QtQuick Training Course

Module Eight

Module Eight

Objectives

1 Module Overview

2 Exporting from Photoshop to Qt Design

- How to export?
- File preparation
- Export result overview
- Exporting tips and common issues

Module Eight

Objectives

3 Building the Mockup

Flickable

Column

MouseArea

Buttons

Timer-triggered actions

Transitions

Module Eight

Topics

1 Module Overview

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3 Building the Mockup

4 Questions

5 Lab

Module Overview

After the screenflow aproval, you can also use Qt Design to build a high fidelity mockup from a psd export

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How to export?

Export QML script for Photoshop

http://doc.qt.nokia.com/qtcreator-2.2/quick-export-to-qml.html

Download and install the script.

! This script is not intended to replace your QML building, but to save time slicing and saving all the images, organizing and placing them on a QML file.

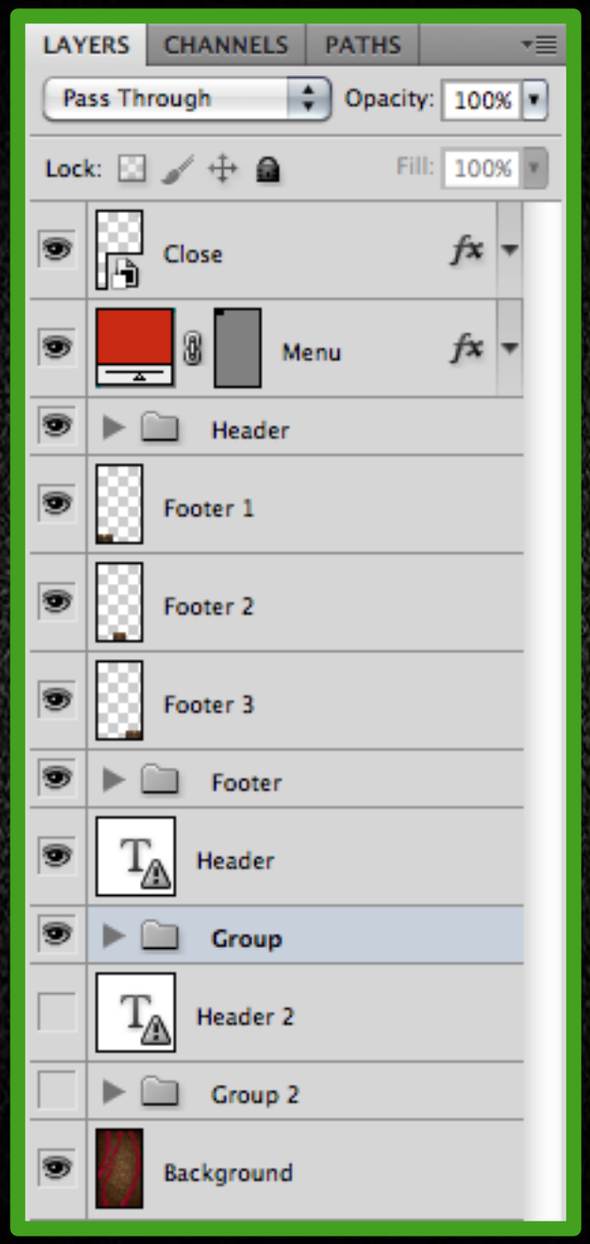
Exporting to QML

- Prepare .psd file
- The script is on File > Scripts > Export QML

Exporting from Photoshop to Qt Design

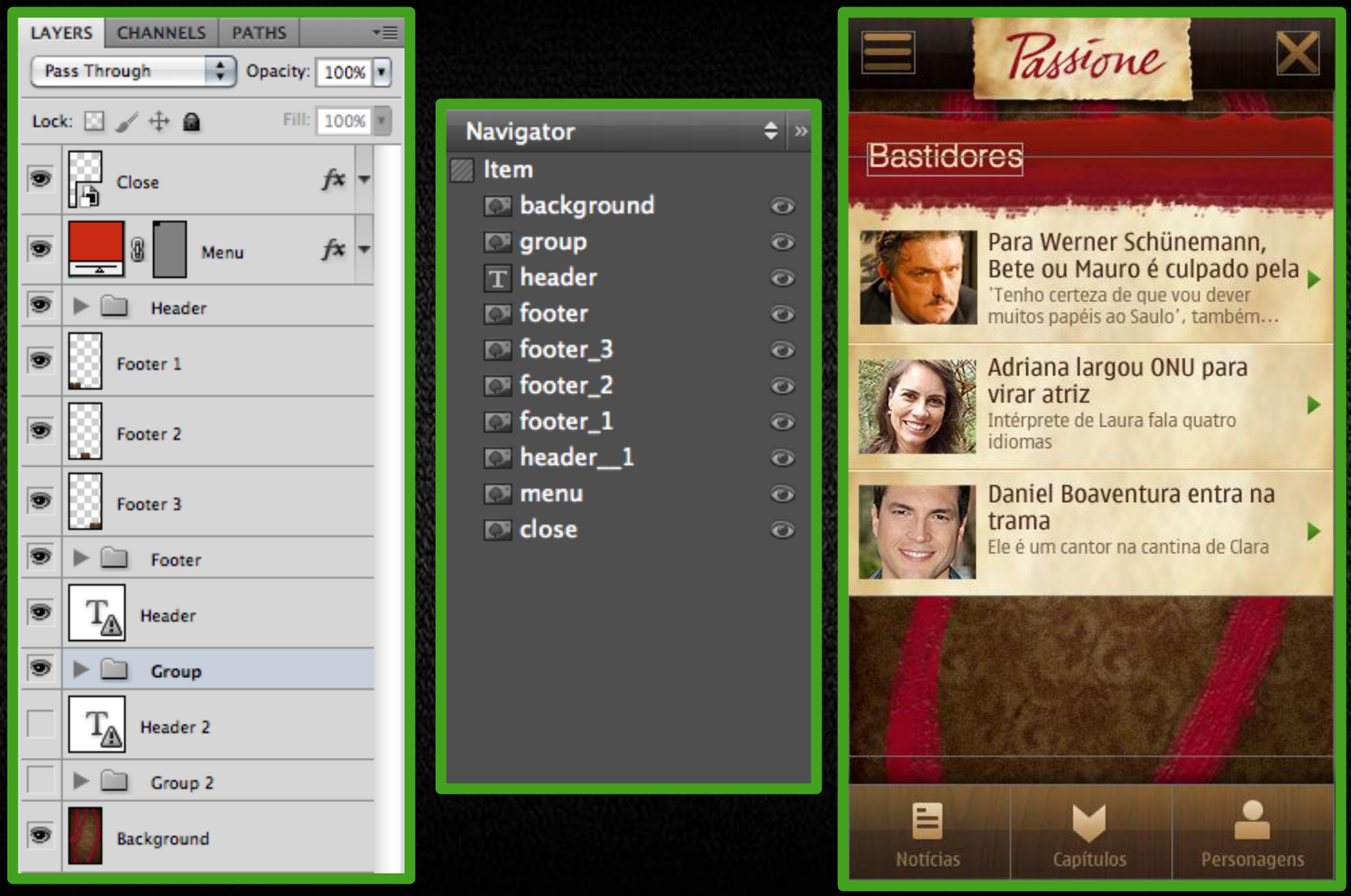
File preparation

- Minimize number of layers, since each layer will be exported as an element
- Folders will be exported as a single element, therefore, use them to group many elements that will fit together
- Hide the layers you don’t want exported
- Name them accordingly, so you will find them easier on the exported QML
- Ensure you have at least one fully filled layer (hidden or not), like the Background layer



Exporting from Photoshop to Qt Design

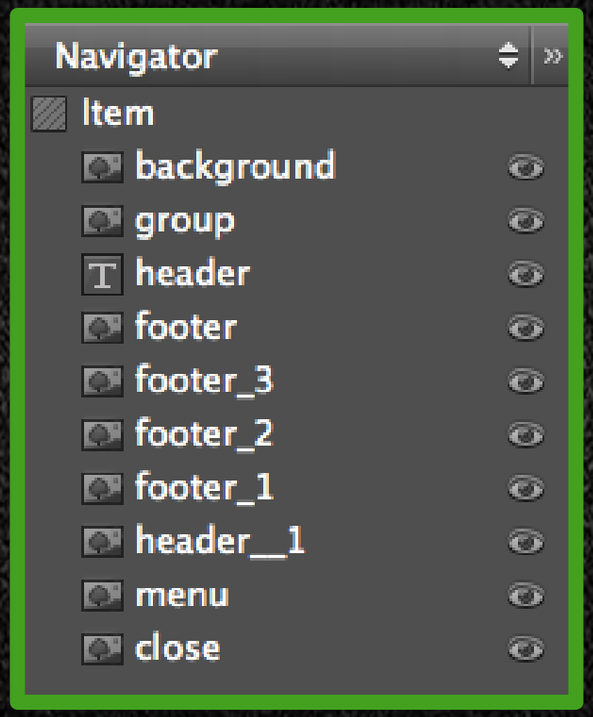
Export result overview



See example: addon/module-008/examples/export.qml

Exporting from Photoshop to Qt Design

Export result overview

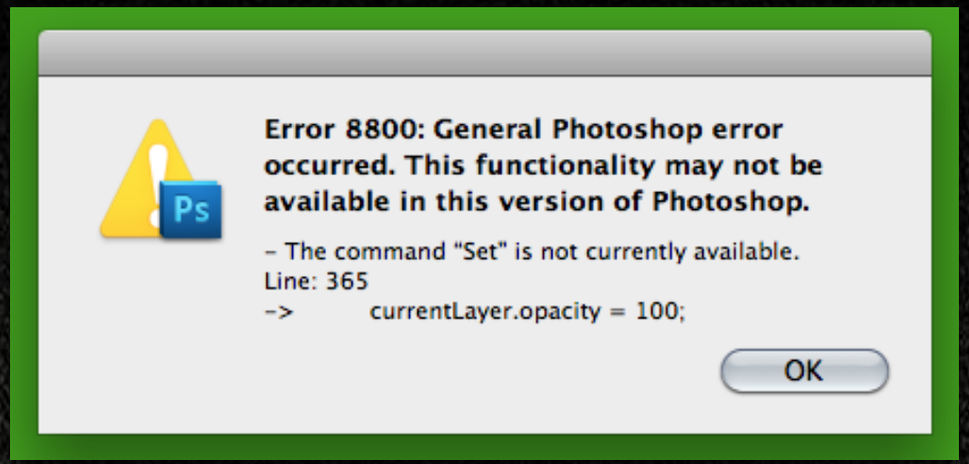


- Formatted Text elements
- Image elements with sliced .png as source
- Opacity info (except for in-folder layers)
- Element’s id and sliced image inherit from .psd layer name
- Item wrapper with canva’s dimensions

* Default actions

Exporting from Photoshop to Qt Design

Exporting tips and common issues



"You can't export a **Locked layer**."

Make sure all your layers are unlocked in Photoshop, prior to Export

Caution when using **Blending Modes**.

Exporting from Photoshop to Qt Design

Exporting tips and common issues

If you only want to update the images from the .psd file, **uncheck ‘Export QML’**, or you’ll lose any modifications to the original QML code.

Module Eight

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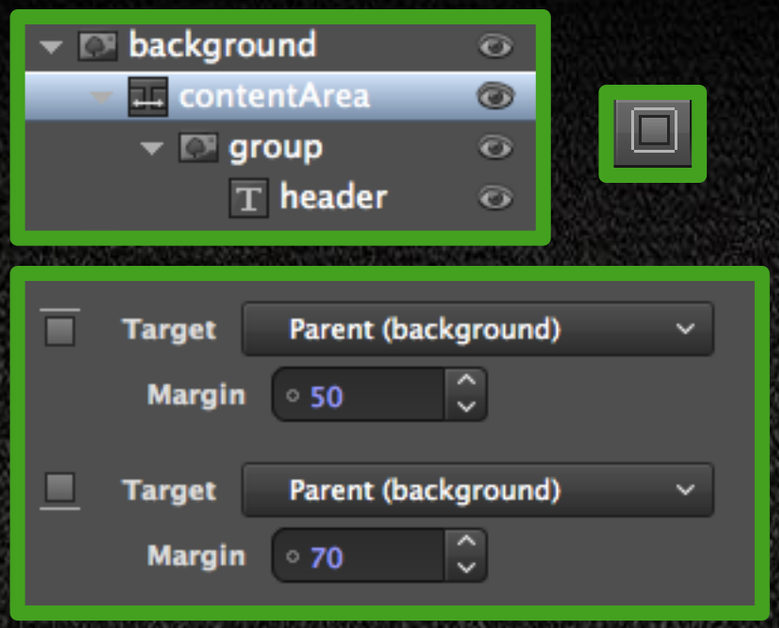
Building the Mockup

Flickable




```
Flickable {
    id: contentArea
    anchors.bottomMargin: 70
    anchors.topMargin: 50
    anchors.fill: parent
    contentHeight: 800
```

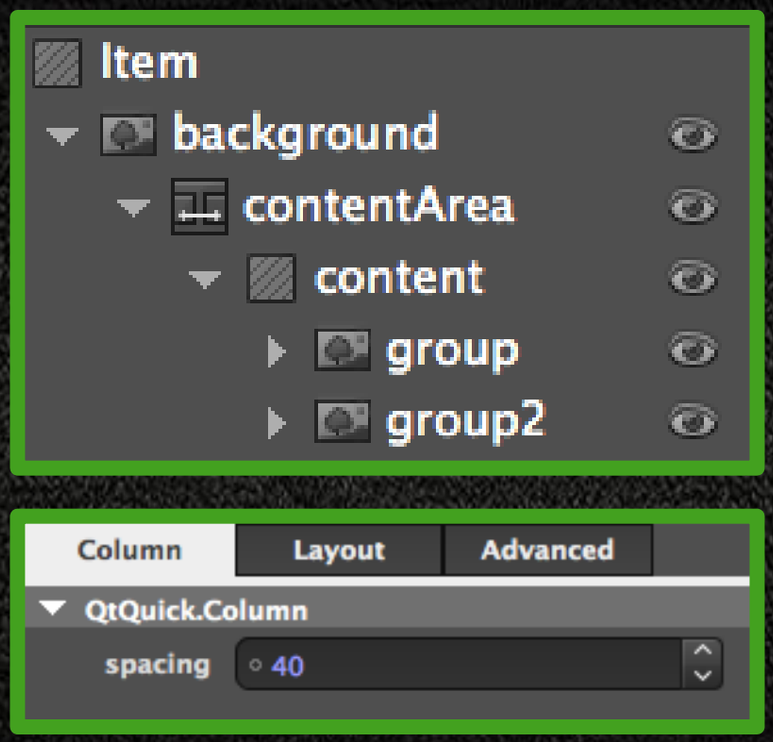
Since ‘group’ and ‘header’ belong together, make the latter a child of ‘group’.

Drag them inside a newly created ‘contentArea’ Flickable. Add to it a Fill to Parent anchor and adjust its top and bottom margins, so it fits inside the real content area. Then, add a ‘contentHeight’ property in the Code Editor.

Double check elements’ positions after reordering it.

See example: addon/module-008/examples/flickable.qml

Column



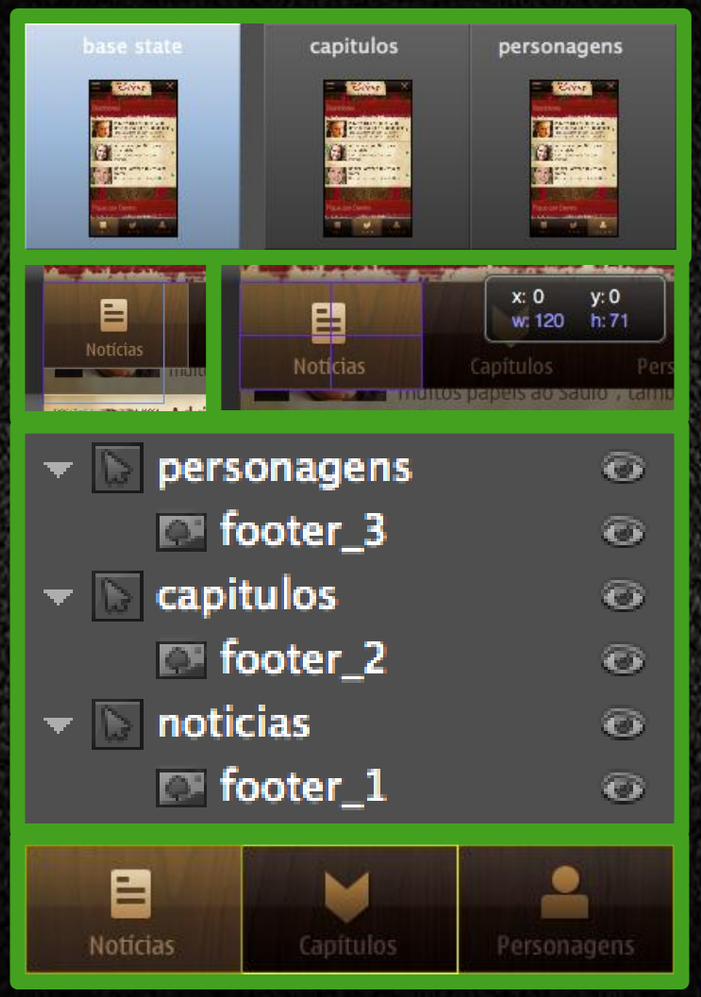
Duplicate ‘group’ and rename it ‘group2’.

Organize them inside a newly created ‘content’ Column. Add to it a Fill to Parent anchor and adjust its top margin to 20. Then, add a spacing of 40 between the column elements.

See example: addon/module-008/examples/column.qml

Building the Mockup

MouseArea



Create 2 new states to toggle through with buttons.

Create 3 MouseAreas (one for each of the footer's options), use edge snapping to scale them accordingly and make them parents to the images.

Toggle the images' visibilities throughout the states.

See example: addon/module-008/examples/mousearea.qml

Buttons

```
Item {
    id: passione
    width:360
    height:640
```

```
MouseArea {
    id: noticias
    x: 0
    y: 569
    width: 120
    height: 71
    onClicked: passione.state = ""
```

```
MouseArea {
    id: capitulos
    x: 120
    y: 569
    width: 120
    height: 71
    onClicked: passione.state = "capitulos"
```

```
MouseArea {
    id: personagens
    x: 240
    y: 569
    width: 120
    height: 71
    onClicked: passione.state = "personagens"
```

Name the main Item ‘passione’.

Add onClicked actions to the MouseAreas to turn them into functional buttons for state toggling.

See example: addon/module-008/examples/buttons.qml

Timer-triggered action

```
Image {
    id: splash
    source: "images/splash.png"

    function hide() {
        splash.opacity = 0;
    }
```

Add the ‘splash.png’ image and create a function to hide it.

```
Timer {
    interval:  1500
    running: true
    onTriggered: splash.hide();
}
```

Create a timer outside the Image element to trigger the function created.

See example: addon/module-008/examples/timer.qml

Transitions

```
Image {
    id: splash
    source: "images/splash.png"

    function hide() {
        splash.opacity = 0;
    }

    Behavior on opacity {
        NumberAnimation { duration: 200 }
    }
}
```

Add an opacity Behavior to determine how each opacity property change for the element will occur.

See example: addon/module-008/examples/transitions.qml

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Questions

What precautions do you have to take prior to exporting a Photoshop file into QML?

Why use the Export to QML script for Photoshop?

How do you create buttons?

How do you create a Splash Screen?

What are some uses for Timers?

What are some uses for functions?

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Lab

Create two QML components with a Flickable area for the remaining states.

Optional: Create a button to display the menu.

See video: addon/module-008/videos/lab.mov

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