

# hot slot

To connect the signal to the slot, we use `QObject::connect()`. There are several ways from `connect` signal and "slot". The first is that use function pointers: `connect ( sender, &QObject::Project, destroyed, &`

However, "spacing" hints are provided to layout. Qt Designer's Signal and Slot Mode: `doc-qt5/io : designer -connection`

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Assunto: hot slot

Palavras-chave: hot slot

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