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## How to make a Qt Widget grow with the window size?

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I want to have a small `QFormLayout` that grows to fill its parent widget.

I created a new `.ui` file using the `QWidget` template in Qt Designer. I put a `QFormLayout` inside that 'window', then put some controls inside that `QFormLayout`.

This all works reasonably well, but the `QFormLayout` always stays at the size I set in Qt Designer. I would like the `QFormLayout` to fill its parent widget and grow/shrink with it.

How can I accomplish that?

qt4 autoresize qt-designer

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edited Feb 22 '16 at 20:59

Angie Quijano 2,494 2 14 27

asked May 18 '11 at 12:44

bastibe 6,918 21 75 115

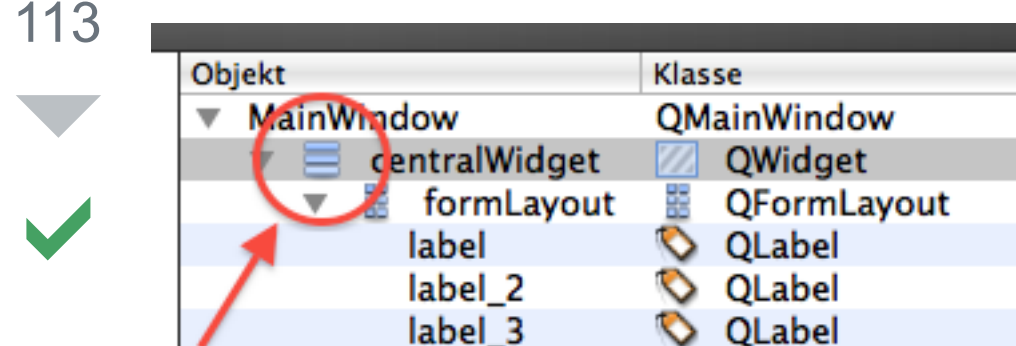
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3 Answers

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In Designer, activate the `centralWidget` and assign a layout, e.g. horizontal or vertical layout. Then your `QFormLayout` will automatically resize.



Always make sure, that all widgets have a layout! Otherwise, automatic resizing will break with that widget!

See also

[Controls insist on being too large, and won't resize, in QtDesigner](#)

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1 1

4,418 1 17 36

9 QtDesigner can be a bit confusing at times. – bastibe May 19 '11 at 6:54

26 oh, THANKS for that! :-)) I've been staring at QtDesigner (well, QtCreator, same thing there though) for half an hour and could not figure out why my central widget doesn't resize to the max - until I spotted that the tiny little icon you have circled in your answer has a red 'disabled' mark over it. one click on the 'lay out vertically' button in the creator toolbar and the problem is fixed. First time I notice that toolbar BTW, easy to overlook... – ssc Feb 3 '12 at 4:06

6 To comment on Jens answer: On the mac, click on the top-level widget (not necessarily named "centralWidget") then click on "Form" in the menu bar and select one of the layouts. – hnasarat Aug 8 '12 at 16:04

2 If anyone's still wondering, this is done on Windows in QT5.8 /QT Creator 4.2.1 by clicking on the top level "centralWidget" (which has a little red mark on it) and then going to Tools>Form Editor>Lay Out Vertically (or horizontally). – LeoR Apr 28 '17 at 10:58

Many thanks! Who would say it's even easier than in VS... – Jack Sep 24 '18 at 21:03

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I found it was impossible to assign a layout to the `centralWidget` until I had added at least one child beneath it. Then I could highlight the tiny icon with the red 'disabled' mark and then click on a layout in the Designer toolbar at top.

share improve this answer

answered Jan 11 '13 at 2:57

Jillian Beuschel Marohnic 421 4 2

1 **This is maddening.** Assigning a layout to the central widget *should* be the most trivial operation in Qt Creator. Instead, doing so requires combining this highly unintuitive solution with [Jens' equally unintuitive solution](#) (*in that exact order*). While the automation provided by Qt Creator still beats out repetitious boilerplate by a wide margin, hacking around its appalling user experience (UX) has given me a new eye-twitch. – Cecil Curry Jun 15 '17 at 6:08

@Cecil Curry even after that solution it took me 20 minutes to realize what i should ... because `centralWidget` in only case when there is no context menu option to add layout... only a microscopic button in toolbar that looks almost like inactive one – Swift - Friday Pie Jul 26 '17 at 11:13

1 Writing this comment since even after the solutions here, I had trouble to find the option. You have to select the `centralWidget`, then right-click in some free space of your app. go to 'Layout' in the context-menu that opened and then select the layout you want. This worked for me, at least (QT5, using QT Designer 5.11.1). – kushy Aug 28 '18 at 12:19

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The accepted answer (its image) is wrong, at least now in QT5. Instead you should assign a layout to the root object/widget (pointing to the aforementioned image, it should be the `MainWindow` instead of `centralWidget` ). Also note that you must have at least one `QObject` created beneath it for this to work. Do this and your ui will become responsive to window resizing.

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answered Aug 10 '18 at 5:46

Nikos 1,476 3 20 34

add a comment

protected by eyllanesc Aug 10 '18 at 5:50

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