

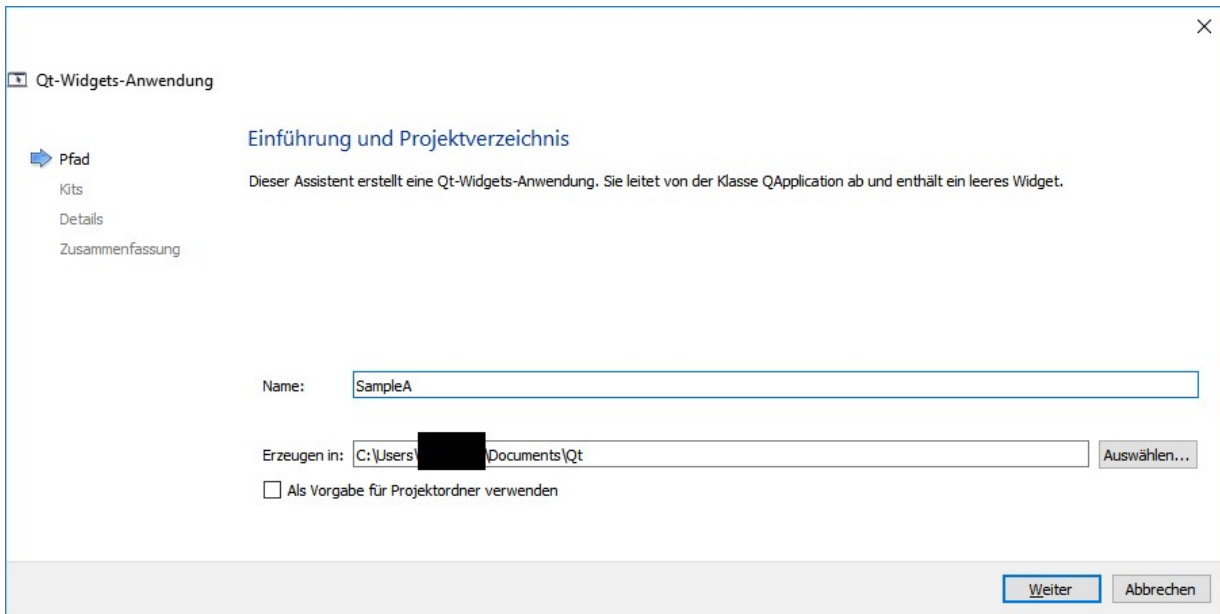
Bugreport Qt Creator is mixing slots in Project A and Project B if slots have same name

Qt Creator 4.5.0

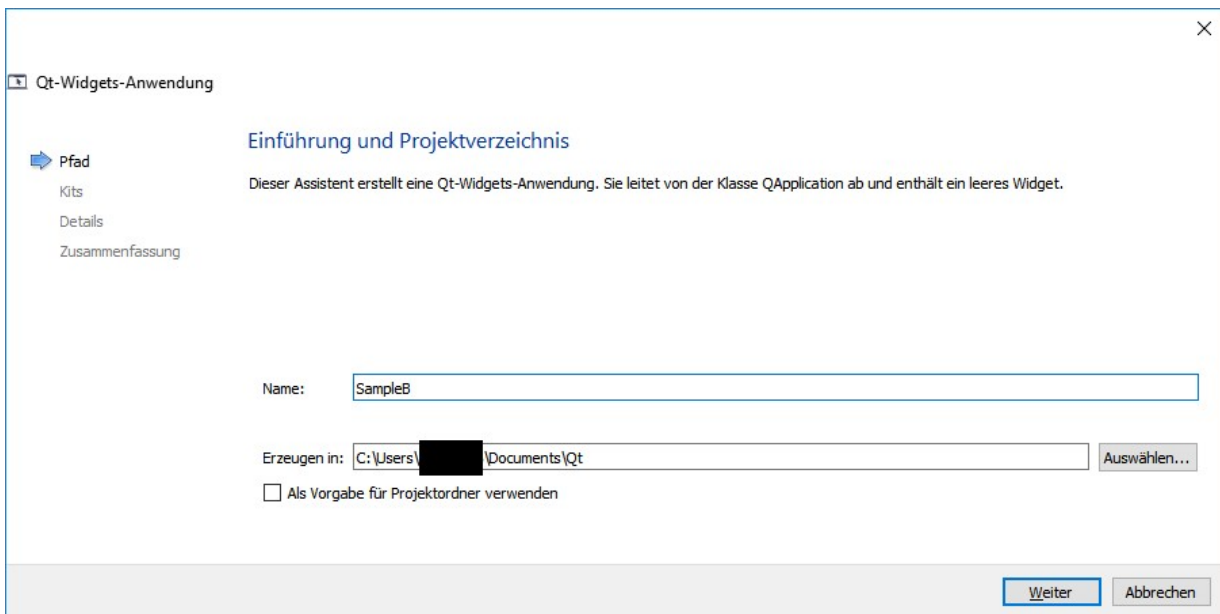
Qt 5.10

Windows 10

### 1. Create a sample Qt-Widgets project A



### 2. Create a sample Qt-Widgets project B



### 3. It should now looks like this

SampleB/mainwindow.cpp - Qt Creator

```

Datei Bearbeiten Erstellen Debuggen Analyse Extras Fenster Hilfe
Projekte
SampleA
  SampleA.pro
  Headers
  Sources
    main.cpp
    mainwindow.cpp
  Forms
SampleB
  SampleB.pro
  Headers
  Sources
    main.cpp
    mainwindow.cpp
  Forms

```

```

1 #include "mainwindow.h"
2 #include "ui_mainwindow.h"
3
4 MainWindow::MainWindow(QWidget *parent) :
5     QMainWindow(parent),
6     ui(new Ui::MainWindow)
7 {
8     ui->setupUi(this);
9 }
10
11 MainWindow::~MainWindow()
12 {
13     delete ui;
14 }
15

```

#### 4. Add slot in mainwindow.h of SampleB Project and add it also to the mainwindow.cpp

SampleB/mainwindow.h @ SampleB - Qt Creator

```

Datei Bearbeiten Erstellen Debuggen Analyse Extras Fenster Hilfe
Projekte
SampleA
  SampleA.pro
  Headers
    mainwindow.h
  Sources
    main.cpp
    mainwindow.cpp
  Forms
SampleB
  SampleB.pro
  Headers
    mainwindow.h
  Sources
    main.cpp
    mainwindow.cpp
  Forms

```

```

1 #ifndef MAINWINDOW_H
2 #define MAINWINDOW_H
3
4 #include <QMainWindow>
5
6 namespace Ui {
7 class MainWindow;
8 }
9
10 class MainWindow : public QMainWindow
11 {
12     Q_OBJECT
13
14 public:
15     explicit MainWindow(QWidget *parent = 0);
16     ~MainWindow();
17
18 private slots:
19     void start();
20
21 private:
22     Ui::MainWindow *ui;
23 };
24
25 #endif // MAINWINDOW_H
26

```

SampleB/mainwindow.cpp @ SampleB - Qt Creator

```
Datei Bearbeiten Erstellen Debuggen Analyse Extras Fenster Hilfe
Projekt SampleB/mainwindow.cpp MainWindow::start(): void
SampleA
  SampleA.pro
  Headers
    mainwindow.h
  Sources
    main.cpp
    mainwindow.cpp
  Forms
SampleB
  SampleB.pro
  Headers
    mainwindow.h
  Sources
    main.cpp
    mainwindow.cpp
  Forms

1 #include "mainwindow.h"
2 #include "ui_mainwindow.h"
3
4 MainWindow::MainWindow(QWidget *parent) :
5     QMainWindow(parent),
6     ui(new Ui::MainWindow)
7 {
8     ui->setupUi(this);
9 }
10
11 MainWindow::~MainWindow()
12 {
13     delete ui;
14 }
15
16 void MainWindow::start()
17 {
18     // Start in mainwindow.cpp of SampleB Project
19 }
20
```

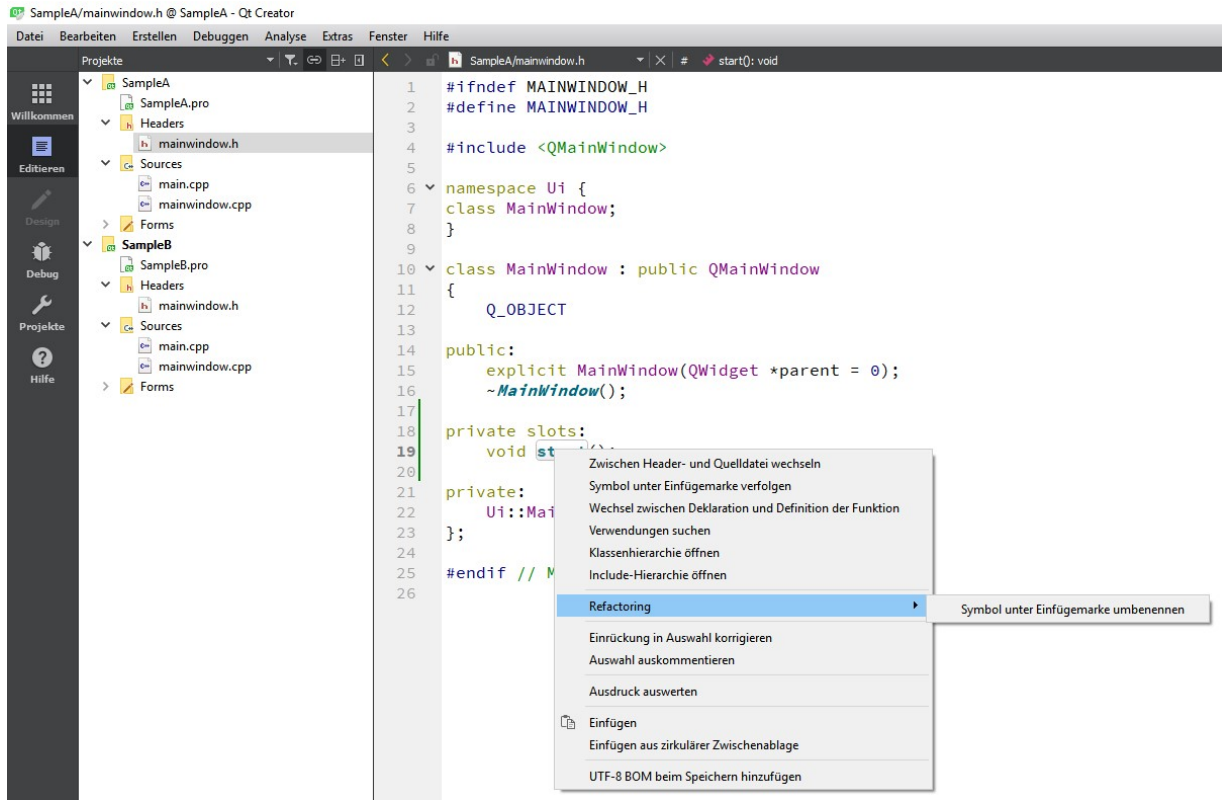
5. Now add the same slot to mainwindow.h of SampleA project ONLY (not in mainwindow.cpp)

SampleA/mainwindow.h @ SampleA - Qt Creator

```
Datei Bearbeiten Erstellen Debuggen Analyse Extras Fenster Hilfe
Projekt SampleA/mainwindow.h start(): void
SampleA
  SampleA.pro
  Headers
    mainwindow.h
  Sources
    main.cpp
    mainwindow.cpp
  Forms
SampleB
  SampleB.pro
  Headers
    mainwindow.h
  Sources
    main.cpp
    mainwindow.cpp
  Forms

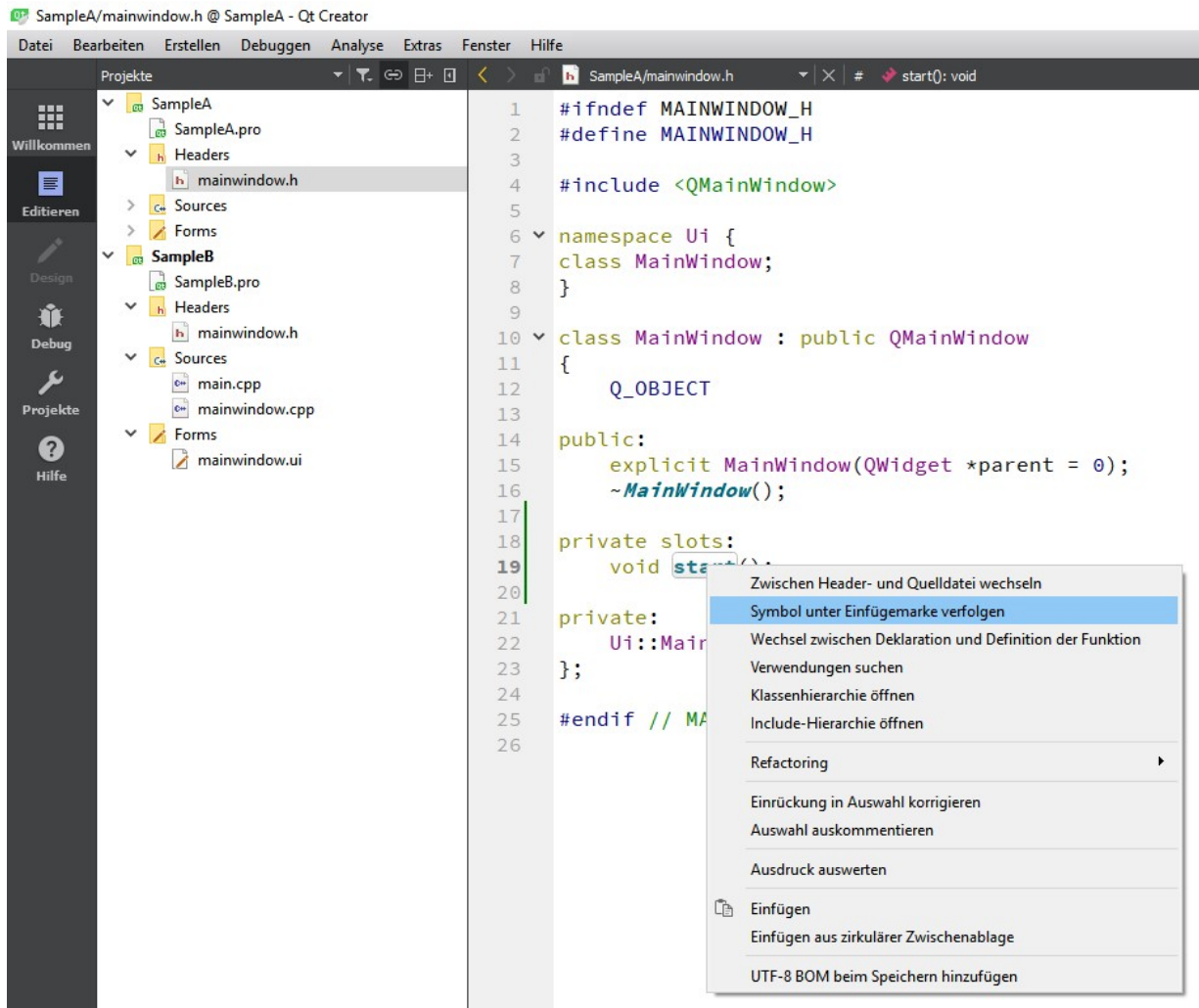
1 #ifndef MAINWINDOW_H
2 #define MAINWINDOW_H
3
4 #include <QMainWindow>
5
6 namespace Ui {
7     class MainWindow;
8 }
9
10 class MainWindow : public QMainWindow
11 {
12     Q_OBJECT
13
14 public:
15     explicit MainWindow(QWidget *parent = 0);
16     ~MainWindow();
17
18 private slots:
19     void start();
20
21 private:
22     Ui::MainWindow *ui;
23 };
24
25 #endif // MAINWINDOW_H
26
```

## 6. Now right mouse click on start() in mainwindow.h in SampleA

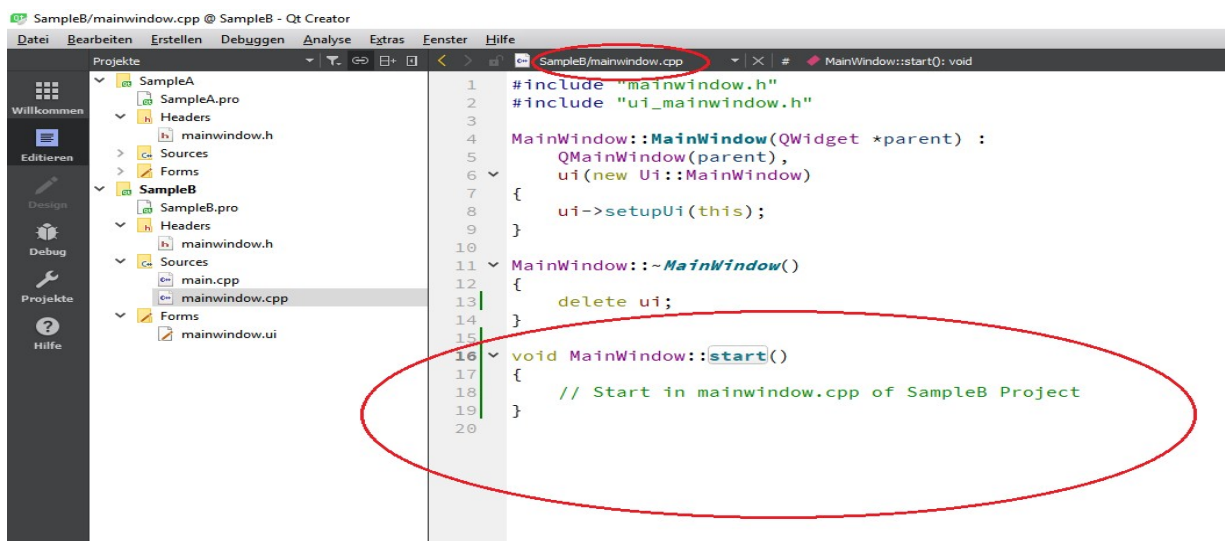


Bug 1) the submenu of "Refactoring" is wrong, it doesn't show "Add Definition in mainwindow.cpp"

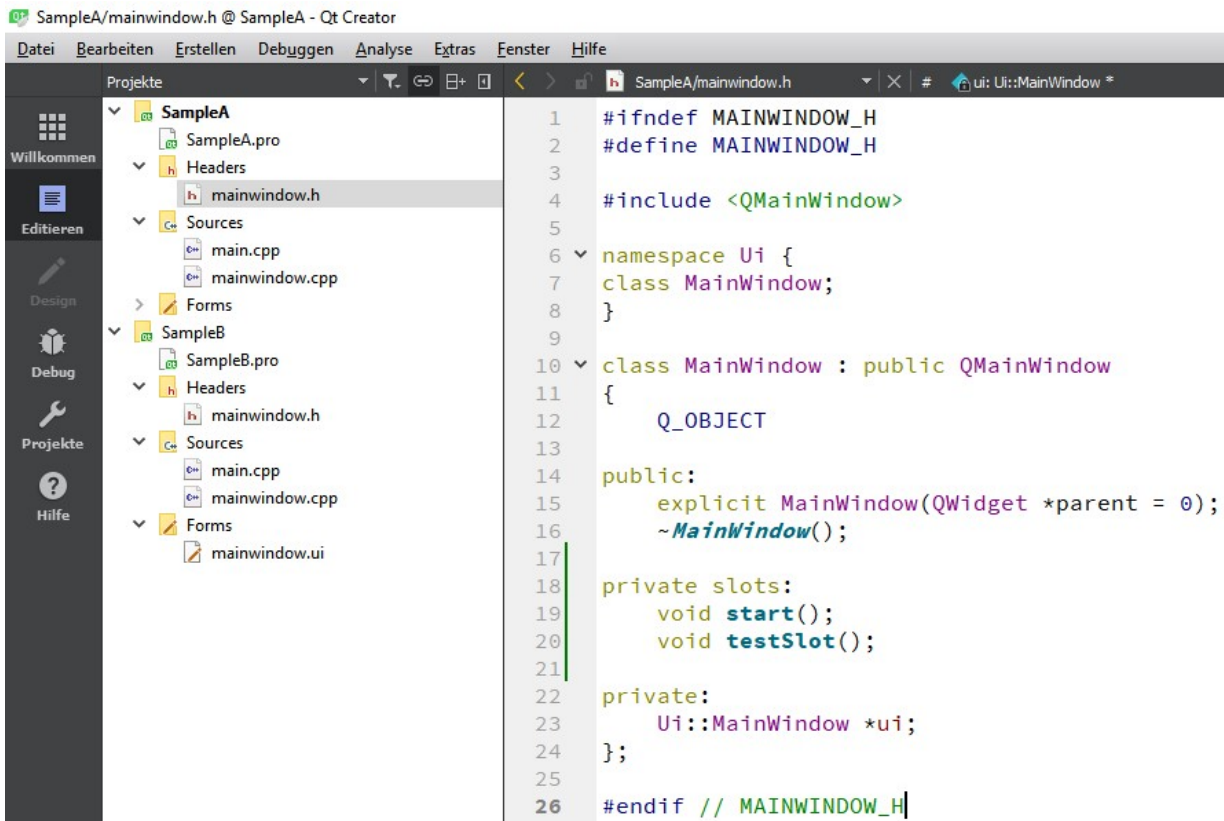
## 7. Again right mouse click on start() in mainwindow.h in SampleA



If you follow the symbol (see picture) you here:

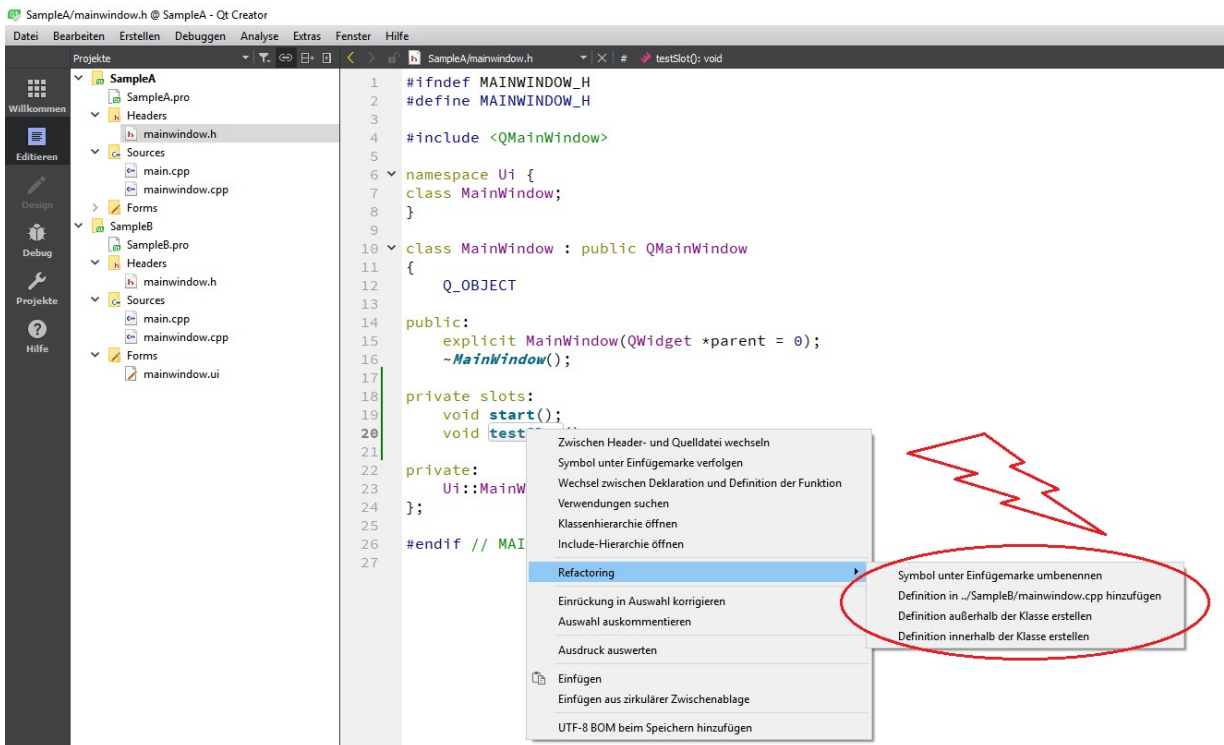


## 8. Set SampleA Project as active and add a testSlot()



```
1 #ifndef MAINWINDOW_H
2 #define MAINWINDOW_H
3
4 #include <QMainWindow>
5
6 namespace Ui {
7 class MainWindow;
8 }
9
10 class MainWindow : public QMainWindow
11 {
12     Q_OBJECT
13
14 public:
15     explicit MainWindow(QWidget *parent = 0);
16     ~MainWindow();
17
18 private slots:
19     void start();
20     void testSlot();
21
22 private:
23     Ui::MainWindow *ui;
24 };
25
26 #endif // MAINWINDOW_H
```

Right Mouse Click on testSlot();



```
1 #ifndef MAINWINDOW_H
2 #define MAINWINDOW_H
3
4 #include <QMainWindow>
5
6 namespace Ui {
7 class MainWindow;
8 }
9
10 class MainWindow : public QMainWindow
11 {
12     Q_OBJECT
13
14 public:
15     explicit MainWindow(QWidget *parent = 0);
16     ~MainWindow();
17
18 private slots:
19     void start();
20     void testSlot();
21
22 private:
23     Ui::MainWindow *ui;
24 };
25
26 #endif // MAINWINDOW_H
```

Bug: Qt Creator want's to create the definition in other Project SampleB