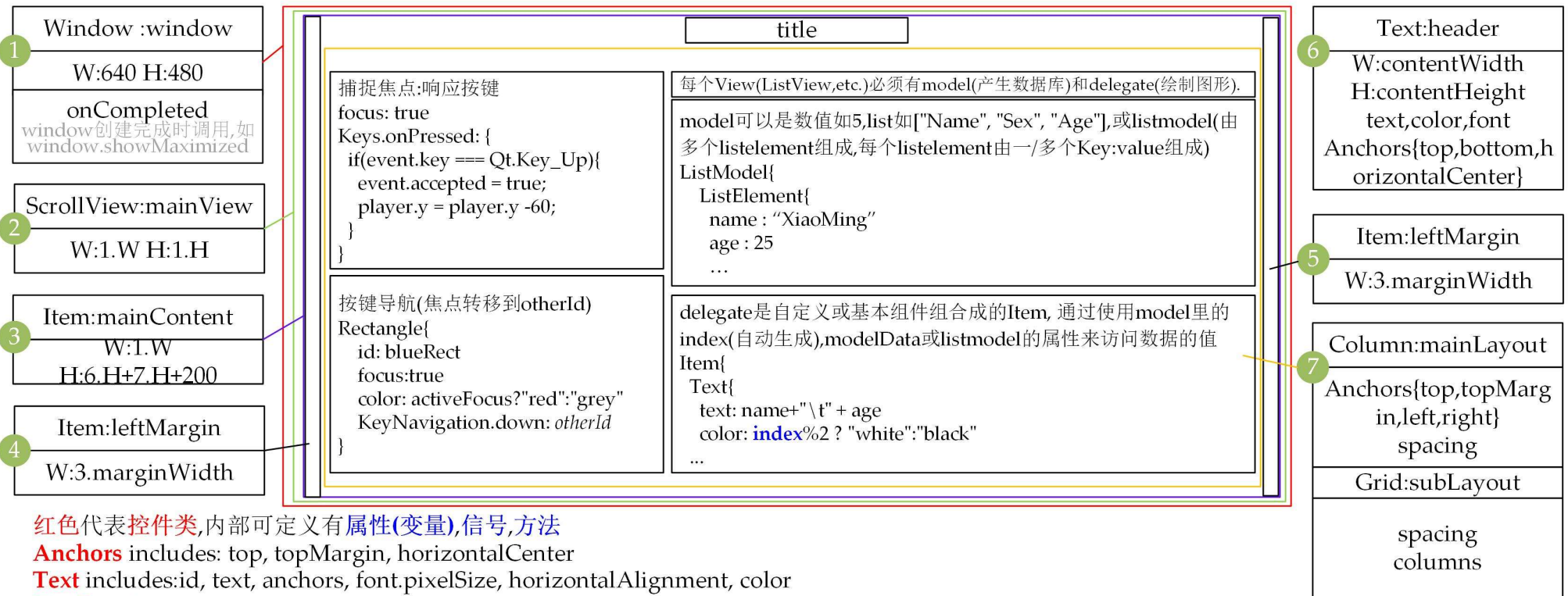


QML支持的函数:

1. `Math.round(5*1.3),Qt.quit(),qsTr("myButton"),console.log("hello"),Screen.width,`
2. Image类中: 使用变量`progress`查询加载进度; 变量`Image.status`(值为`ready`表示图片已加载);

一般顶层的Rectangle的ID为`root`;

`.qmlproject`可以设置QML文件,JS文件及图片文件的目录



红色代表控件类,内部可定义有属性(变量),信号,方法

**Anchors** includes: top, topMargin, horizontalCenter

**Text** includes:id, text, anchors, font.pixelSize, horizontalAlignment, color

**TextInput** includes:id, anchors, onAccepted, text,font.pixelSize, horizontalAlignment, color

**MouseArea** includes:id, anchors, onClicked (,hoverEntered)(,onEntered)(,onExited)

**Rectangle** includes:id,width,height,color,(x),(y),(anchors)(border.color)(border.width)(radius)(,Text)(,MouseArea)

**Image** includes:id,source,sourceSize.height,sourceSize.width,anchors,onProgressChanged,onStatusChanged(,Text)(,MouseArea)

**AnimatedImage** includes:id,source,(x),(y),anchors,onProgressChanged,onStatusChanged(,Text)(,MouseArea)

**Flickable(滚动条)** includes:id,width,height(滚动区域), contentWidth, contentHeight(要滚动的内容), contentY(当前显示内容相对于Flickable区域左上角的Y offset值, 垂直滚动的设置: `Math.min(contentHeight-height, Math.max(0,player.y-height/2))`), boundsBehavior: Flickable.StopAtBounds, interactive: true

自定义Item includes: 先定义属性(`property bool/string/int/double [属性名]:初始值`),信号(`signal buttonClicked`,使用时直接`buttonClicked()`即触发信号),再实例化内部需要的其他控件.

使用自定义Item时: 控件类名(=自定义Item所在文件名){... 设置属性...,... 实现槽函数`onButtonClicked:{console.log("I'm slot")}`}}

Repeater类:包含一个model和一个delegate, model常为数值(i.e.5),delegate可以是任意Item类. Repeater一般被包含在Row,Column,Grid类的实例中,生成一行/列/框相类似的Item.