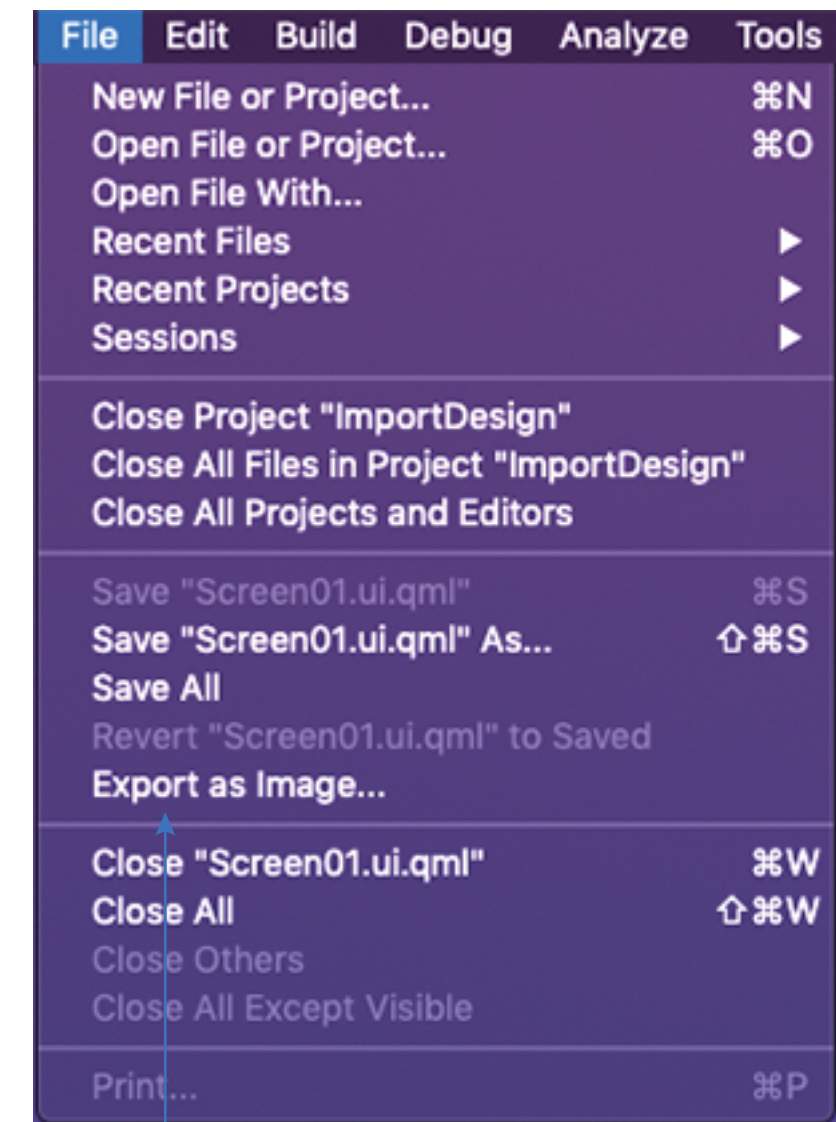
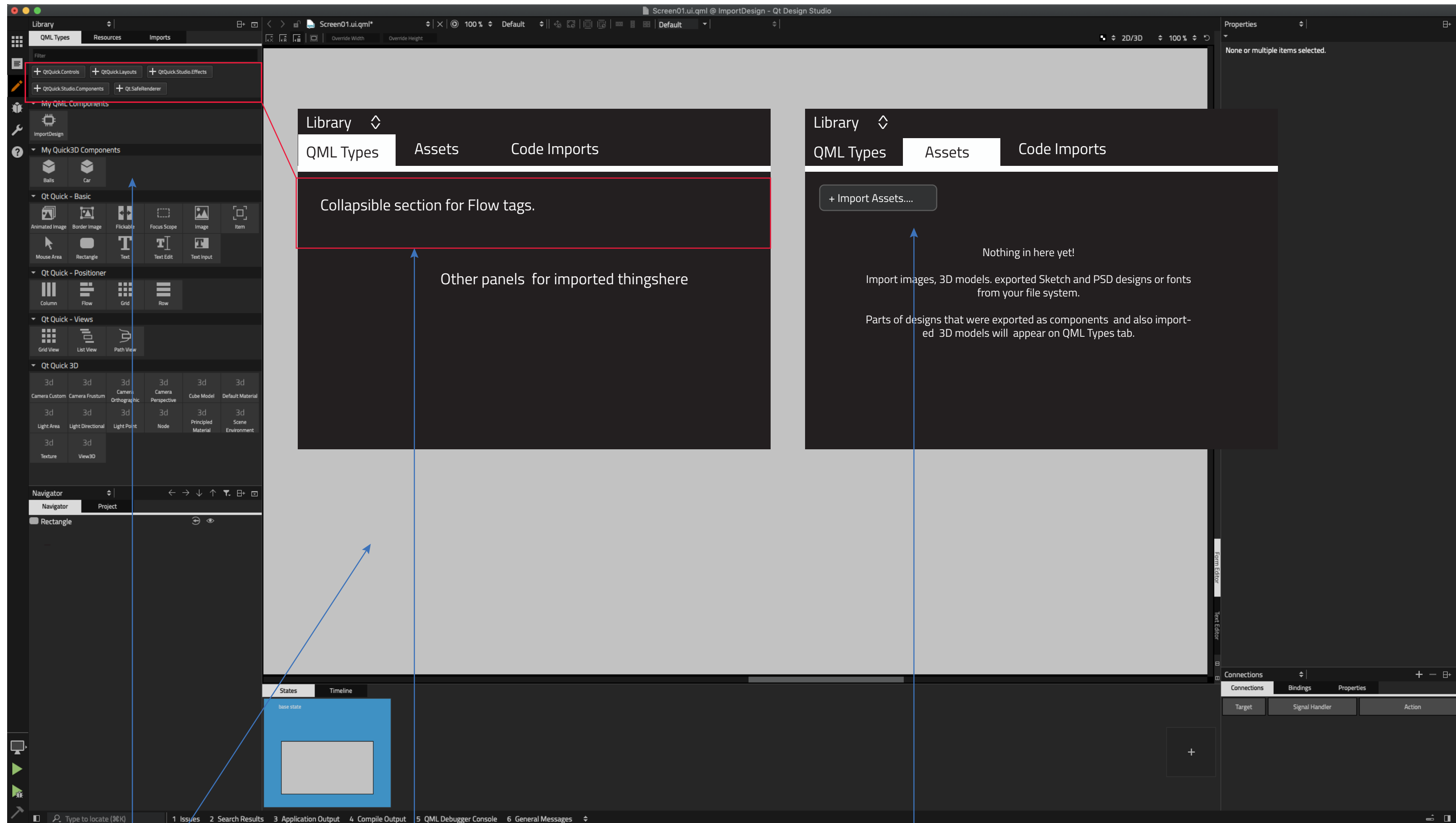


1. IMPORT WITH FILE DIALOG



- Add "Import ..." --> Opens File Dialog
 - Possibly submenus if there is a need to define type of import.

- When user selects the imported files, their type defines where they are placed and how they are handled.
 - If user imports a 3D file, it should be automatically converted to component and placed to my Quick 3D components panel.
 - If user imports Qt3DS file, it is added to My components. Step where a flow tag is created is skipped, asset must be ready to use immediately.

- Import dialog should be skipped for 3D assets and use defaults. Import settings should be defined per project.
 - In case there is no panel for imported 3D assets, it is added.
 - if panel is collapsed, it is expanded when a new file is added.
 - On case there is no QtQuick3D imported, it is done automatically or at least prompted to enable quick start for user.

Context menu item for import on QML types & form editor (3D Edit view?). Maybe on project tab also?

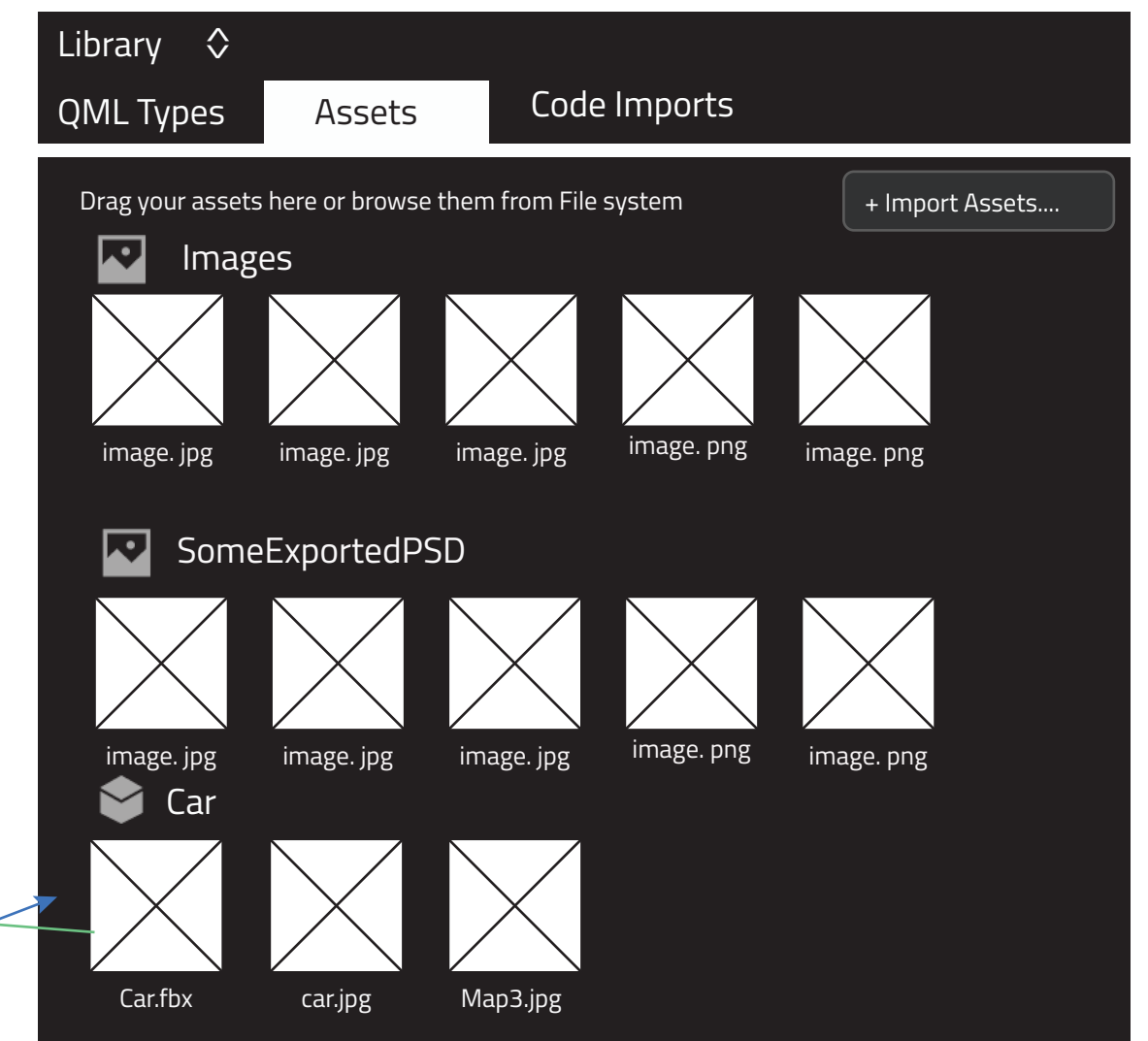
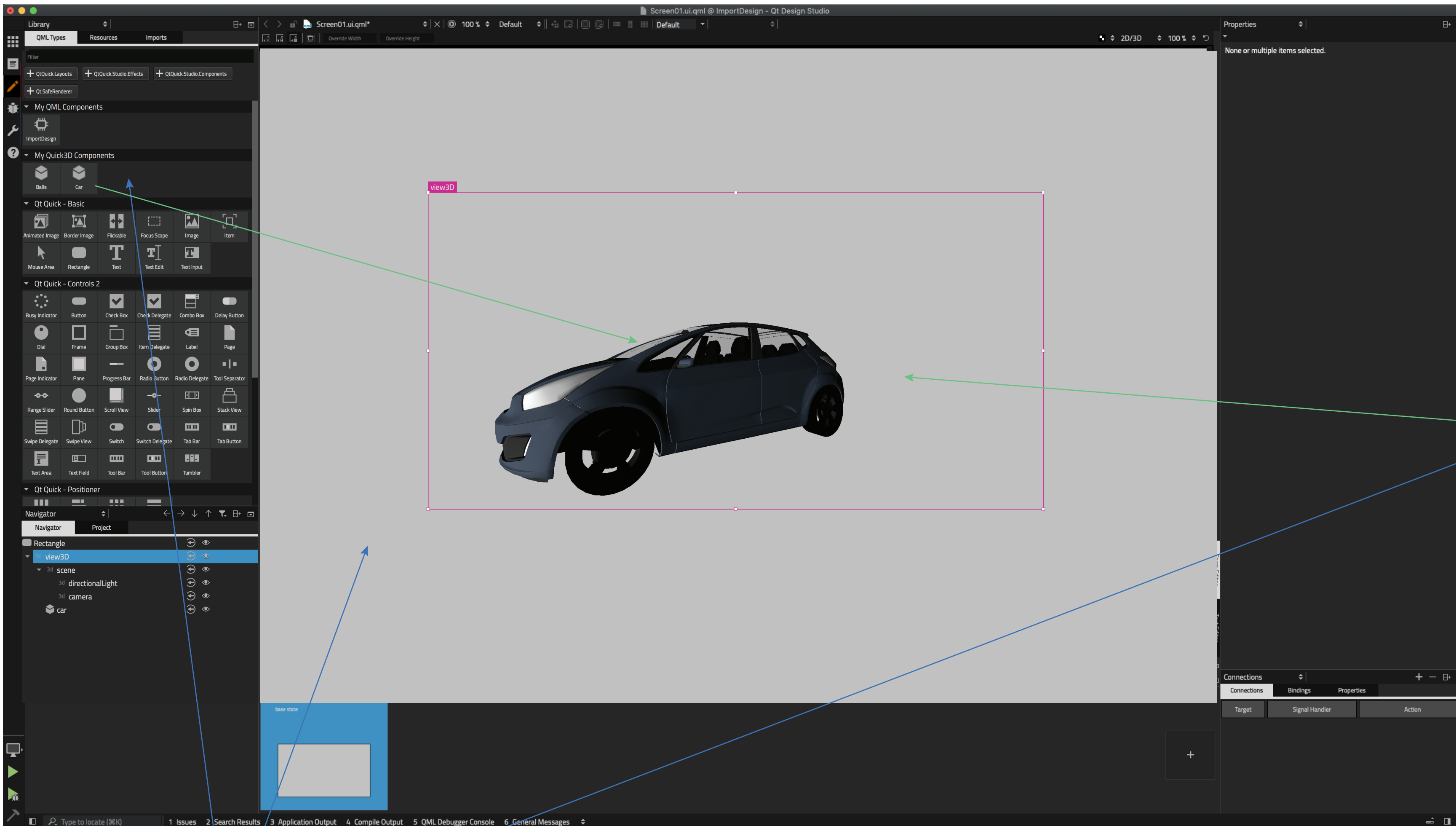
Wondering, does Imports for code need whole tab. For now, can be left as it is.

Add instructions for first time usage. Tooltip with more detailed info for Import button needed.

Would be nice to have folder-like structure for imported stuff. See example in 2. Import with drag'n drop

Amount of flow tags can be quite big. Maybe the section could be collapsible and expand automatically when something is added, that would also help to notice of the new ones..
 Default flow tags for panels are duplicate mto those on Import tab

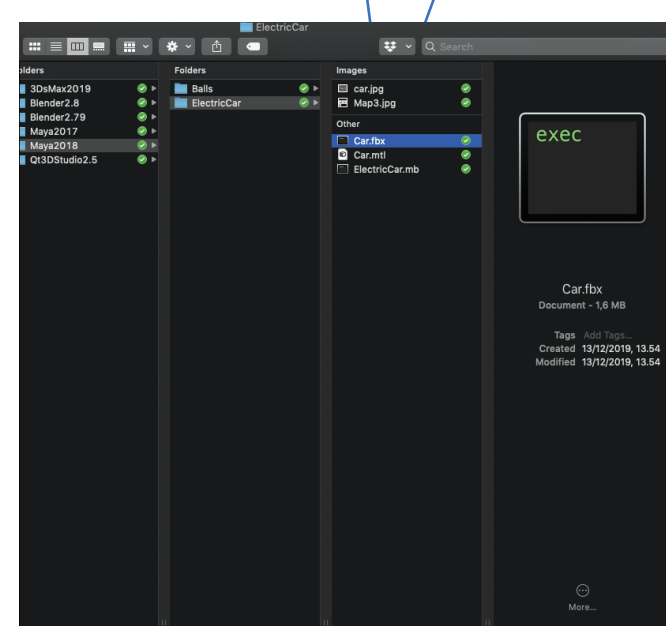
2. IMPORT WITH DRAG'n DROP



Would be nice to have folder-like (collapsible) structure for imported stuff. For example, it would be good to have original 3D models with all needed textures etc all in same place. Having originals available would help editing and re-importing models later on and also allow changing import settings for them.

If original file (.fbx etc) is available, it is probable that user tries to add it to the design. Study needed, is it possible to let user drag original model to Editor and do the importing at that point.

Adding models is next step, see <https://bugreports.qt.io/browse/QDS-1130>
<https://bugreports.qt.io/browse/QDS-1085>



- User should be able to import assets just by dragging them from file system to

- Assets tab (Currently Resources)
- To panels
- To Form Editor or to 3D Edit view
- To Navigator

- When dragging files to panels or to Assets (Resources) they are just imported resources
- When dragging files onto Editors or Navigator, they are added to project and visible immediately.