Category:Qt C++ UI

This category is for articles about apps that use C++ to draw the application user interface - i.e. UIs based on QWidget or QGraphicsView. Mobile developers should use Qt Quick instead of C++ based UIs. Desktop app developers may still choose to use `QWidget` where appropriate.

Warning: Articles in this category that demonstrate how to use C++ -based UIs have been Archived. Articles that demonstrate other functionality in a C++ framework have not been archived.

Articles requiring update

The following articles use a C++ based UI but have not been archived. Where possible, these should be updated to use Qt Quick.

- Rotating QWidget based applications on MeeGo Harmattan
- Localizing Qt application on Symbian
- How to take snapshot in Qt
- Discovering nearby Bluetooth services with the QBluetoothZero library
- Discovering Bluetooth devices with the QBluetoothZero library
- How to use QCompass sensor
- Change font in Qt application
- Wordreference Translator using Qt C++
- QPainter::begin:Paint device returned engine == 0 (Known Issue)
- Haptics effects in Qt
- Fetching a map tile in Qt using Google Maps
- Get device information using Qt
- Painting in Qt
- Generate XML programatically in Qt
- Read and send SMS messages using the Qt Messaging API
- Code Example for SlidingStackedWidget class in Qt
- Battery Indicator Example using Qt
- Delete messages using Qt Mobility API
- Music keyboard example in Qt
- QtPhoneRetro - A Qt Widget using Kinetic Animations
- How to use QGraphicsProxyWidget in Qt
- How to Compare Price of the Better Fuel to Flex-Fuel Vehicles using QStyleSheet class of Qt on Maemo

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