

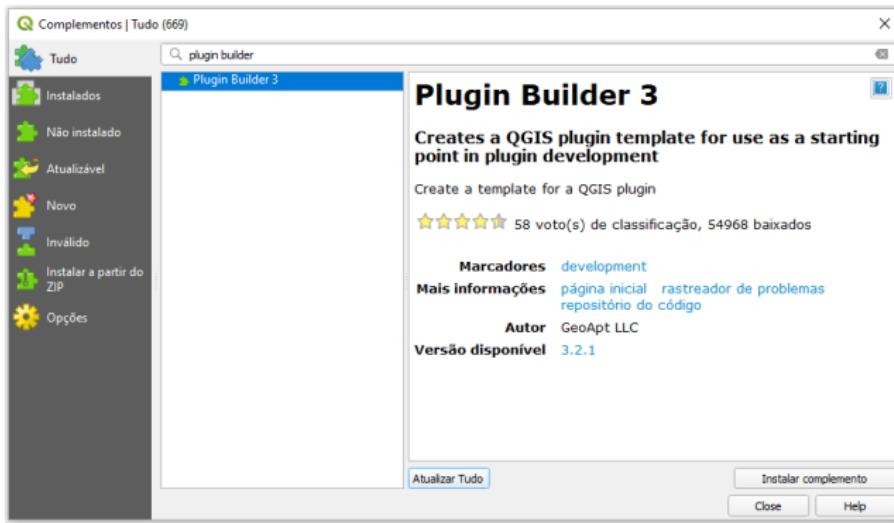
PyQGIS - plugins de interface

Disciplina: Programação aplicada à engenharia cartográfica

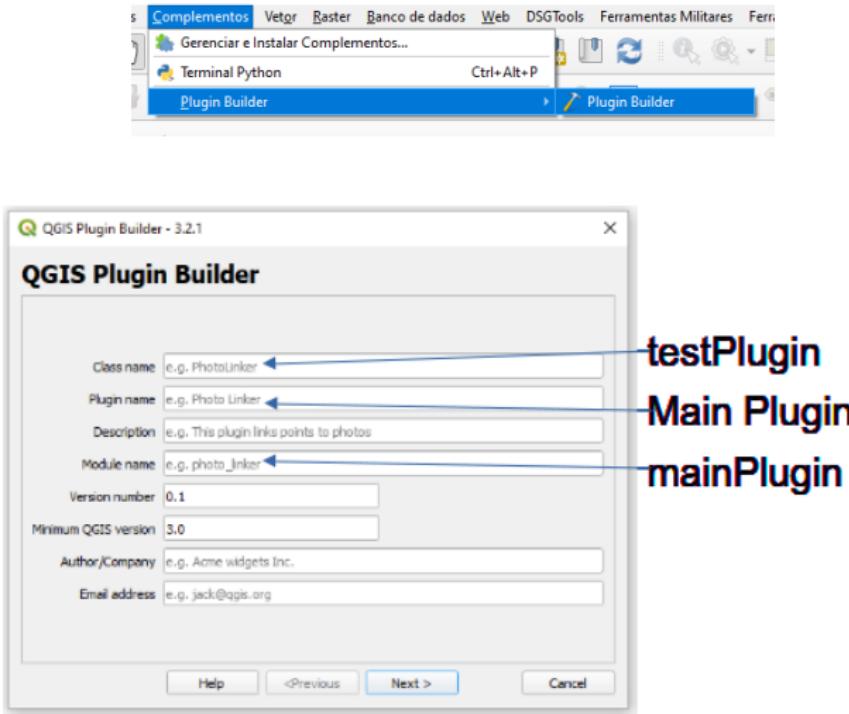
Maurício C. M. de Paulo - D.Sc.

23 de fevereiro de 2026

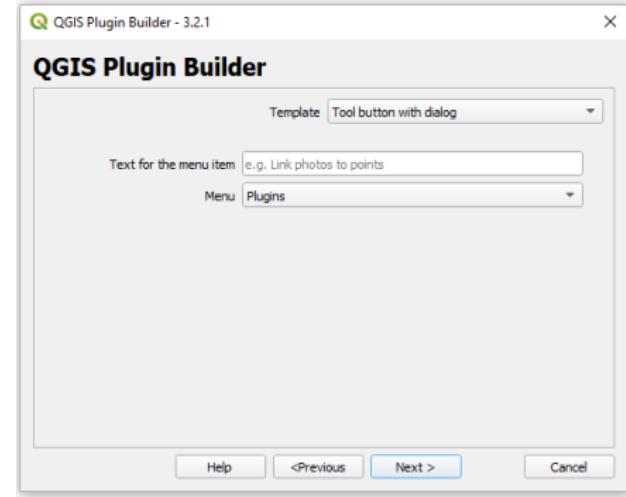
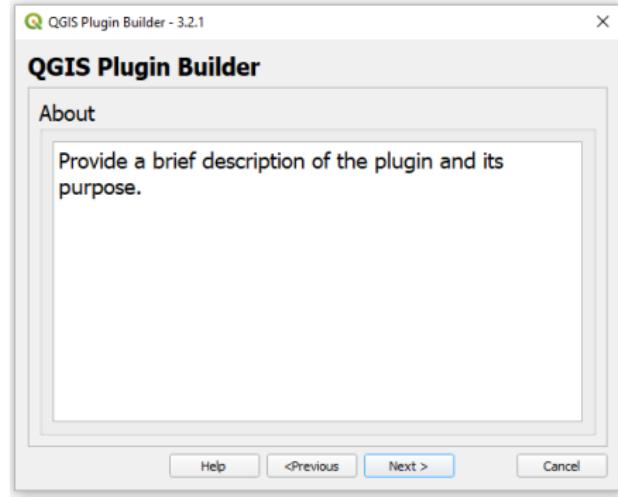
Plugin Builder: Passo a passo



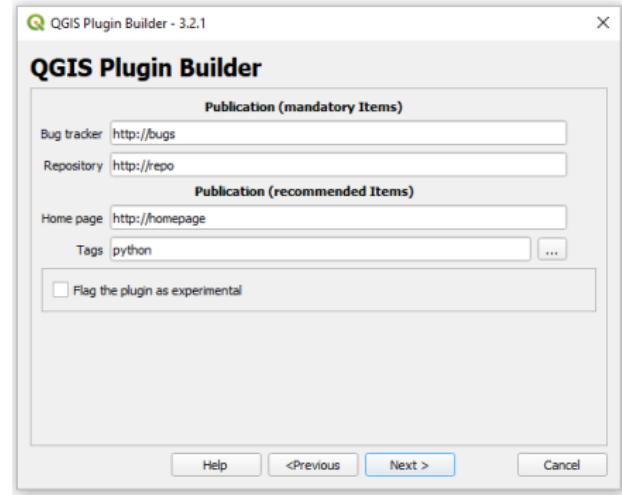
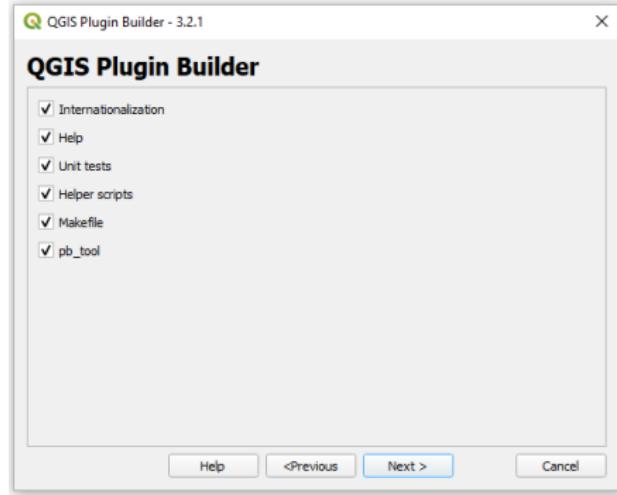
Plugin Builder: Passo a passo



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Plugin Builder: Passo a passo



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