



Creating custom widgets

check-list



Click the links to read more.

Sizing for layouts / size policy

<https://www.vikingssoftware.com/blog/creating-custom-widgets/#sizing>

Handle minimum size and size changes

Focus policy

<https://www.vikingssoftware.com/blog/creating-custom-widgets/#focus>

No focus or strong focus.

Painting

<https://www.vikingssoftware.com/blog/creating-custom-widgets/#painting>

Implement a painting method.

QStyle support

<https://www.vikingssoftware.com/blog/creating-custom-widgets/#qstyle>

Make a style option for both size hints and painting.

Input handling

<https://www.vikingssoftware.com/blog/creating-custom-widgets/#input>

Implement support for mouse and keyboard and other relevant input types.

Properties

<https://www.vikingssoftware.com/blog/creating-custom-widgets/#properties>

Tell the widget users what the properties that modify widget contents are.

Signals and slots

<https://www.vikingssoftware.com/blog/creating-custom-widgets/#signals>

The API for setting and listening to an object.

Designer plugin

<https://www.vikingssoftware.com/blog/creating-custom-widgets/#designer>

Allow the UI/UX developers to manipulate your custom widgets.