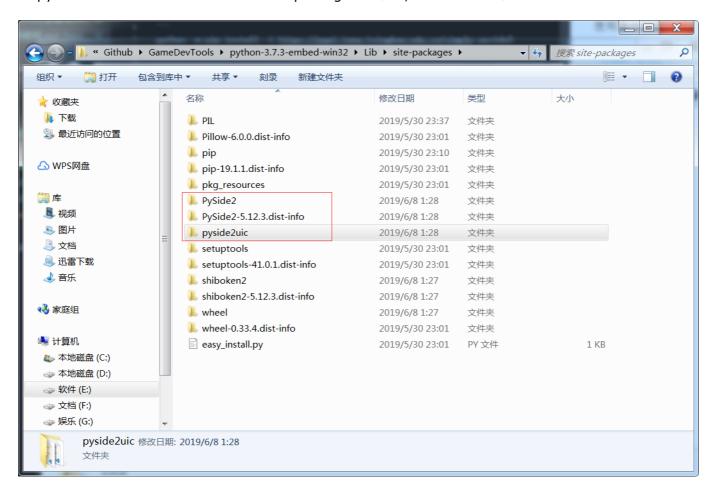
# 安装pyside2,需要在绿色版的文件夹右键打开命令行,然后执行下面命令

#### 使用国内镜像加速

python -m pip install -i https://pypi.tuna.tsinghua.edu.cn/simple pyside2

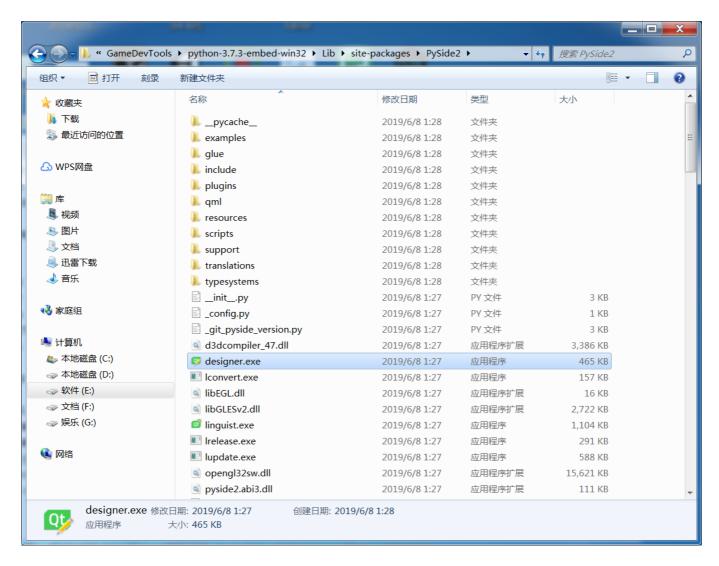
# 文件分布在好几个目录

在 python-3.7.3-embed-win32¥Lib¥site-packages 目录里,有3个相关目录

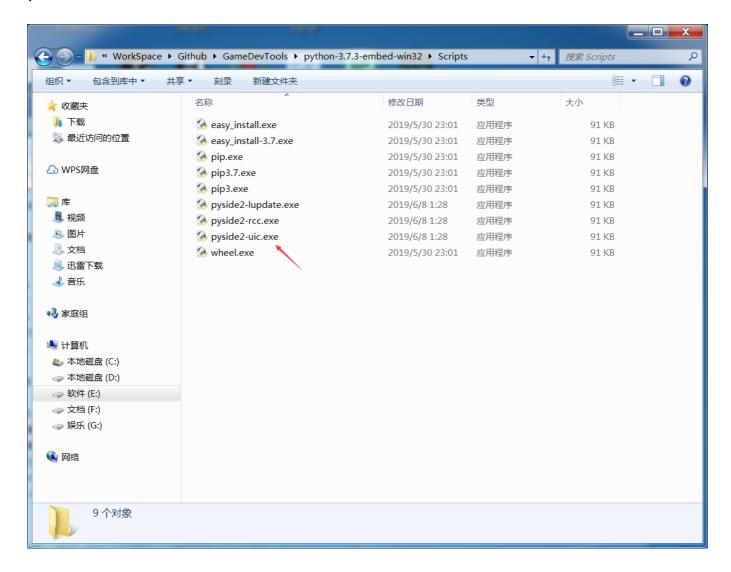


# 在Pyside2 文件夹, 存放了常用的Qt工具

designer.exe 界面设计器
linguist.exe 多语言工具

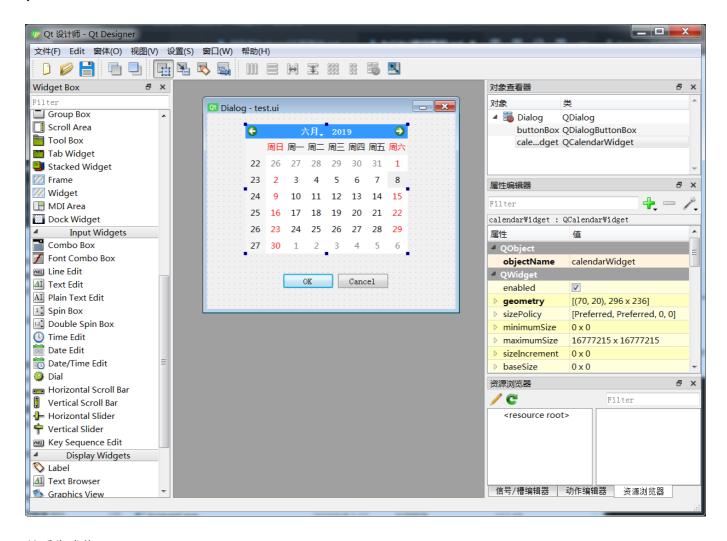


在 python-3.7.3-embed-win32¥Scripts 目录里,有 UI 编译工具 pyside2-uic.exe,将 designer 制作好的界面文件 生成对应的 代码文件。



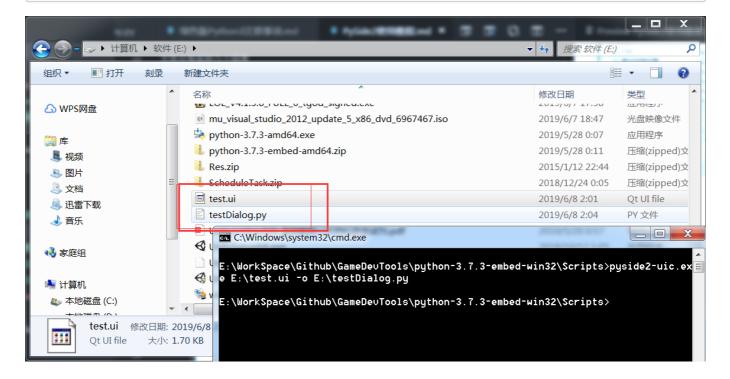
# 使用方法

首先使用 designer 制作一个界面



# 然后生成代码

pyside2-uic.exe C:\Users\crazy\Desktop\test.ui -o C:\Users\crazy\Desktop\test.py



#### 如下内容

```
alconfig.cpp 🖺 rpc_proc.lus 🖺 game_act_helper.lus 📒 install.bat 🖺 testDialog.py 🗵
 # -*- coding: utf-8 -*-
 # Form implementation generated from reading ui file 'E:\test.ui',
 # licensing of 'E:\test.ui' applies.
 # Created: Sat Jun 8 02:04:22 2019
       by: pyside2-uic running on PySide2 5.12.3
 # WARNING! All changes made in this file will be lost!
 from PySide2 import QtCore, QtGui, QtWidgets
pclass Ui_Dialog(object):
     def setupUi(self, Dialog):
         Dialog.setObjectName("Dialog")
         Dialog.resize (453, 357)
         self.buttonBox = OtWidgets.ODialogButtonBox(Dialog)
         self.buttonBox.setGeometry(QtCore.QRect(50, 290, 281, 32))
         self.buttonBox.setOrientation(QtCore.Qt.Horizontal)
         self.buttonBox.setStandardButtons(QtWidgets.QDialogButtonBox.Cancel|QtWidgets.QDialogButtonBox.Ok)
         self.buttonBox.setObjectName("buttonBox")
         self.calendarWidget = QtWidgets.QCalendarWidget(Dialog)
         self.calendarWidget.setGeometry(QtCore.QRect(70, 20, 296, 236))
         self.calendarWidget.setObjectName("calendarWidget")
         self.retranslateUi(Dialog)
         QtCore.QObject.connect(self.buttonBox, QtCore.SIGNAL("accepted()"), Dialog.accept)
         QtCore.QObject.connect(self.buttonBox, QtCore.SIGNAL("rejected()"), Dialog.reject)
         QtCore.QMetaObject.connectSlotsByName(Dialog)
     def retranslateUi(self, Dialog):
         Dialog.setWindowTitle(QtWidgets.QApplication.translate("Dialog", "Dialog", None, -1))
```

#### 编写代码测试

```
import sys
from PySide2.QtCore import *
from PySide2.QtGui import *
from PySide2.QtWidgets import *
from testDialog import Ui_Dialog
class Test_Form(QDialog):
   #构造函数,创建一个新的Dialog
   #制作的界面是Dialog,但是生成的代码里面是没有创建Dialog的,只有Dialog上面其他控件的
代码,所以要创建一个Dialog
   def __new__(cls,*args,**kwargs):
       return QDialog.__new__(cls,*args,**kwargs)
   def init (self,*args,**kwargs):#先执行构造函数,然后执行初始化函数
       QDialog.__init__(self,*args,**kwargs)
       self.ui= Ui_Dialog()
       self.ui.setupUi(self)
if name == " main ":
   # 所有应用必须创建一个应用(Application)对象
   app = QApplication(sys.argv)
```

```
form = Test_Form()
form.show()
sys.exit(app.exec_())
```

#### 效果

