Archived:Qt Tutorial Lesson 1 - Installation

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The instructions in this article rely on the "Qt" SDK that is no longer available. In addition, Carbide.c++ cannot be used with the recommended Qt SDK

Archived: This Wiki article provides tutorial instructions for setting up *Qt* with the Carbide.c++ IDE.

Code less.
Create more.
Deploy everywhere.

Install Carbide C++ and S60 SDK

Make sure you have Symbian development environment (**Carbide C++ 2.0**, **S60 SDK 3rd FP1 or S60 SDK 3rd FP2 or S60 SDK 5th Edition** and **Active Perl**) installed on your computer. If you still don't have them yet, please do following these steps.

Active Perl Installation

- Download Active Perl from http://www.activestate.com/activeperl

- install it to C:\Perl or any directory that doesn't contain space character

Carbide C++ Installation

- Download **Carbide C++ 2.0** from http://www.developer.nokia.com/info/sw.nokia.com/id/dbb8841d-832c-43a6-be13-f78119a2b4cb.html

- install it to C:\ (in case if you installed Perl in different drive, you have to install Carbide C++ to the same drive as Perl)

S60 SDK Installation

- Download **S60 3rd SDK FP1** or **S60 3rd SDK FP2** or **S60 5th SDK 1.0** from http://www.developer.nokia.com/Resources/Tools_and_downloads/Other/Symbian_SDKs/ (I suggest you to download S60 3rd SDK FP2 for button-based application and S60 5th SDK 1.0 for touch-based application)

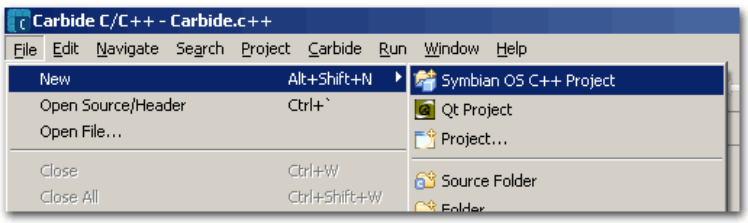
- install it to the same drive as Perl and Carbide C++

Test your Installation

Now it's time to test that your Symbian Development Environment work or not.

- Open Carbide C++ 2.0 from Start Menu and define workspace directory. **Please make sure that there is no space contain in workspace directory** or your code will can't be compiled.

- on the menu bar, choose **File -> New -> Symbian OS C++ Project**



- Select **GUI Application** under S60 and press **Next**

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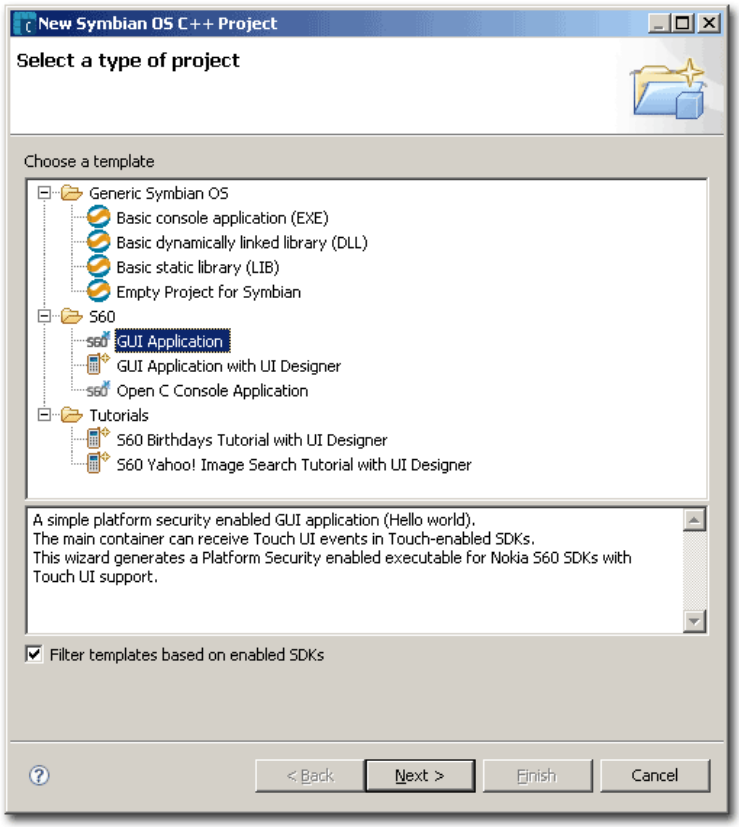
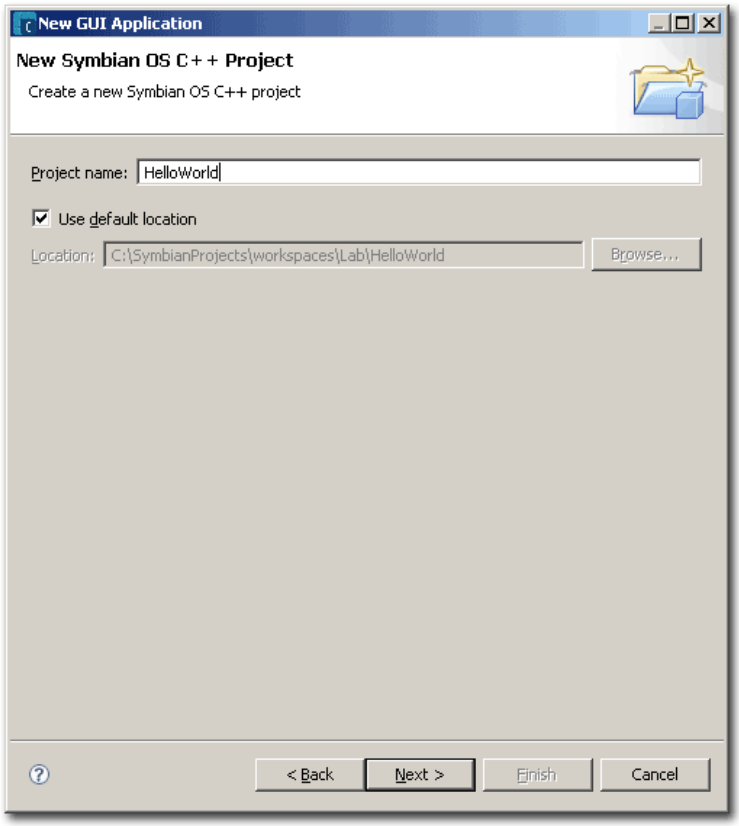


- Define **Project Name** (HelloWorld for newbie) and press **Next**



- Check at **Emulator Debug (WINSCW)** and **Phone Release (GCCE)** under desired SDK (S60 3rd FP2 or/and S60 5th SDK) and press **Next**

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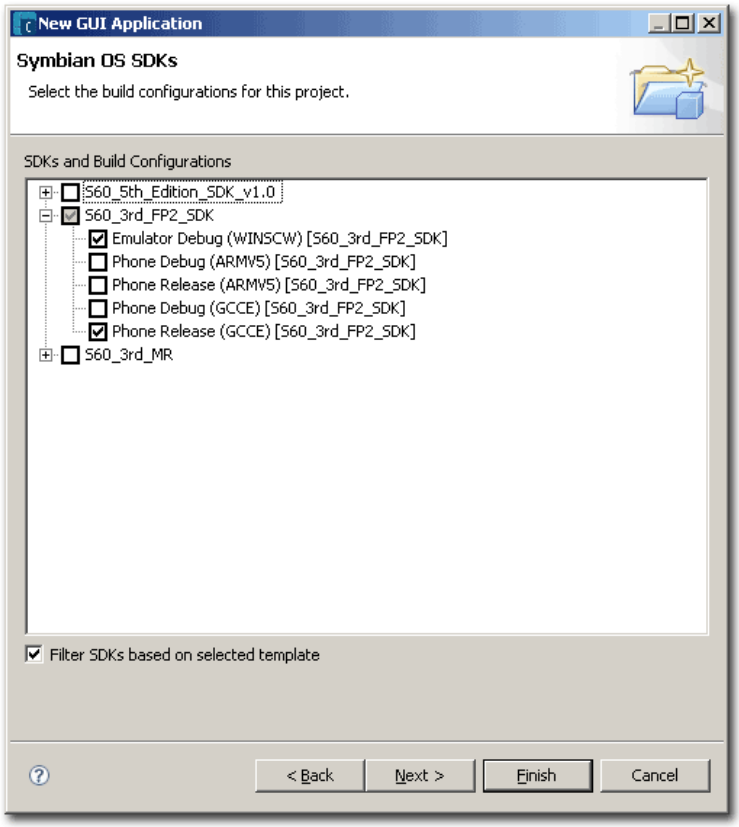
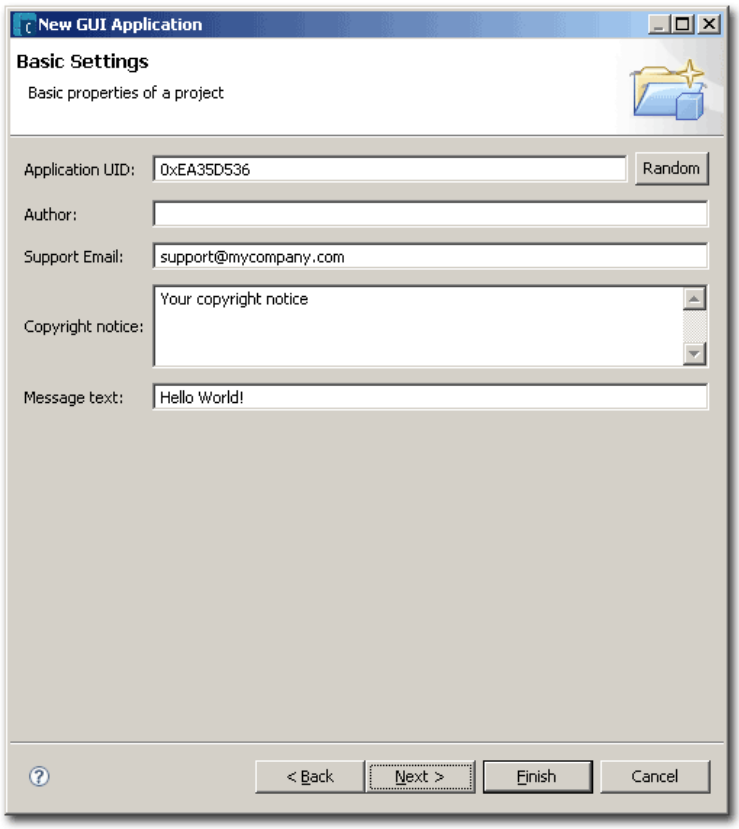


- Define Application UID and press **Finish** (in case you don't know what it is, you can use the generated UID, so just press **Finish**)



- Now there will be a project named **HelloWorld** at the left pane. Right mouse click at project name and change Active Build Configuration to **Emulator Debug (WINSCW)**

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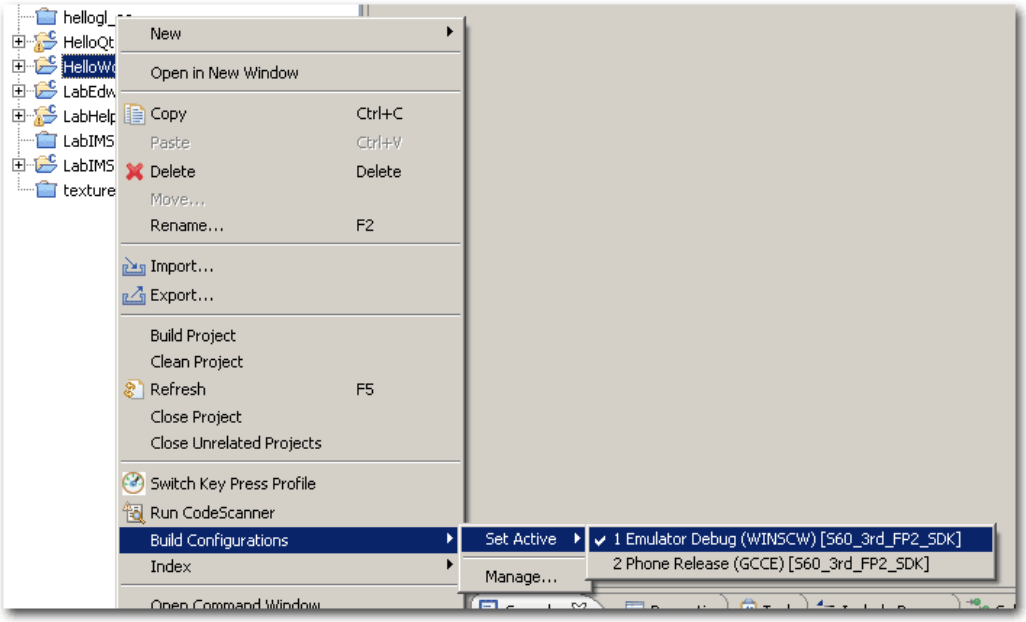
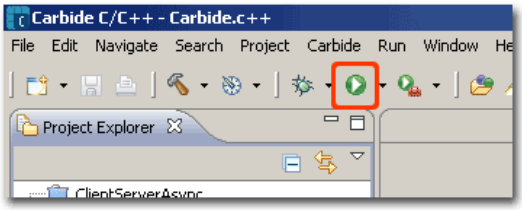
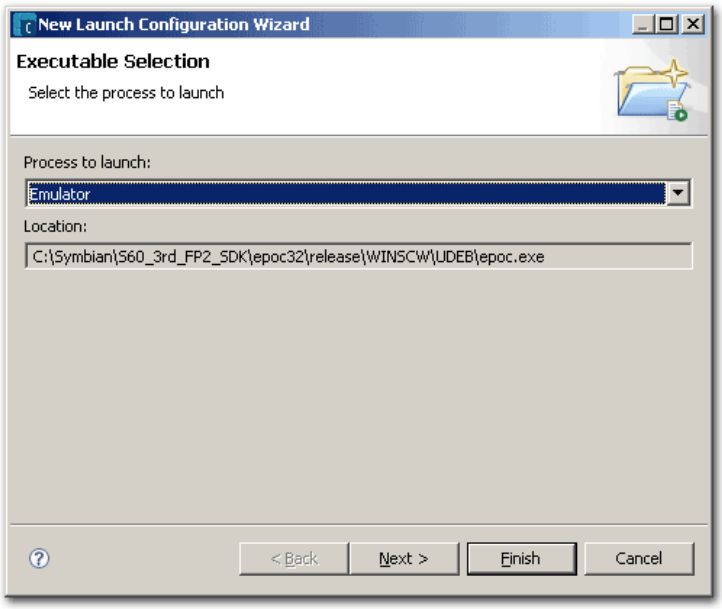


- Press **Run** icon on tool bar



- **New Launch Configuration Wizard** will appear. Select **Emulator** in **Process to launch** and then press **Finish**



- Carbide C++ will compile the code for you. After finish, Emulator will be launched automatically.

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- Now go into **Menu -> Installations**. There should be **HelloWorld icon**

- Now launch it

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- Hello Worldddddd ;)

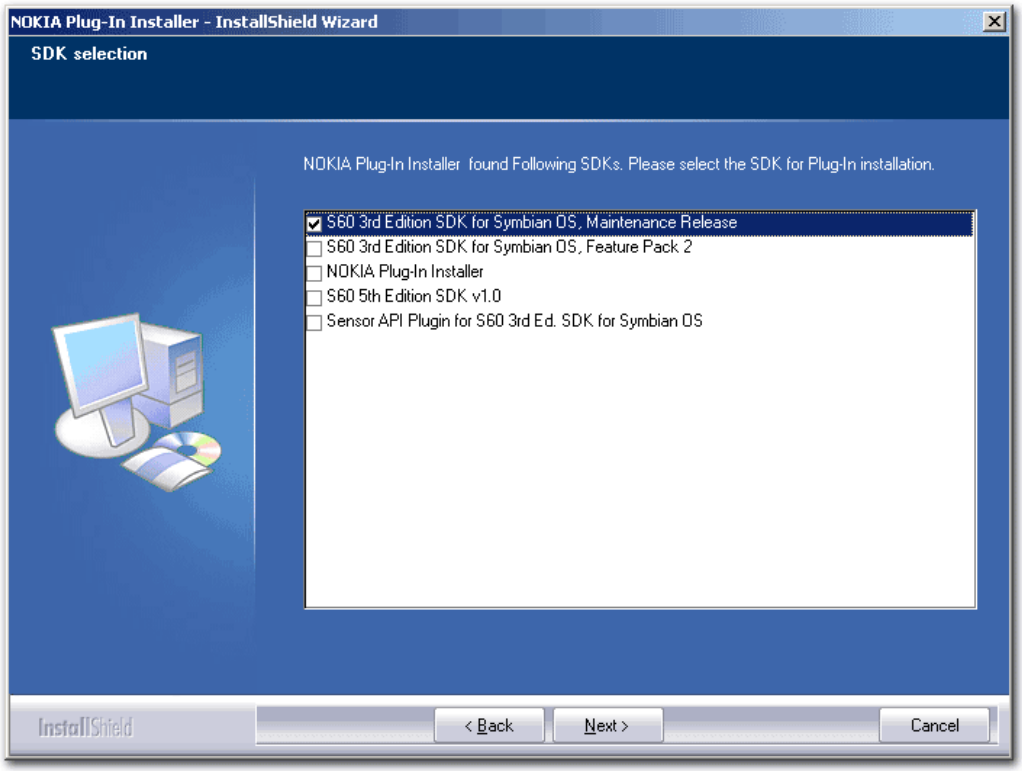
Install Open C/C++ Plugin and Qt

Install Open C/C++ Plugin

Open C Plugin is required by Qt. To install it:

- Download latest version of **Open C/C++ Plug-in** from http://www.developer.nokia.com/info/sw.nokia.com/id/91d89929-fb8c-4d66-bea0-227e42df9053/Open_C_SDK_Plug-In.html

- Install it to desired SDK (In case you need to install the plug-in to multiple SDK, you have to do the installation one by one)



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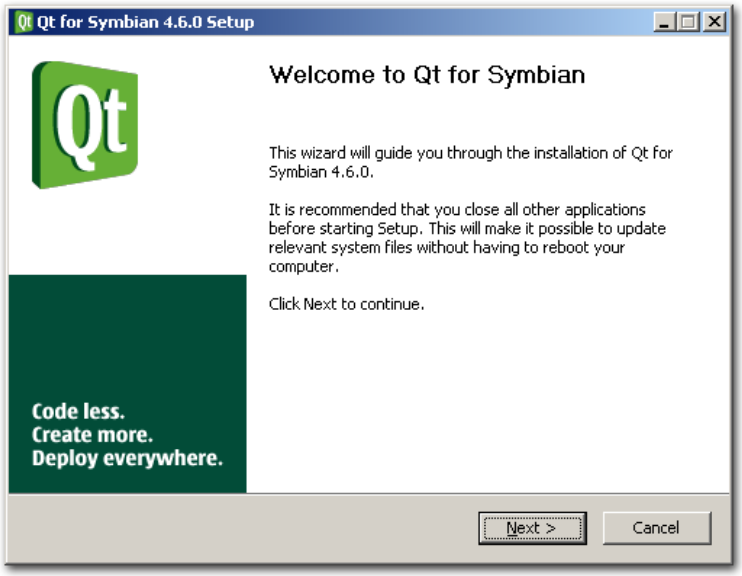
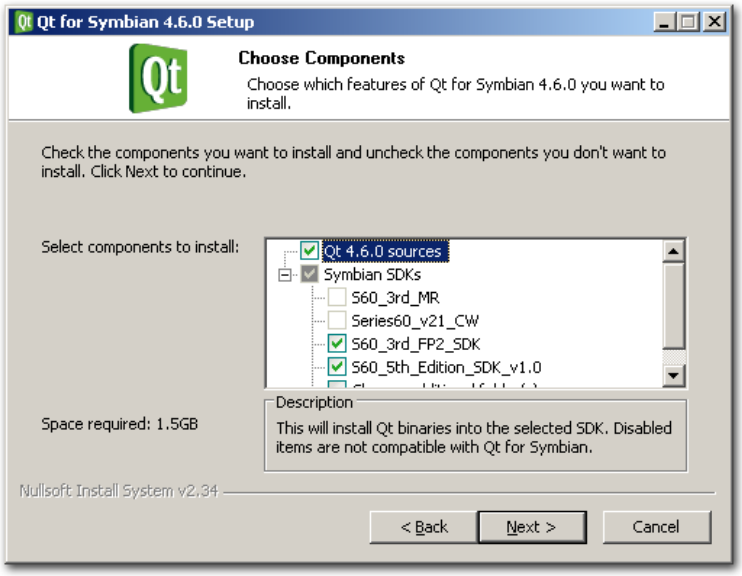
Install Qt SDK

- Download latest version of **Qt Windows installer** from http://qt.nokia.com/downloads (Download **LGPL** version)

- Install it to **same drive as S60 SDK** (Make sure that your selected directory does not contain any space character)



- In installation process, you will be requested to choose the SDK(s) to install Qt, please select all SDK(s) you want.



- And then **Next Next** and **Next**

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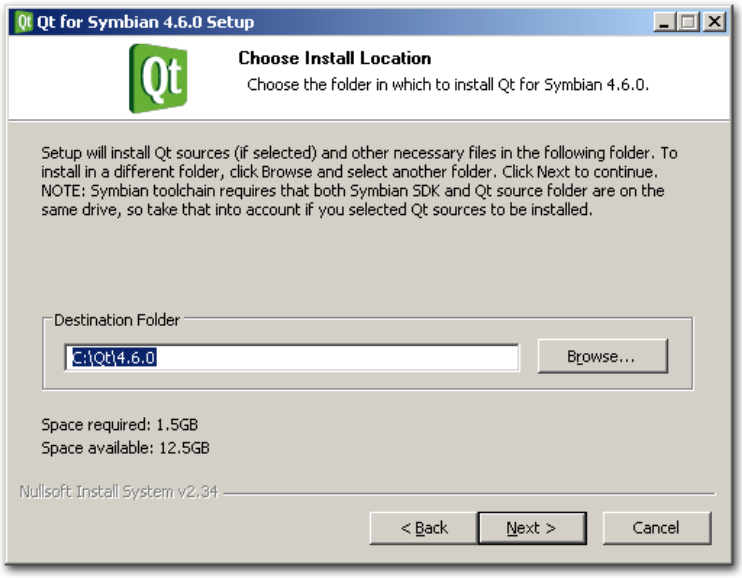


- Finish!!

Setup Qt on Carbide C++

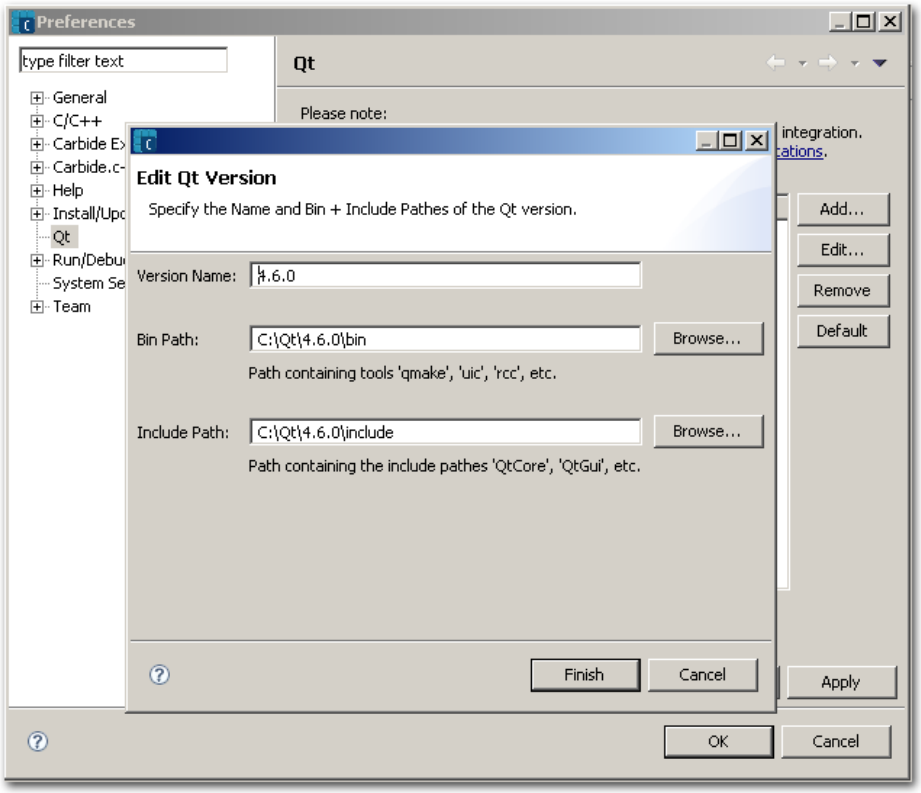
Now you have to setup Carbide C++ to know Qt path. To do that, please do the following step:

- Open Carbide C++ 2.0

- On the menu bar, choose **Window -> Preferences**

- Select **Qt** on the left pane and then press **Add**

- Enter **Version Name** and **Browse** for Qt Bin Path and then click **Finish**



Testing

To test it:

- On the menu bar, choose **File -> New -> Qt Project**

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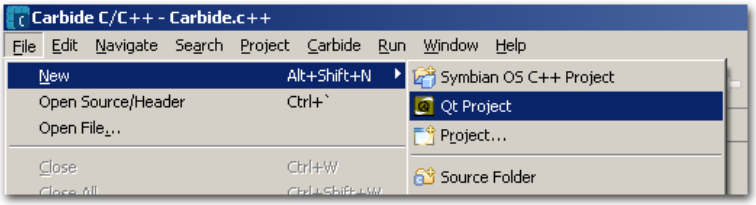
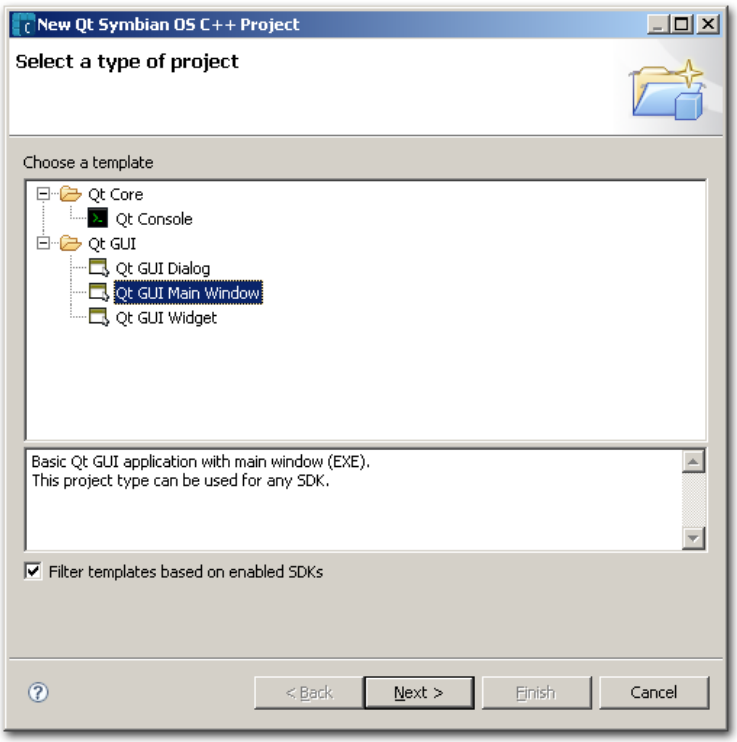
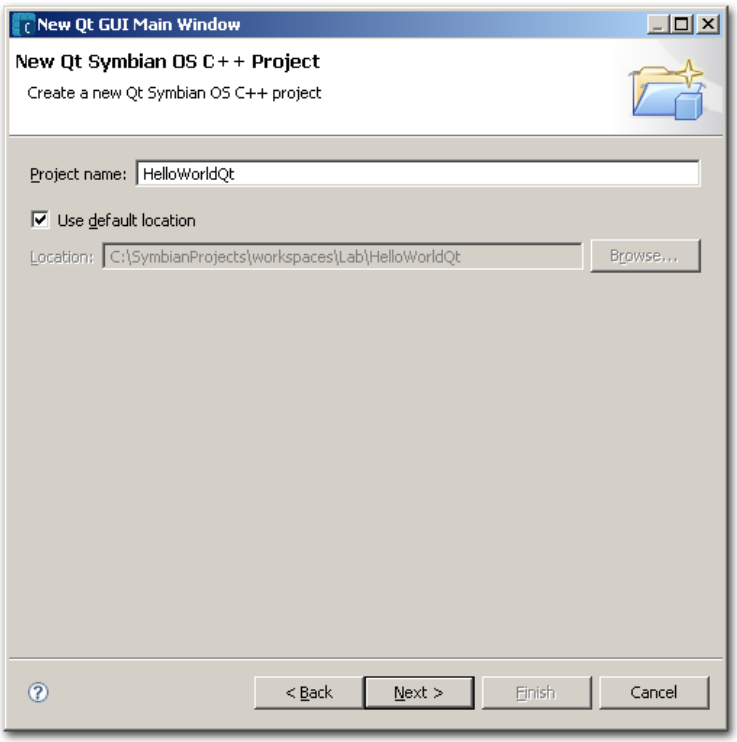


- Choose **Qt GUI Main Window**



- Define Project Name



- Select Target SDK

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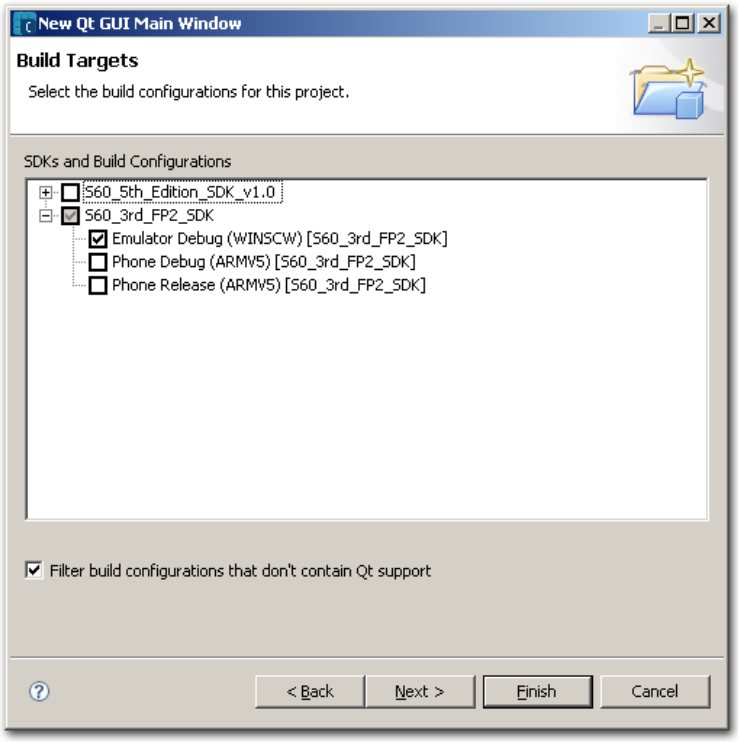

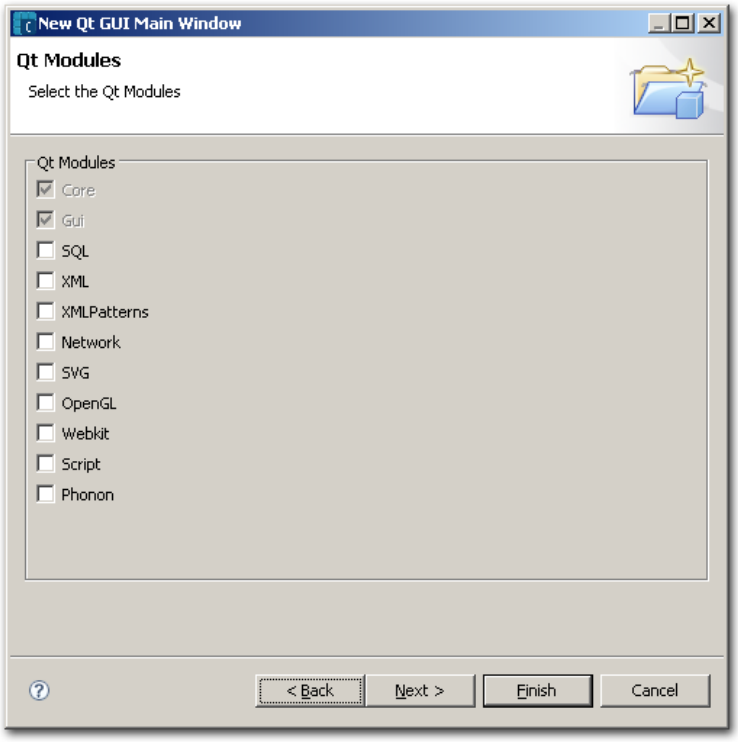

- Define Application UID (in case you don't know just press **Finish**)

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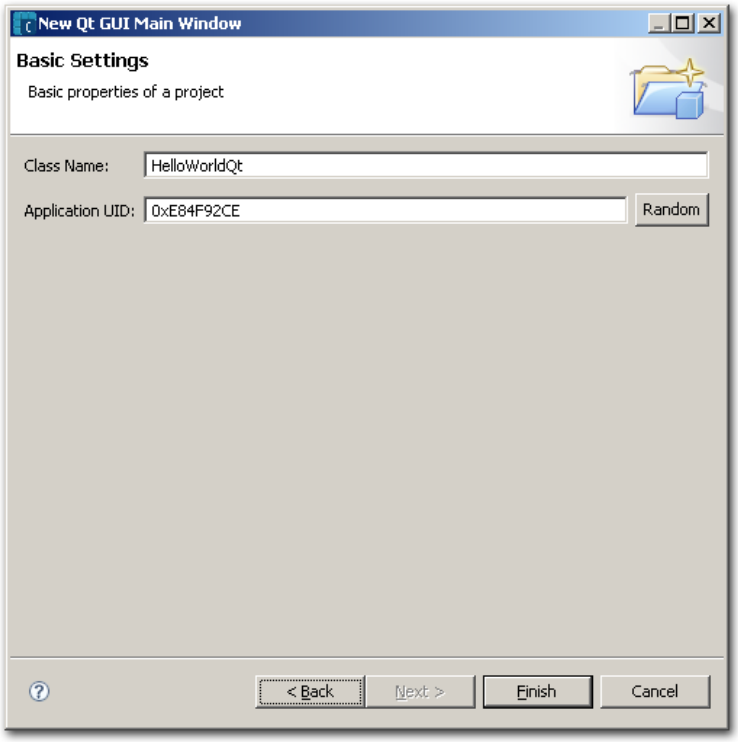
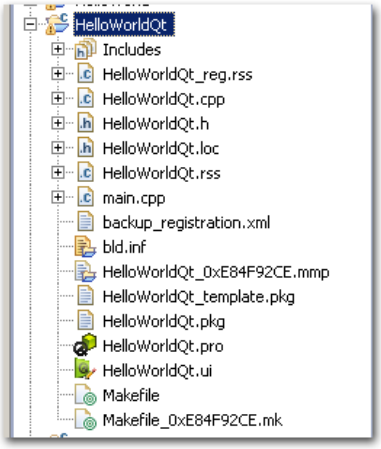
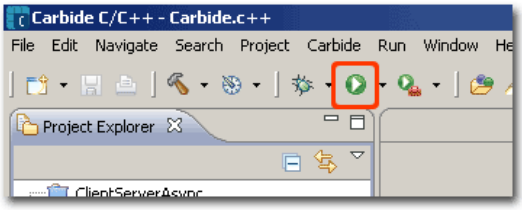


- Now, there will be **HelloWorldQt** project appear in the left pane.



- Run with **Emulator** launch configuration.



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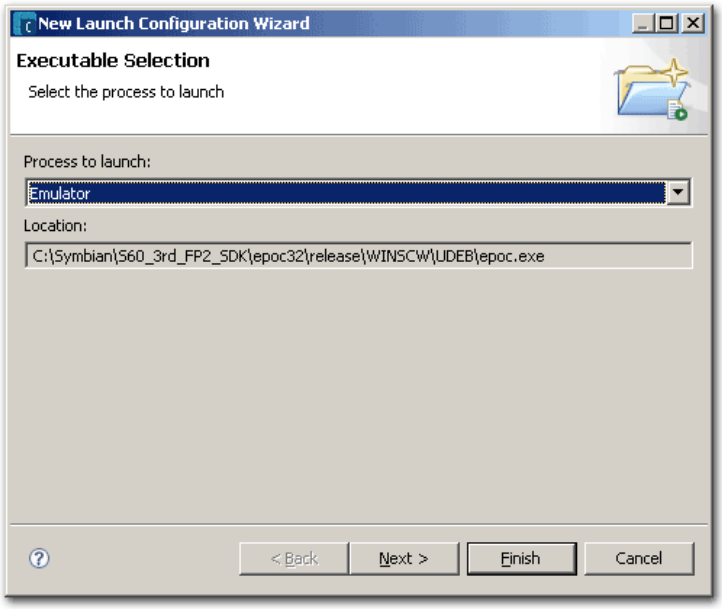

- **HelloWorldQt** icon should be in **Menu -> Installations** folder in Emulator

- Launch it!

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- Bingo!! Hello CUTEEEEEEEEE ^_^

See Also

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