Project Info QMake -> CMake: Variables, Devices, Kits and more

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MyQt: 6.7   MyApp: c2gQtWS_x   DisplayName: QtWS   MyAppVersion: 2.3.0

☒ ekke's Project   MyDomain: org.ekkescorner

ModuleURI: Ekke/Apps/Main

Platformspecific   **Min / Target**   **APKs**   **aab**

☒ **Android**   26 / 34   ☒32 ☒64 ☒86   ☒ **PlayStore**

☒ Smartphone   ☒ Tablet

Manifest   ☐ FileProvider   ☐ Customized Permissions

Unique (Package) ID: ${MY_DOMAIN}.c2g.qtws

☒ **iOS**   Bundle: ${MY_DISPLAY_NAME}

Executable: ${MY_APP}

DevTeam: Team ekke

Unique (Bundle) ID: ${MY_DOMAIN}.c2g.qtws

☒ iPhone   ☒ iPad   ☒ **AppStore**   ☐ **DeveloperExport**

Storyboard Name: MyLaunchScreen   AppIcon: AppIcon

App Category: developer-tools

-----***Features***--

☒ Translations Source / Translated: en/ de en fr   ☒ NoPlurals

☒ Network   ☐ Bluetooth

☐ Camera-Multimedia   ☐ NativeFileDialog

☐ Sharing   ☒ MobileUI

------------- ekke's custom projects: --

ContextProperties → **QML_SINGLETONs**

Type	*ContextPropertyName*	*QML_NAMED_ELEMENT*
☒ ApplicationUI	myApp	MyApp
☒ DataManager	dataManager	
☒ DataUtil	dataUtil	
☒ DataServer	dataServer	
☒ UnsafeArea	unsafeArea	
☐ FileManager	fileManager	
☐ ShareUtils	shareUtils	
☐ PhotoUtil	photoUtil	
☐ BluetoothManager	btManager	BTManager
☐ GeneralScanManager	scanManager	ScanManager
☐ HeartRateManager	heartRateManager	
☐ WaiterLockManager	lockManager	LockManager
☐ NfcReaderManager	nfcManager	NfcManager
☐ FeitianCardReaderManager	cardReaderManager	CardReaderManager

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qt_add_qml_module - refactor QML and Resources into /qt/qml/<URI>/…

QML   ☒:/qml →   ☐:/js →

Resources ☒:/images →   ☒:/data-assets →

-----***iOS***--

Framework: ☐ Photos   ☐ AVFoundation   ☐ Security   …

Info.plist: ☐ UsageDescriptions ☐ CFBundleDocumentTypes ☐ Orientations   …

-----***Android***--

Manifest: ☐ noBackup   ☐ singleInstance   ☐ intentFilter   …

☐ BTLE never4location ☐ custom activity   …

--***More***-- …