PyQGIS - plugins de interface

Disciplina: Programação aplicada à engenharia cartográfica

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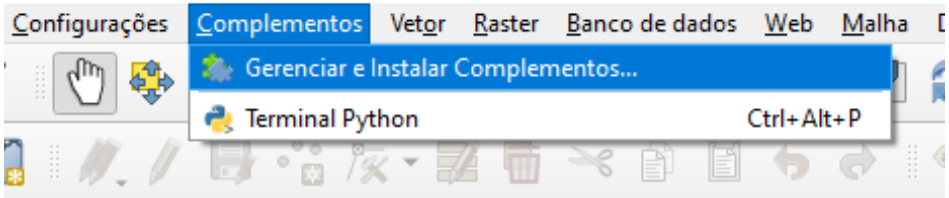
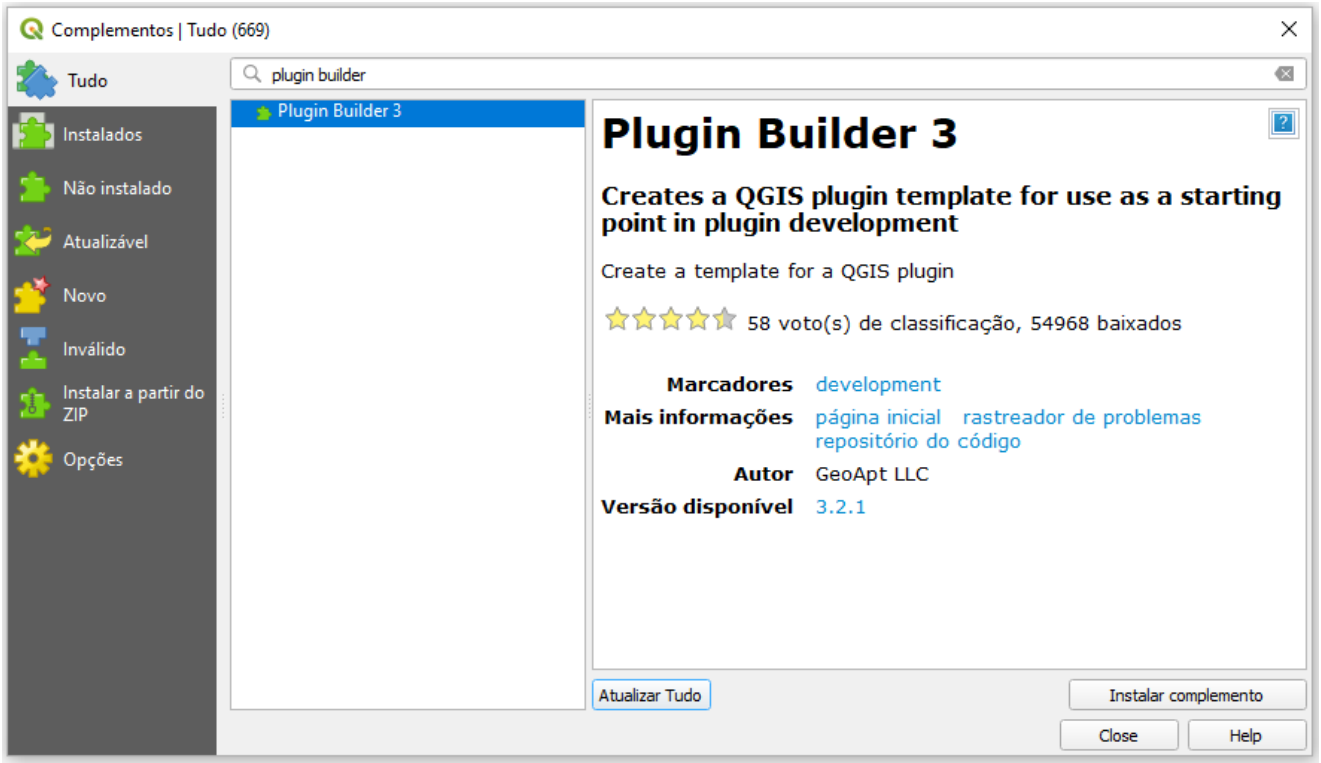
Plugin Builder: Passo a passo





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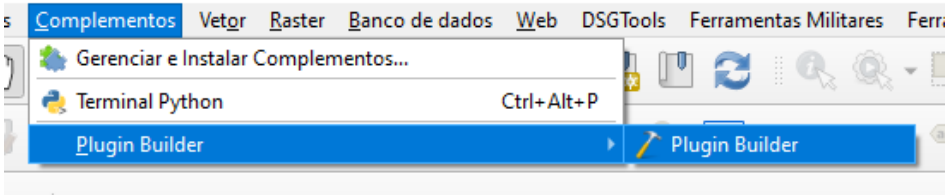

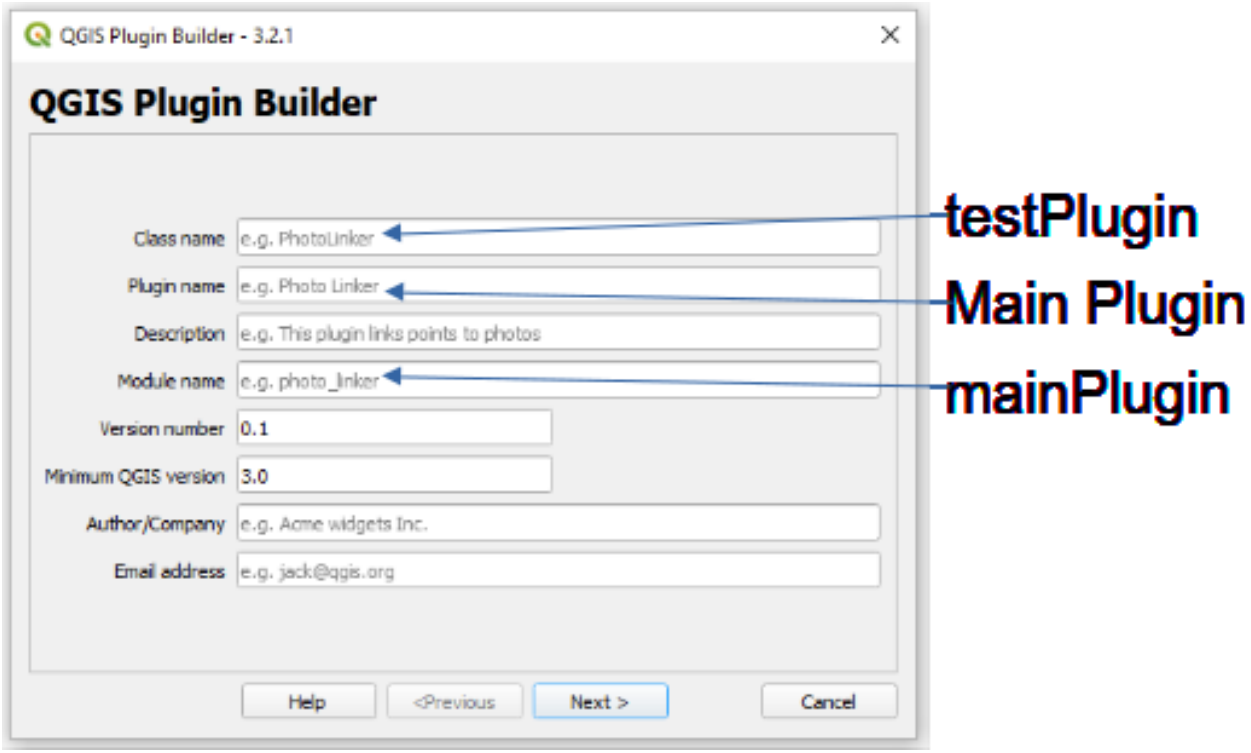

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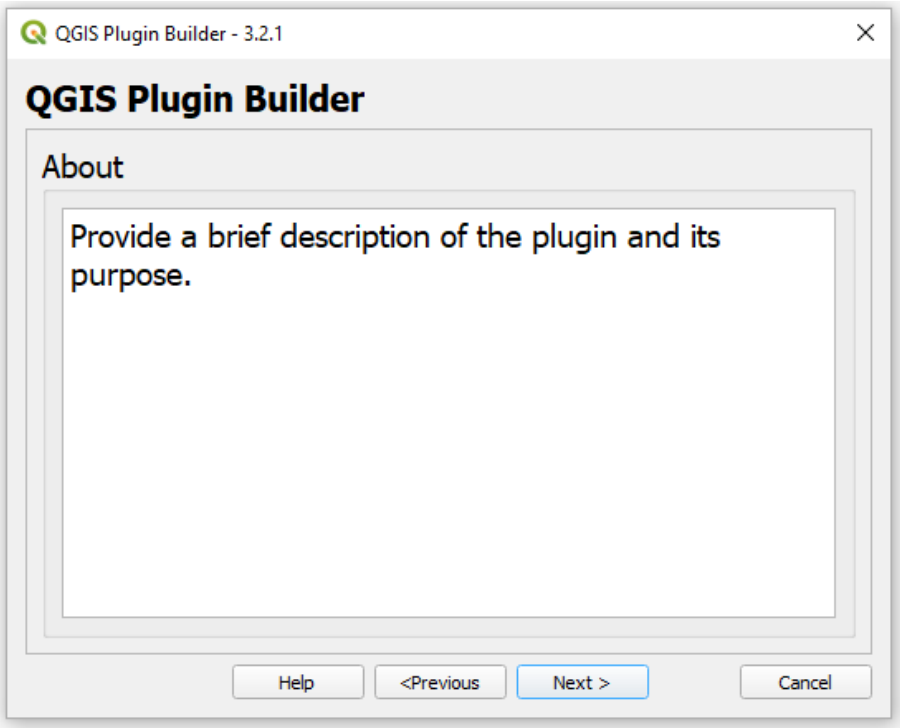

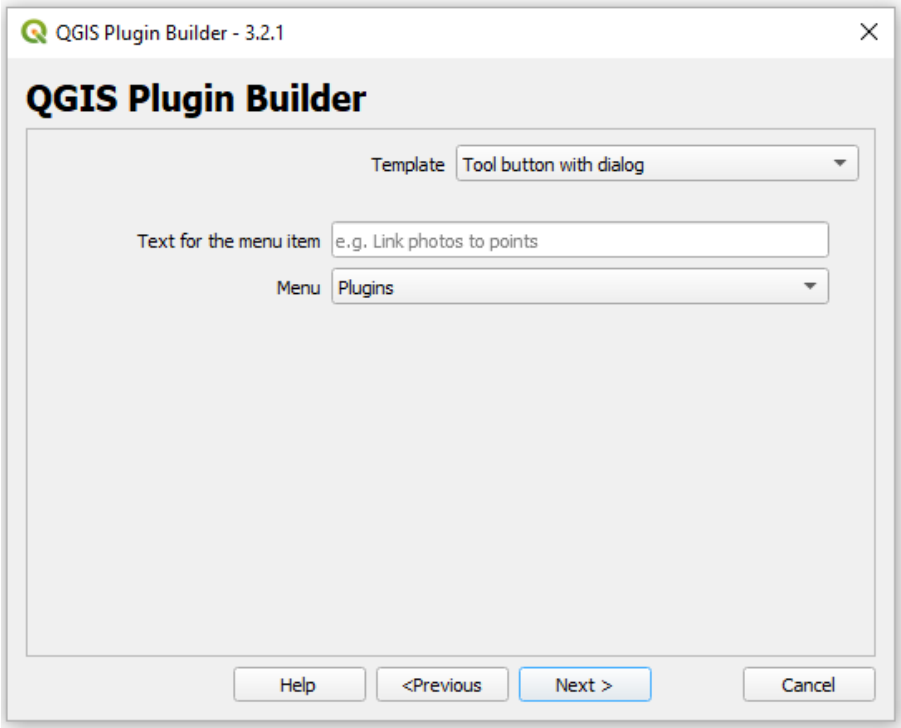

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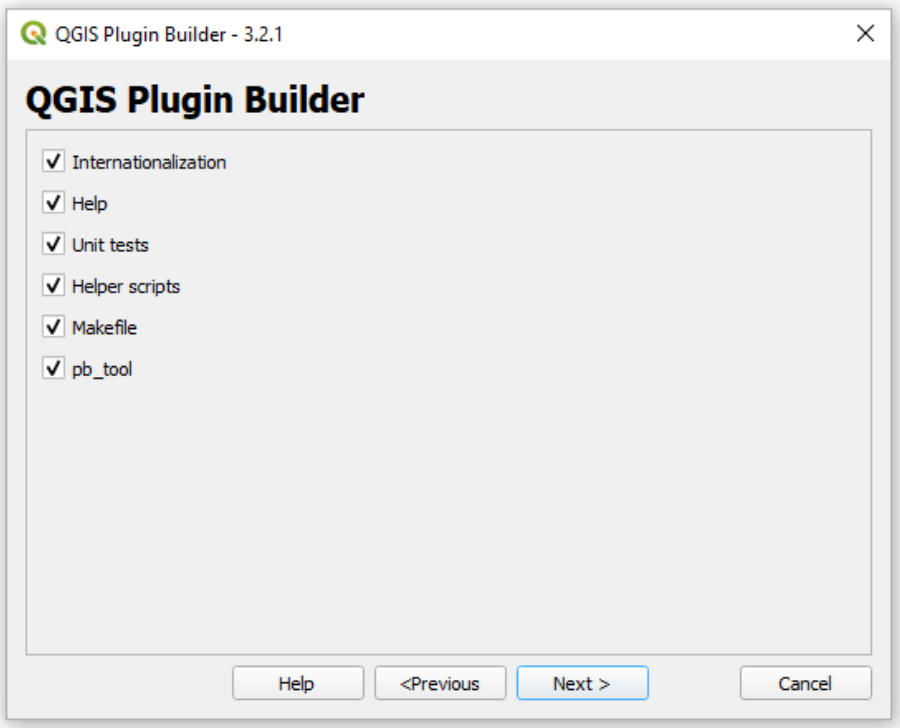

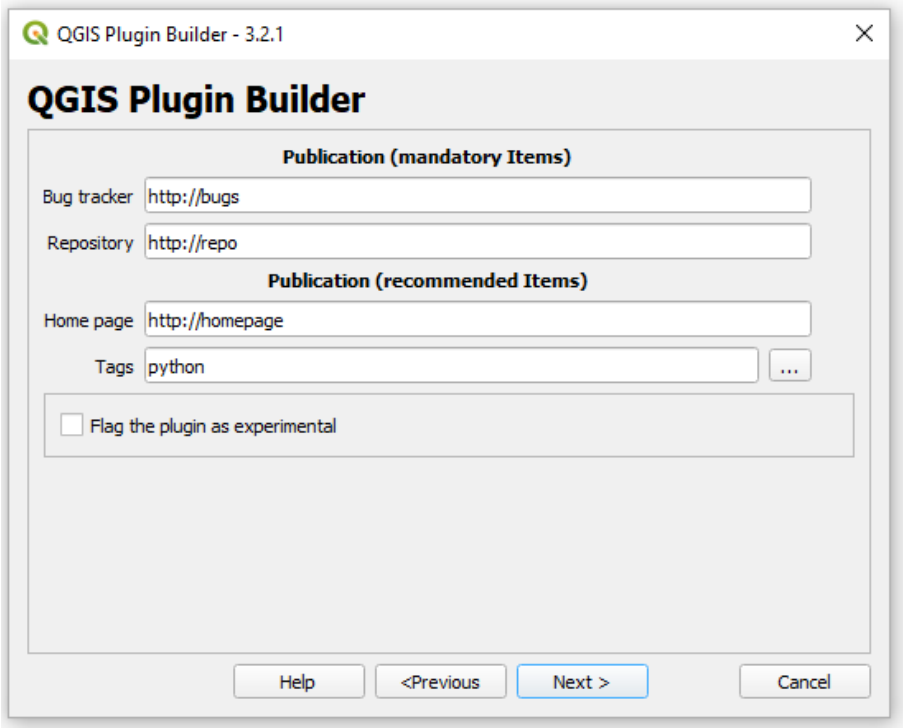

Plugin Builder: Onde salvar?

- Onde salvar?
- LINUX
- `/home/username/.local/share/QGIS/QGIS3/profiles/default/python/plugins/`
- WINDOWS
- `C:\Users\<user>\AppData\Roaming\QGIS\QGIS3\profiles\default\python\plugins\`

Criação de Plugin: Estrutura básica do plugin

- __init__.py = The starting point of the plugin. It has to have the classFactory() method and may have any other initialisation code.
- mainPlugin.py = The main working code of the plugin. Contains all the information about the actions of the plugin and the main code.
- resources.qrc = The .xml document created by Qt Designer. Contains relative paths to resources of the forms.
- resources.py = The translation of the .qrc file described above to Python.
- form.ui = The GUI created by Qt Designer.
- form.py = The translation of the form.ui described above to Python.
- metadata.txt = Contains general info, version, name and some other metadata used by plugins website and plugin infrastructure.

`https://docs.qgis.org/3.34/en/docs/pyqgis_developer_cookbook/plugins/plugins.html`