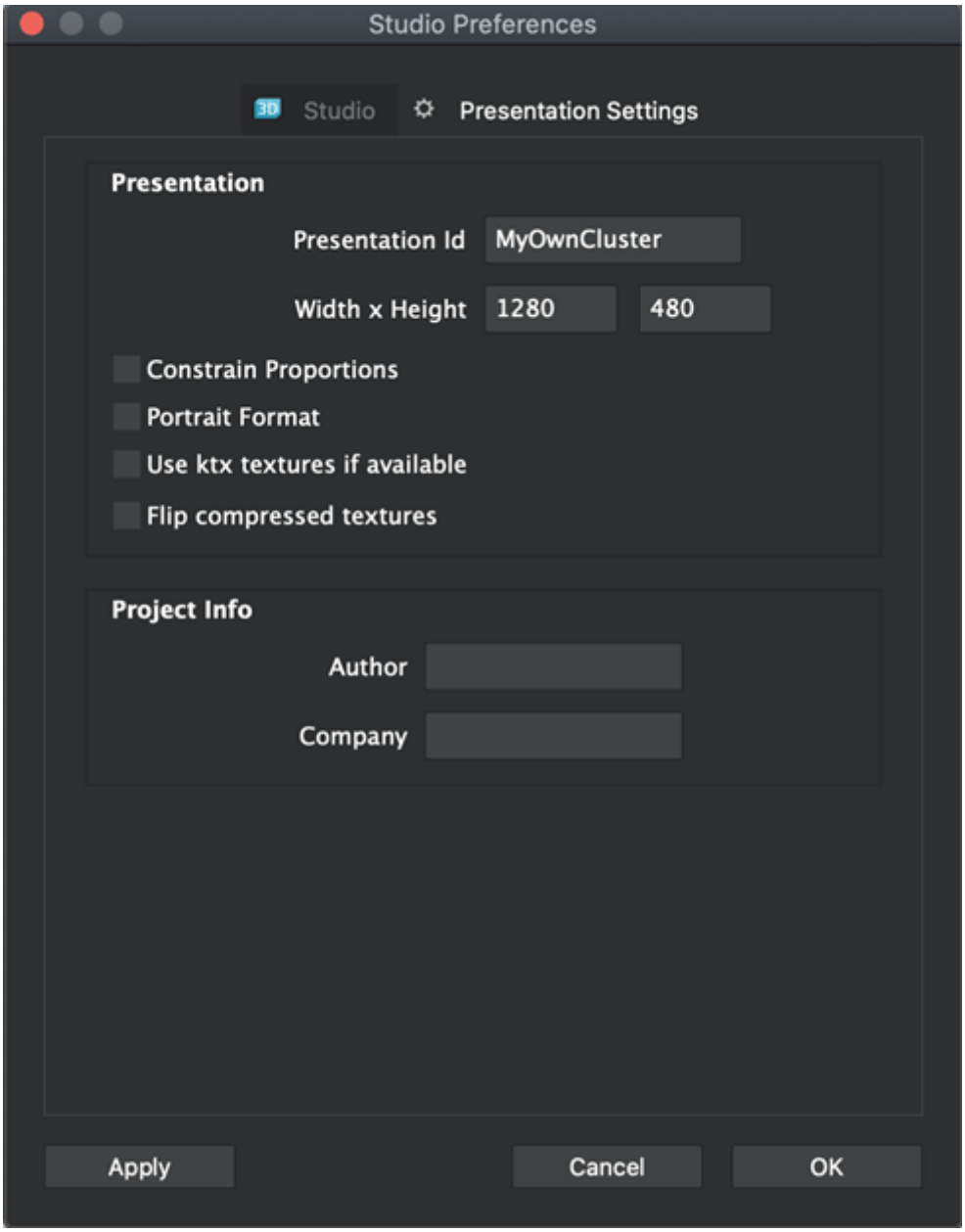


5. Your new project has now been created. For more information on creating projects in Qt Design Studio, see Creating Projects. For more information on how to get started with Qt Design Studio, see Getting Started.

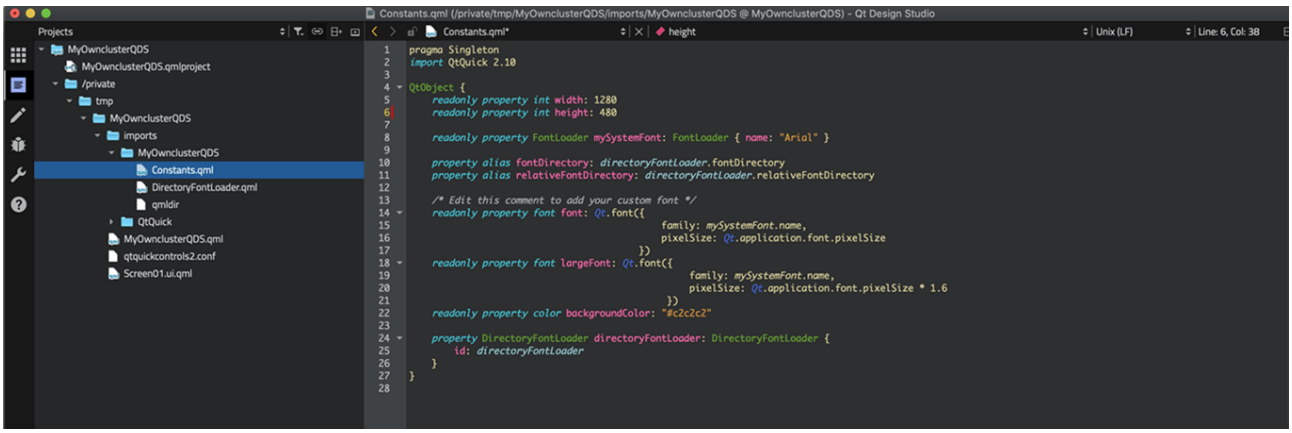


Getting Started with MyOwnCluster

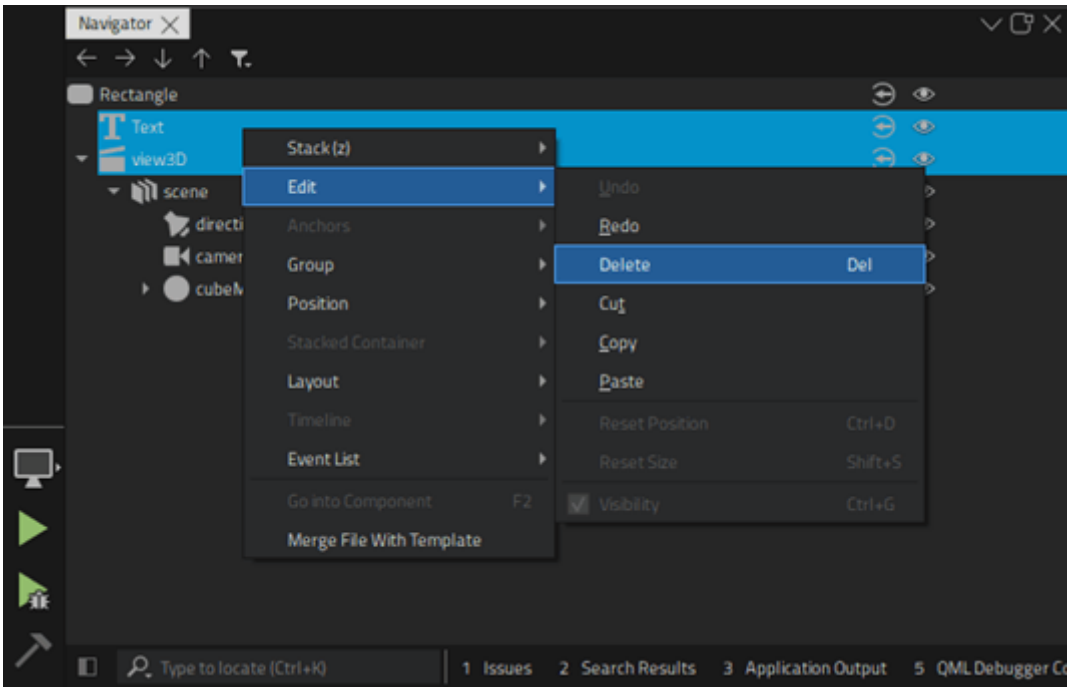
Settings to see the values for **Width x Height**.



2. Adjust the canvas size of your project in Qt Design Studio according to the screen size in Qt 3D Studio presentation by editing the file in the Code view. If you cannot see the **Code** view, select **Window** > **Views**, and then select the **Code** checkbox. In the **Projects** view, open the imports subfolder, then the subfolder named after your project, and double-click . Edit the values for *readonly property int width* and *readonly property int height* to match the **Width x Height** values in Qt 3D Studio presentation.`Constants.qml`

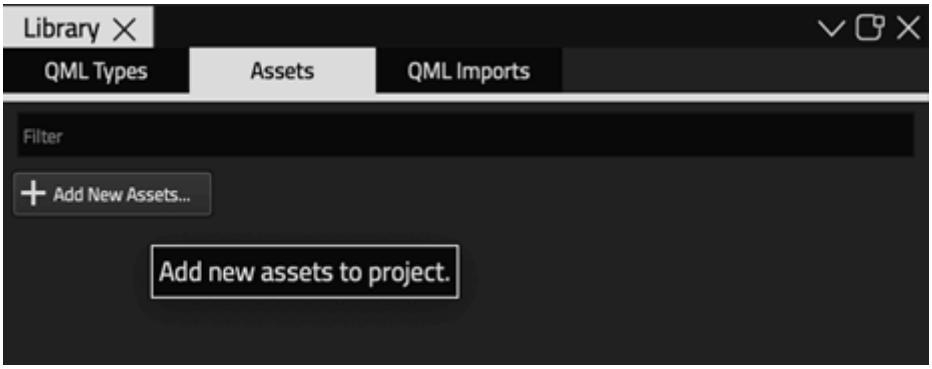


3. To delete the placeholders created by the wizard, multiselect **Text** and **view3D** components (**Ctrl** + mouse left click) in **Navigator**, then right click on the selected items, and select **Edit** > **Delete**.

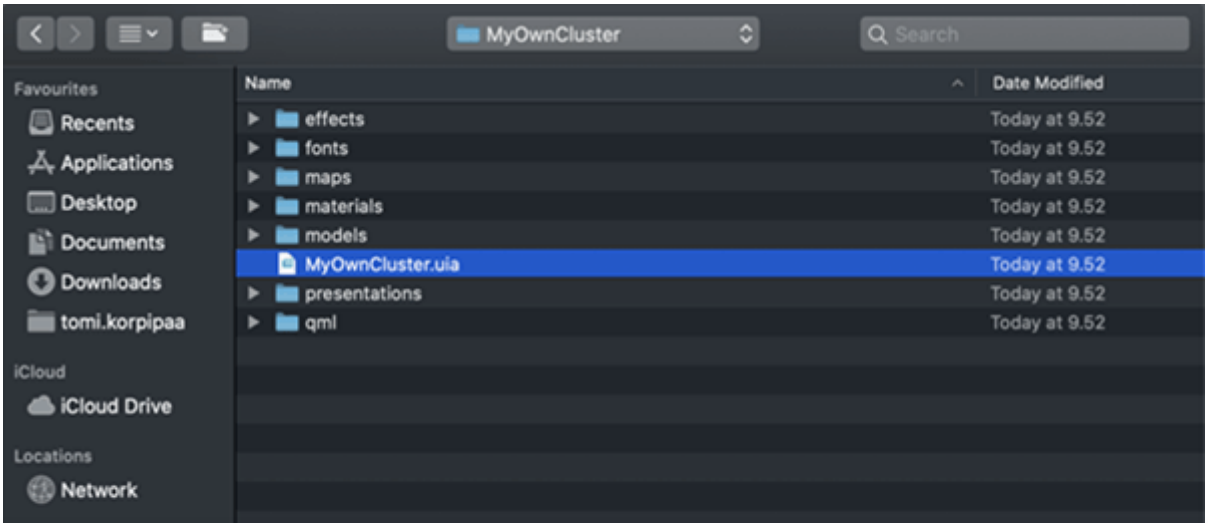


Importing Assets

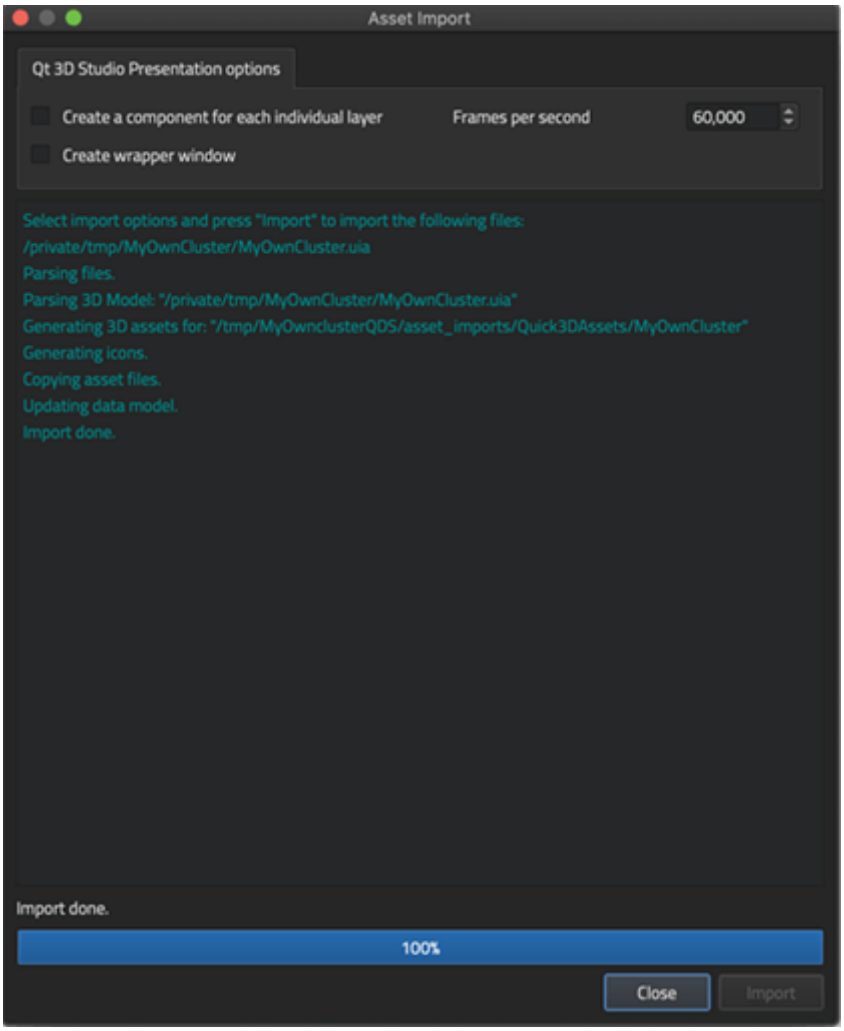
1. Select **Assets** > + .



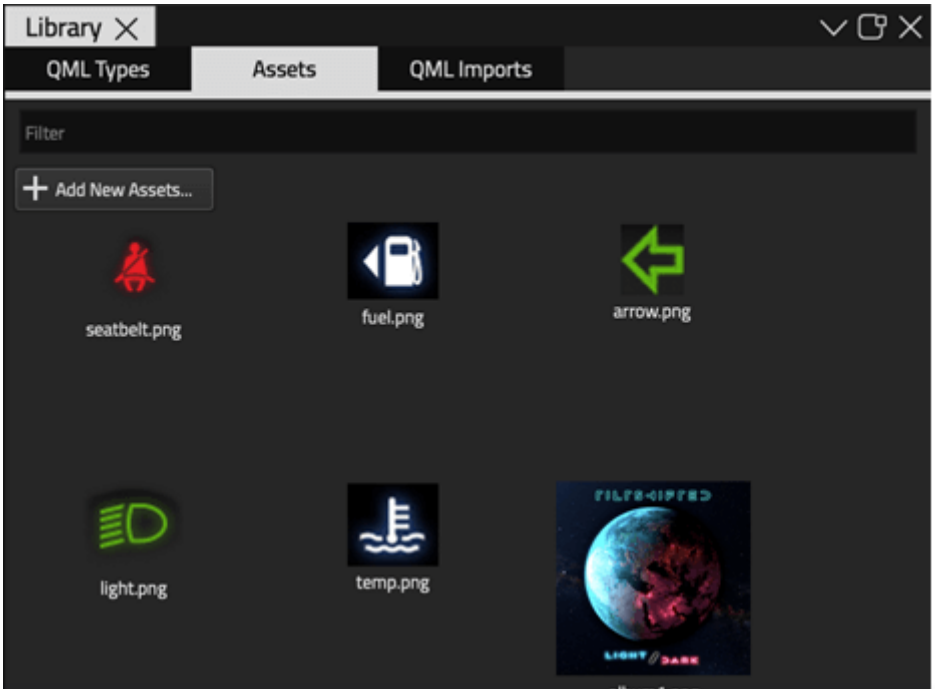
2. Select the file for the Qt 3D Studio project you wish to import, and then select **Open**. `.uia`



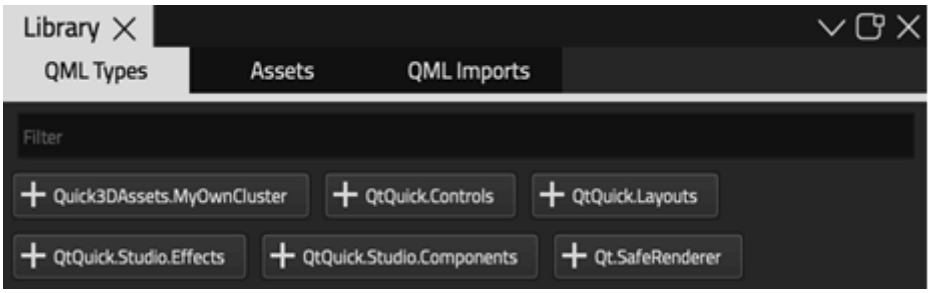
3. Select **Import**, and after the import is complete, select **Close**.



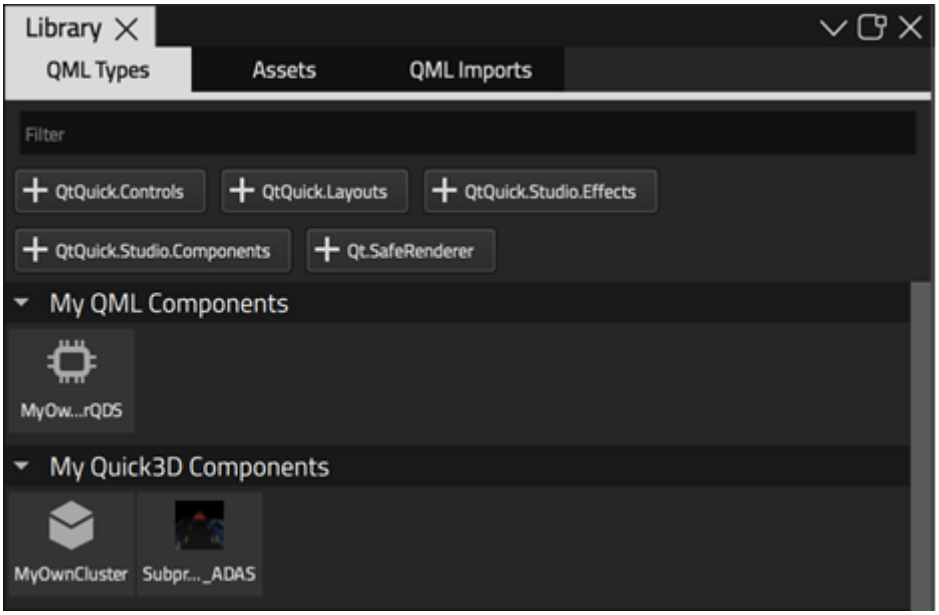
4. The 2D assets imported from Qt 3D Studio now appear in > **Assets**.



5. The QML components generated from the imported Qt 3D Studio project now appear as available imports in **Components** under **QML Types**. Select **Quick3DAssets.MyOwnCluster** to import them to your project.

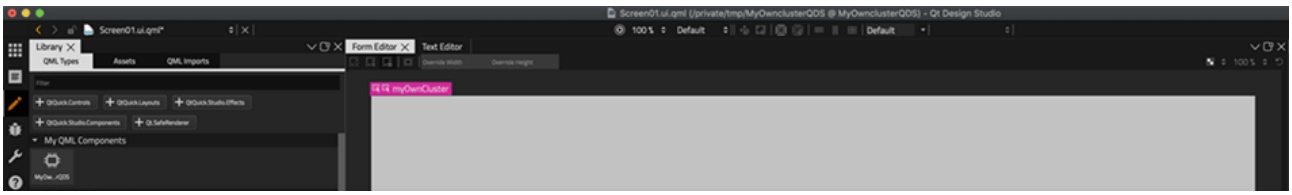


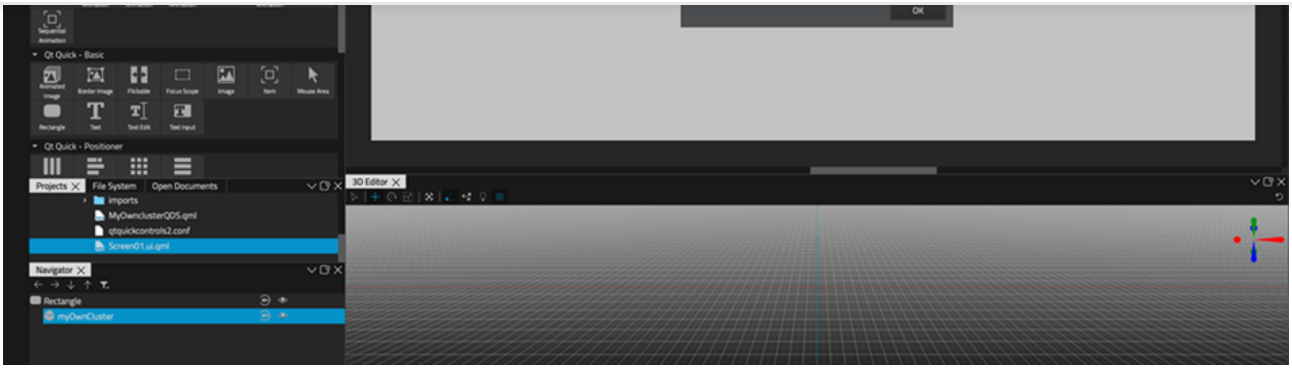
6. The imported QML types now appear in **Components** and can be added to the project.



Adding Components to the Project

1. Drag **MyOwnCluster** from **My Quick3D Components** in **Components** to the **2D** view.





2. In **Navigator**, right click on myOwnCluster and select **Go into Component**.

3. Find the offending line in the **Code** view.

```
            DefaultMaterial {
                id: musicPopup2_animatable_u16179
                lighting: DefaultMaterial.NoLighting
                diffuseMap: musicPopup2_animatable_u16179_diffusemap_u25717
                indexOfRefraction: 1.5
                specularRoughness: 0
                bumpAmount: 0.5
                translucentFalloff: 1
                displacementAmount: 20

                Texture {
                    id: musicPopup2_animatable_u16179_diffusemap_u25717
                    sourceItem: MusicPopup { }
                }
            }
            materials: [musicPopup2_animatable_u16179]
        }
    }

    Timeline {
        id: aDASCloseTimeline
        startFrame: 0
```

4. Comment out the offending line by placing two slashes in the beginning of it (or remove the line).

```
Form Editor | Text Editor
            scale.x: 4
            scale.y: 2
            source: "#Rectangle"
            edgeTessellation: 4
            innerTessellation: 4

            DefaultMaterial {
                id: musicPopup2_animatable_u16179
                lighting: DefaultMaterial.NoLighting
                diffuseMap: musicPopup2_animatable_u16179_diffusemap_u25717
                indexOfRefraction: 1.5
                specularRoughness: 0
                bumpAmount: 0.5
                translucentFalloff: 1
                displacementAmount: 20

                Texture {
                    id: musicPopup2_animatable_u16179_diffusemap_u25717
//                  sourceItem: MusicPopup { }
                }
            }
            materials: [musicPopup2_animatable_u16179]
        }
    }

    Timeline {
        id: aDASCloseTimeline
        startFrame: 0
```

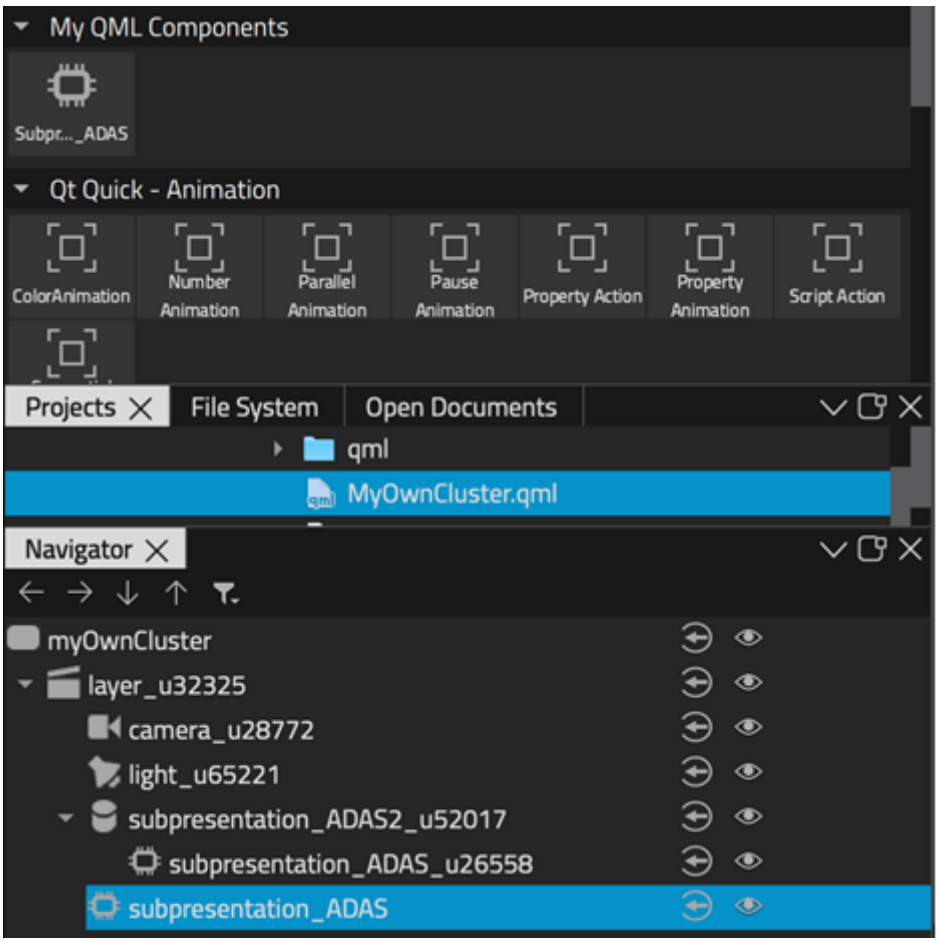
5. In Navigator, go to each component of the project and comment out (or remove) any offending lines you find.

```
Default | Essentials | Screen01.ui.qml | MyOwnCluster.qml | Subpresentation_ADAS_u28425.qml
Form Editor | Text Editor
import QtQuick3D 1.15

DefaultMaterial {
    id: materials_subpresentation_ADAS_u28425
    diffuseMap: materials_subpresentation_ADAS_u28425_diffusemap_u11815
    indexOfRefraction: 1.5
    specularRoughness: 0
    bumpAmount: 0.5
    translucentFalloff: 1
    displacementAmount: 20

    Texture {
        id: materials_subpresentation_ADAS_u28425_diffusemap_u11815
        sourceItem: Subpresentation_ADAS { }
    }
}
```

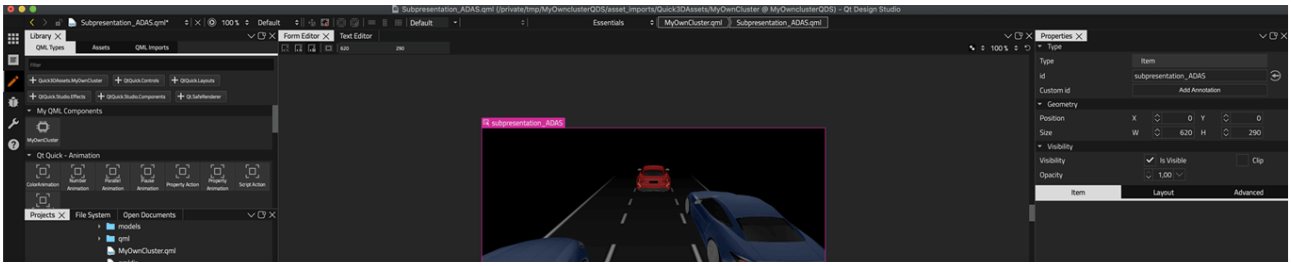
6. You should now see some parts of the project in the **2D** view.

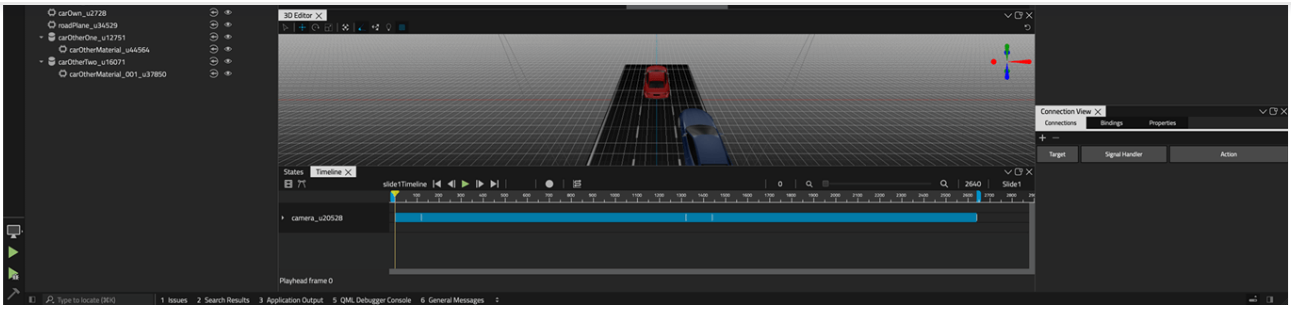
Converting 3D Elements

1. Drag subpresentation_ADAS from **Components** > {My 3D Components} into layer folder in **Navigator**.



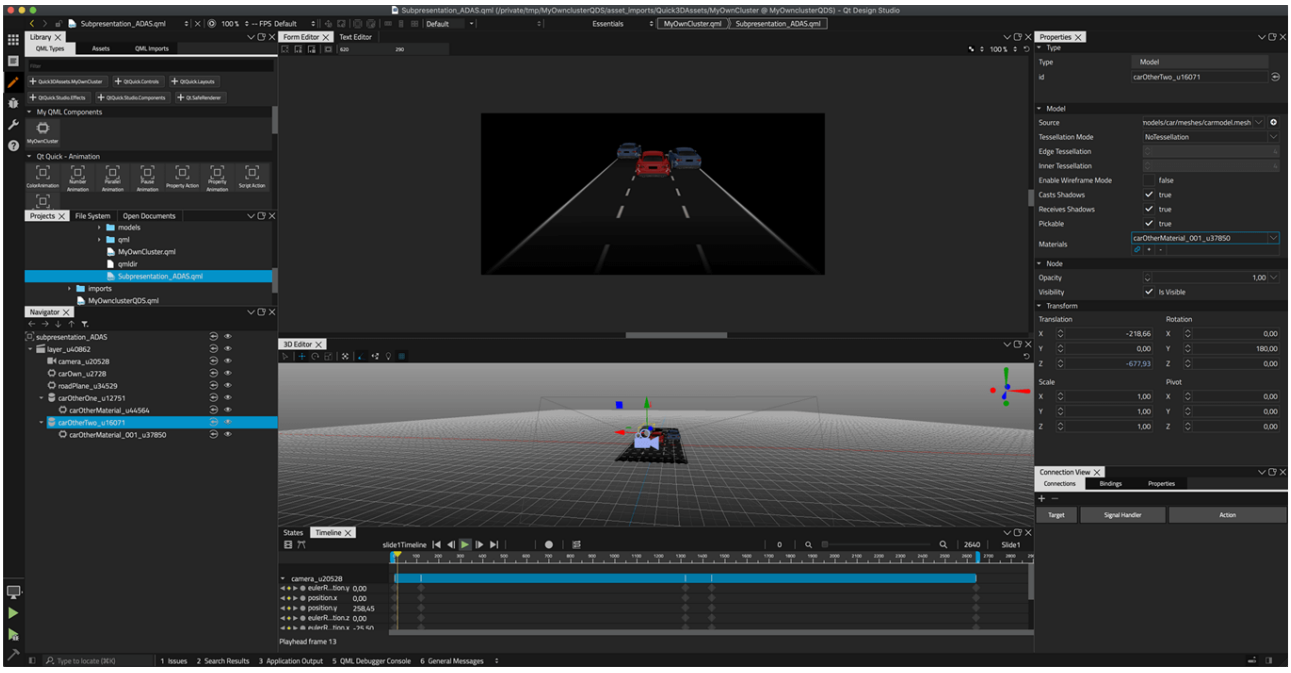
2. To delete the old subpresentation rectangle, right-click on the file name (subpresentation_ADAS2_u52017 in this project), select **Edit** > **Delete**.
3. Go into the component subpresentation_ADAS.



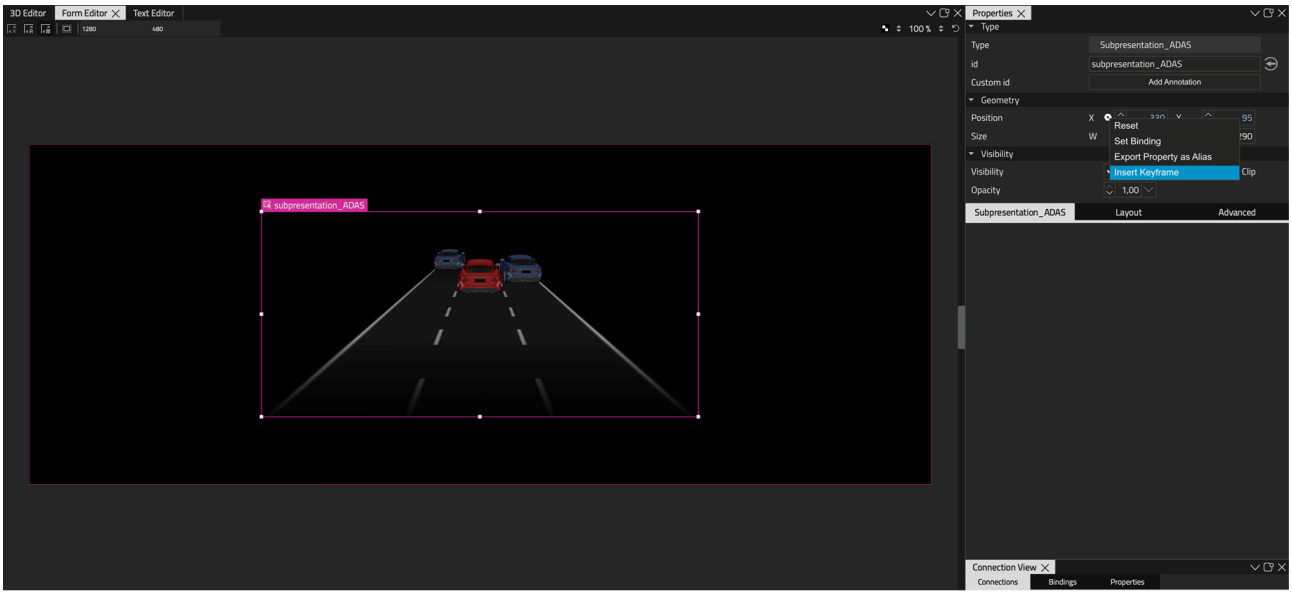


4. Reposition objects and/or camera in the **3D** view according to the original Qt 3D Studio project. The desired scene may be achieved simply by changing the z position sign from positive to negative, or vice versa, in some cases.

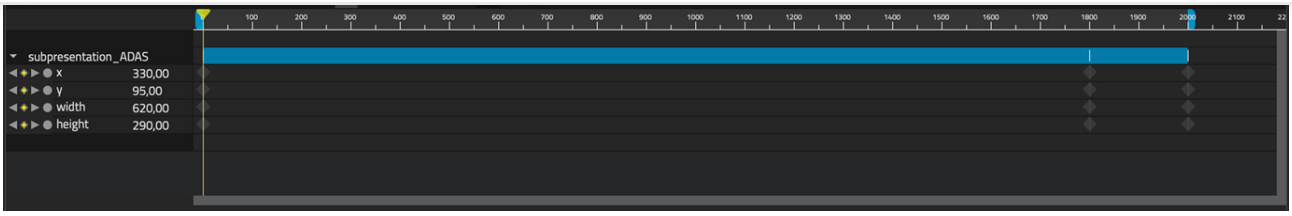
   See the 3D view for more information on how to edit 3D scenes.



5. Recreate animations in subpresentation_ADAS according to the original project. For more information on creating animations in Qt Design Studio, see Creating Timeline Animations.

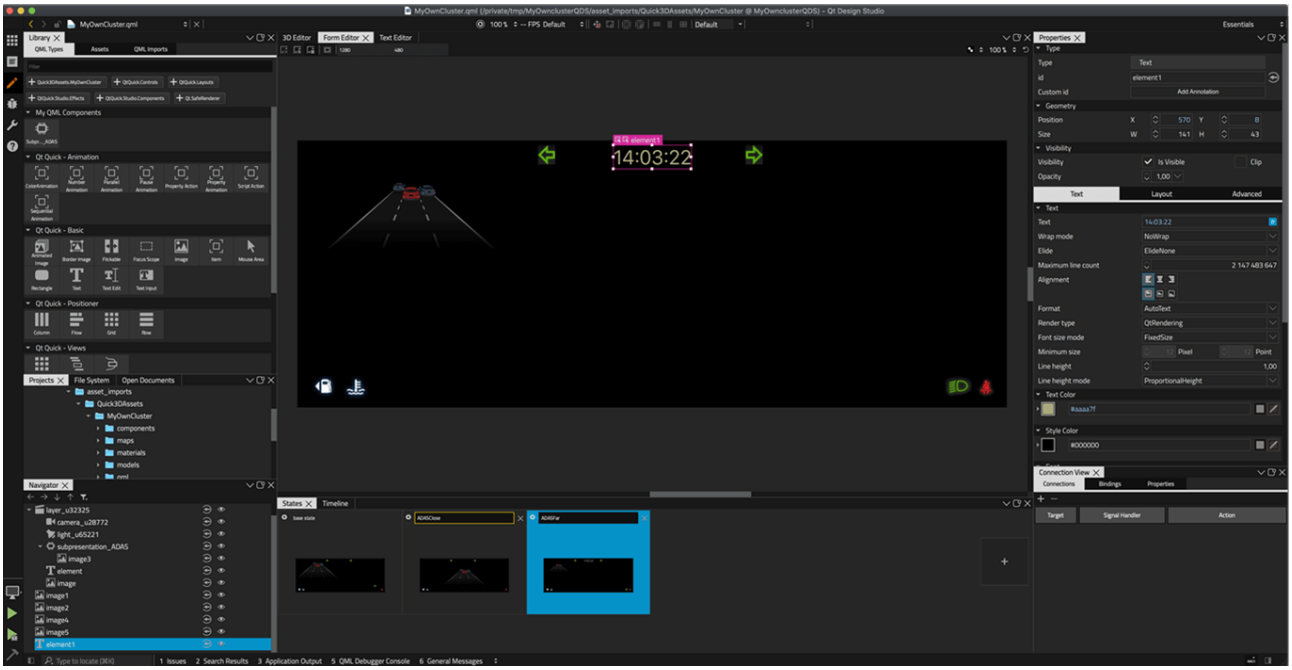


6. Go to the **Timeline** View to review the timeline for the project.

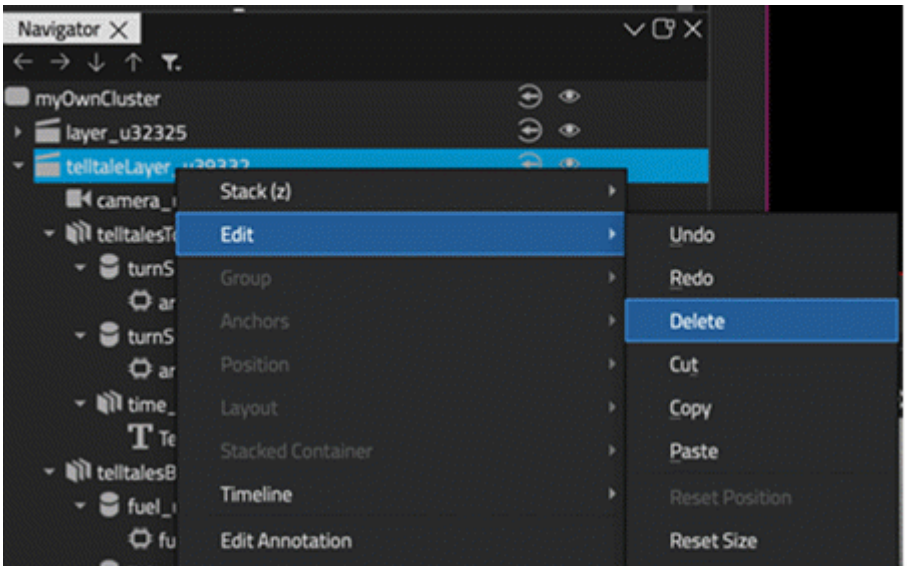


Converting 2D Elements

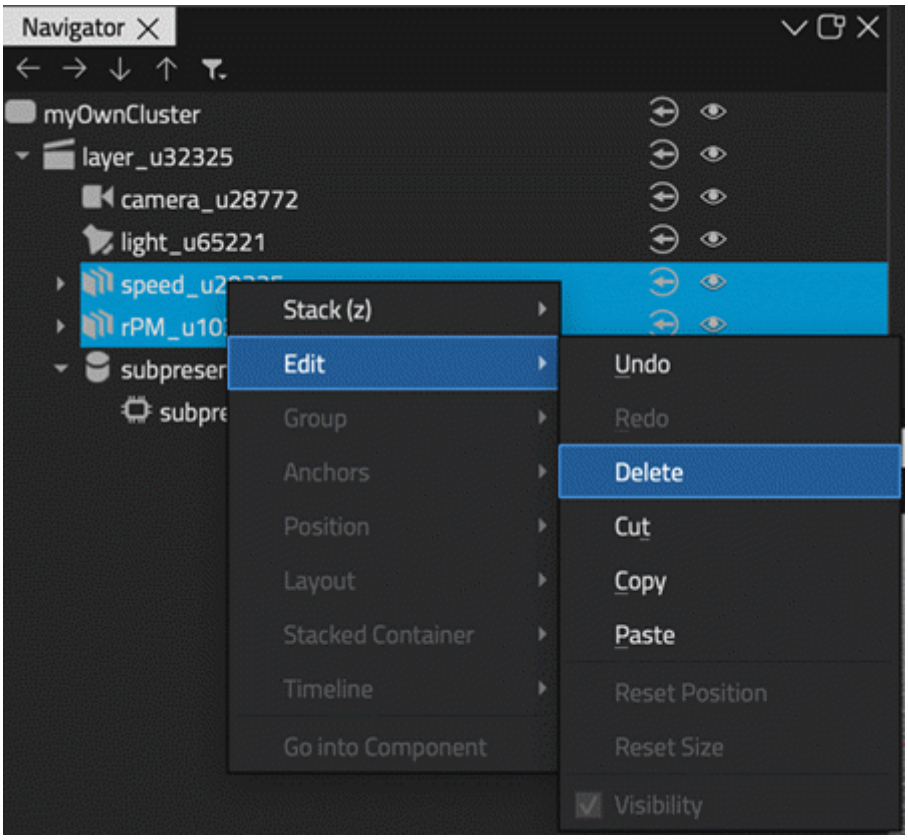
1. Recreate the 2D elements of the original project (in all layers) using the 2D QML elements available in Qt Design Studio. You can use the imported 2D layer as a guide for recreating the elements. If the 2D elements in the original project have rotations, especially in a 3D layer, make sure to add rotations that mimic the original ones to the Qt Design Studio project. For example, rotation on one axis with perspective camera requires rotation on two axes in pure 2D. You may need to use the **Code** view to achieve rotation similar to the rotation of the object in Qt 3D Studio. For more information on specifying advanced transformations on **Items**, see Transform.



2. To delete the 2D layer (telltaleLayer_u39332) in **Navigator** after recreating the 2D elements, right-click on the component, and select **Edit** > **Delete**.



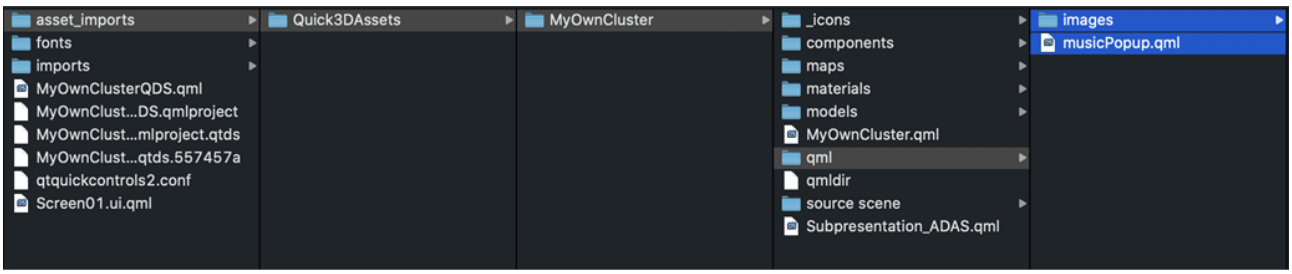
3. Next, you need to delete the 2D elements from the 3D layer (speed_u20335 and rPM_u10371 from layer_32325). Right-click on the element, and select **Edit** > **Delete**.



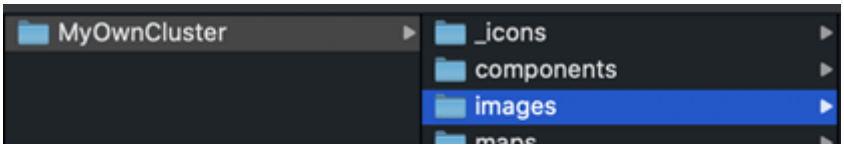
4. Recreate the animations for 2D elements the same way it was done for the 3D elements.

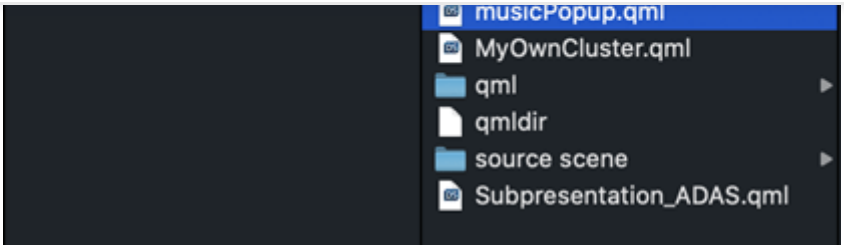
Converting QML Streams

1. Find QML stream files in file explorer.

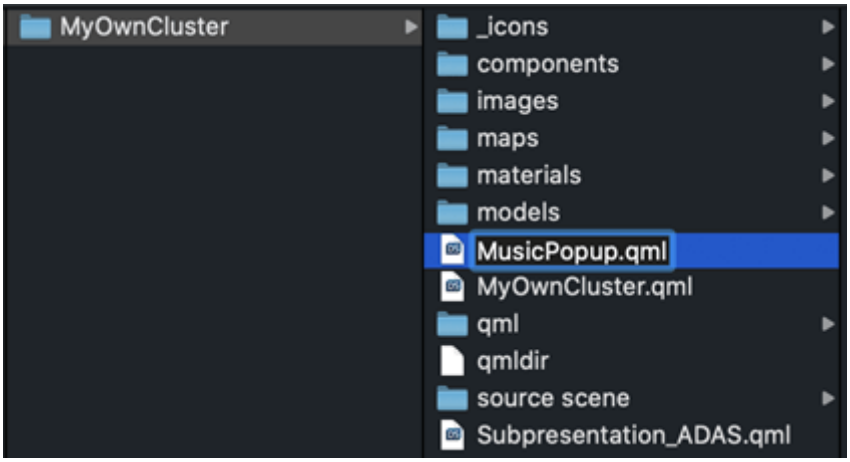


2. Move the QML stream files under the import's main folder (one level up in this example).

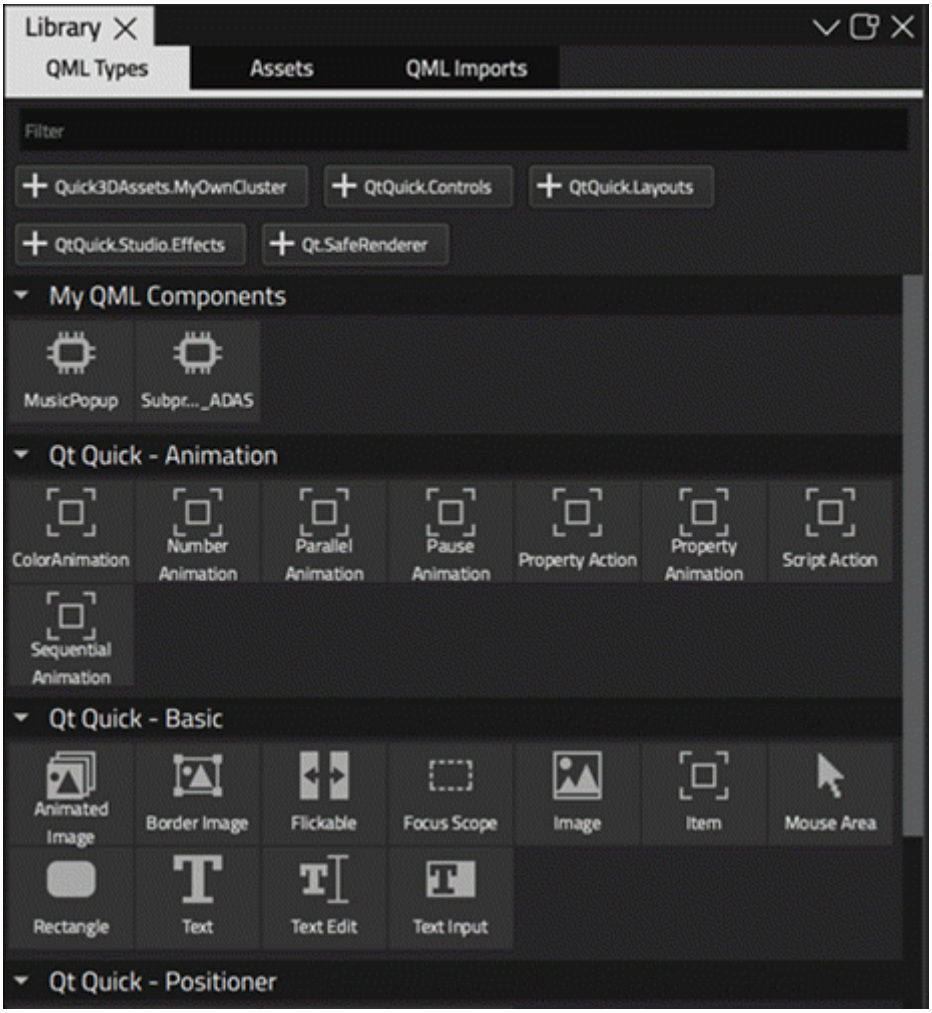


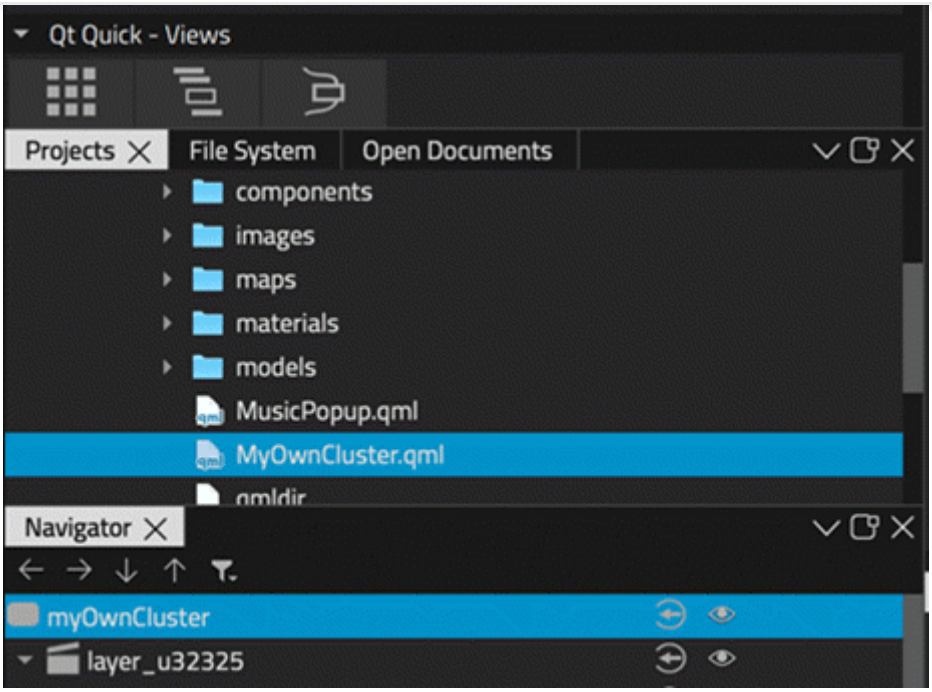


3. Make sure that the QML stream file names start with a capital letter to enable Qt Design Studio to recognize them as QML component files.

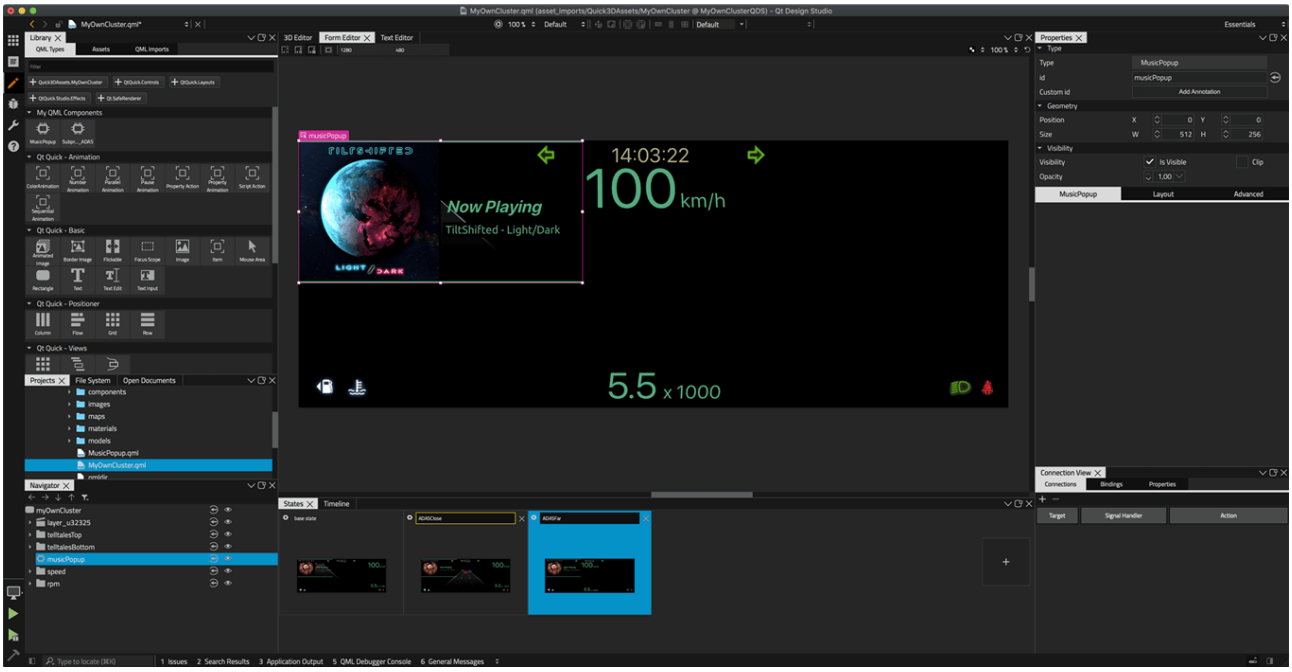


4. Return to Qt Design Studio and enter the MyOwnCluster component. The QML stream component now appears in **My 3D Components**.

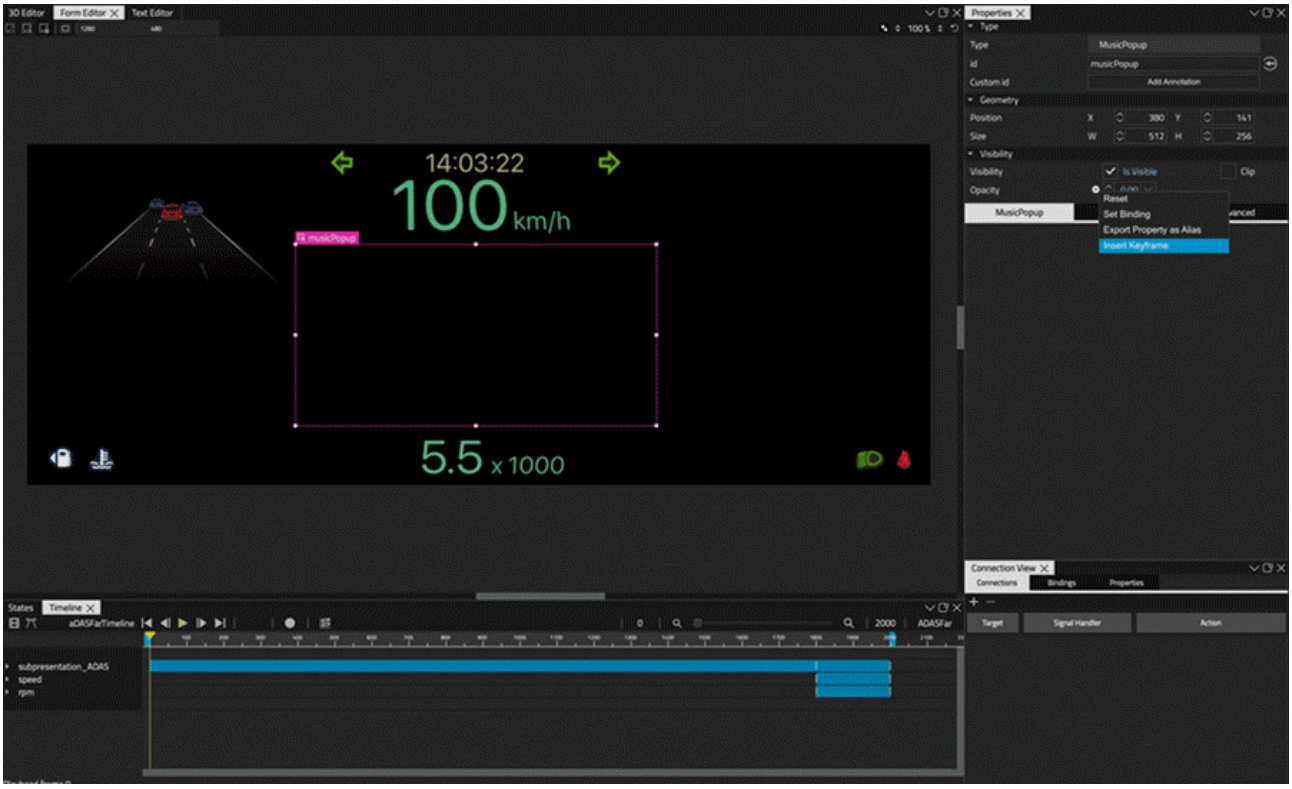




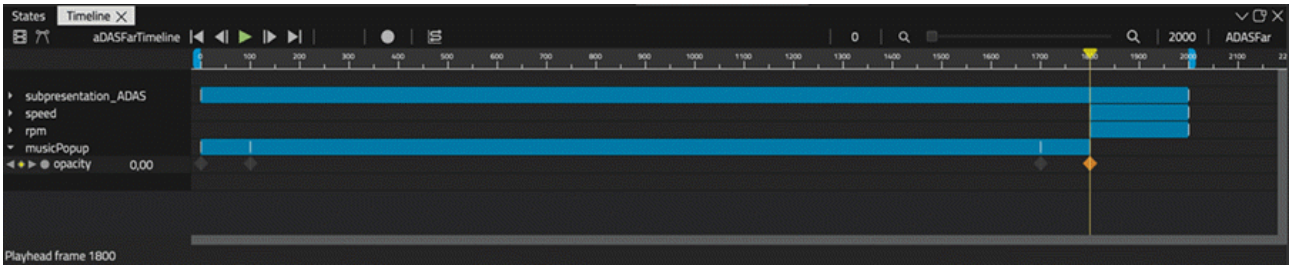
5. Drag-and-drop the QML stream component to MyOwnCluster in **Navigator**.



6. Go to the **States** view and use the **Visibility** tab in the **Properties** view to make the QML stream component visible only in the correct state.

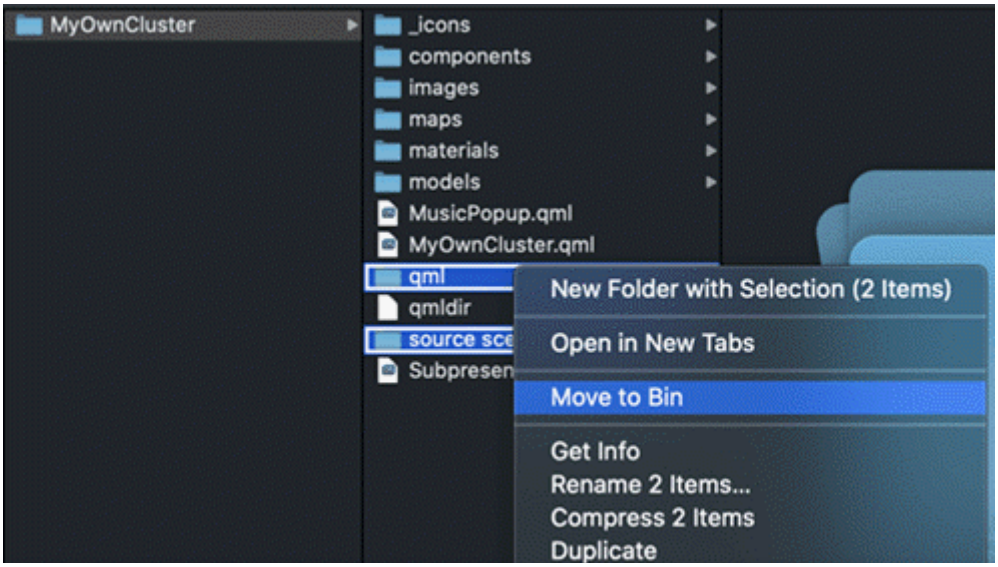


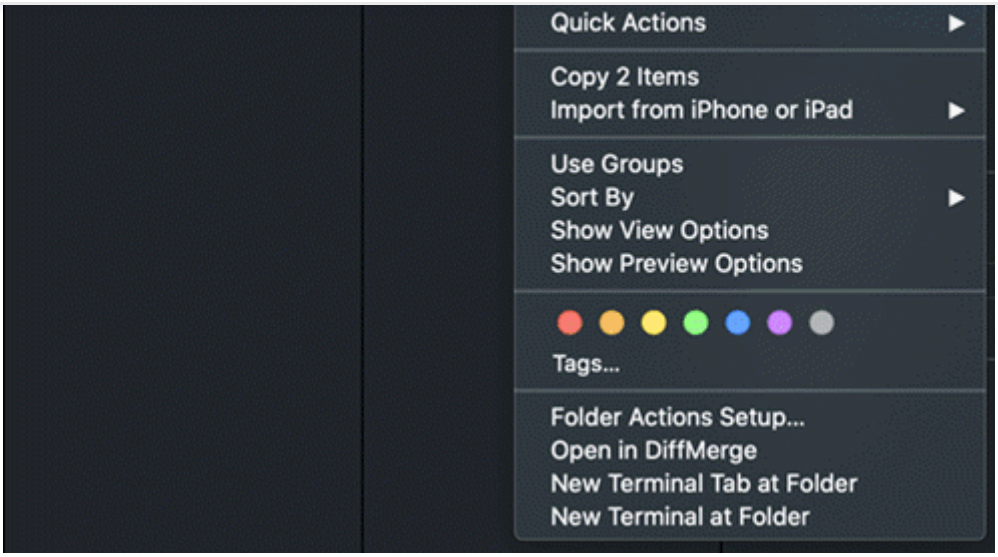
8. Recreate all the keyframes for the imported QML stream that is now a component.



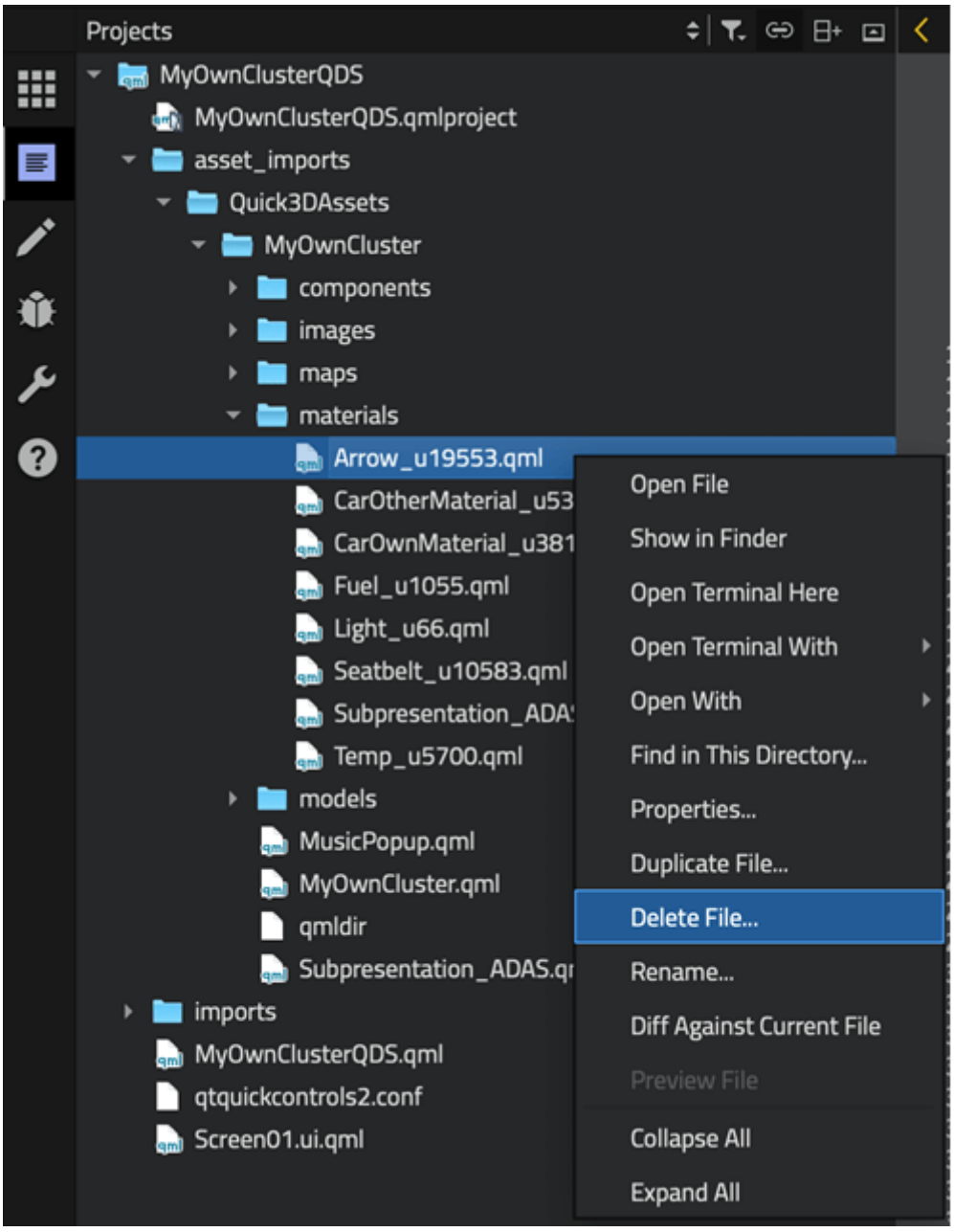
Cleaning Up the Project Structure

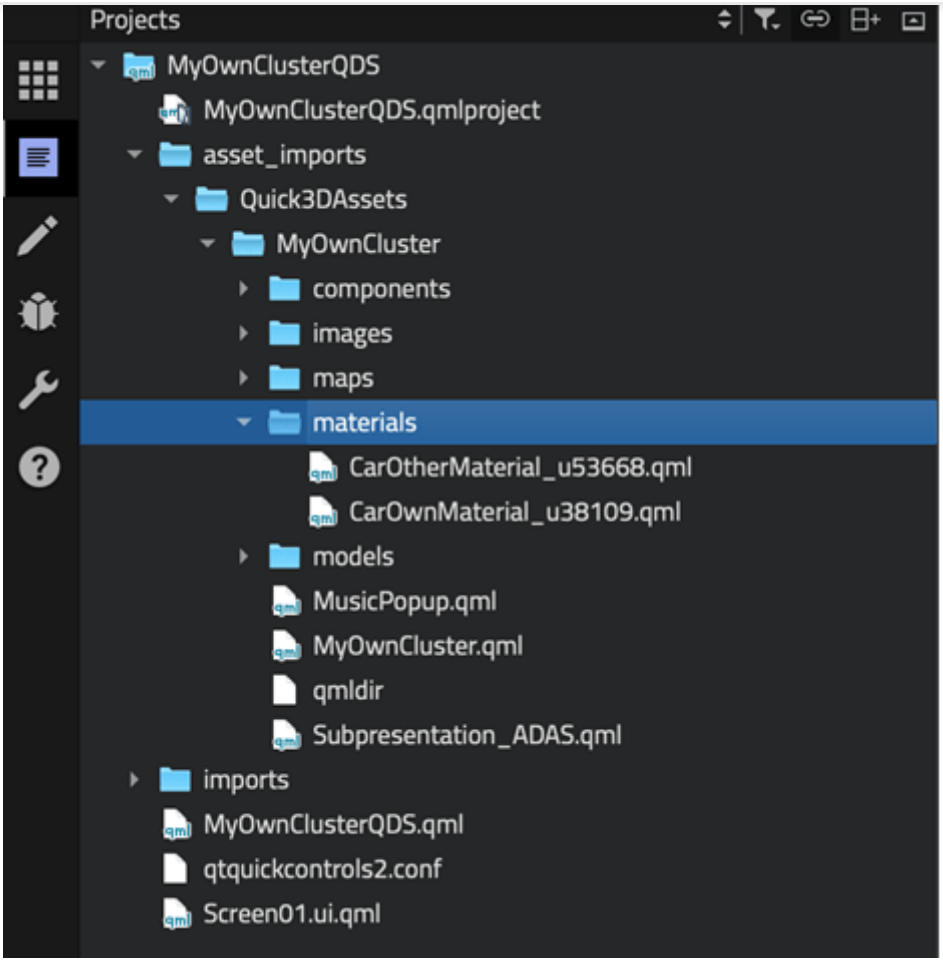
1. Go to file explorer and clean up the project structure deleting the folder and files that are not used in the Qt Design Studio project.





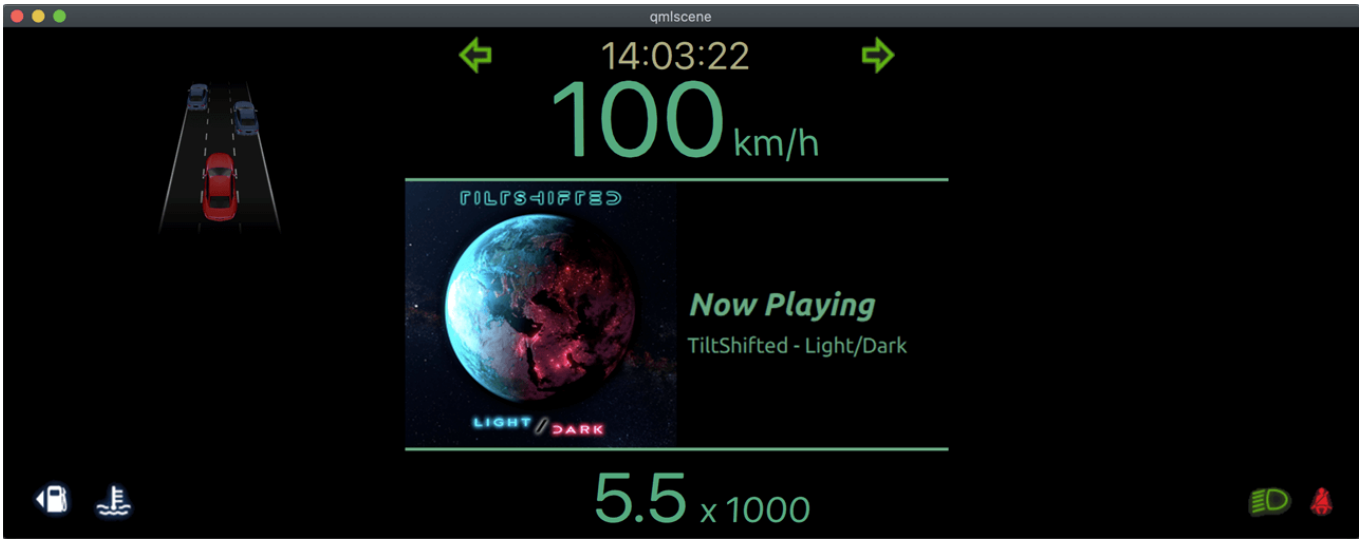
2. Individual files can also be deleted in the **Projects** view in Qt Design Studio. To delete a file, right-click on it, select **Delete File**, and then select **Yes**.





Finished

You have now converted your Qt 3D Studio project to Qt Design Studio.



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