Archived:Qt SDK Remote Compiler

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The Qt Remote Compiler service has been discontinued.

This article describes the Qt SDK's remote compiler, a service which provides remotely hosted compilation for Symbian build targets. The Remote Compiler allows developers on Apple Mac or Linux to build apps for Symbian devices.

What is Remote Compiler?

A goal of the Qt SDK is to enable developers using Linux and Apple Mac computers to create applications that will run on Symbian devices. An impediment to this goal is the absence of a solution to enable Symbian binaries to be compiled on these computers.

To overcome this challenge, the Qt SDK now includes integration with a remote compilation service. This service enables developers to upload their source code and receive back compilation information and a compiled version of their software packaged in a signed SIS file. This SIS file, depending on how it has been signed, can then be used for testing or distributed to users through channels, such as the Ovi Store.

How do you use Remote Compiler?

Remote Compiler became available as part of the 1.0 final release of the Qt SDK and the beta version of the SDK for Apple Mac. Remote Compiler is currently at beta status (as of June 2010) and needs to be actively installed as part of the Qt SDK. This can be done at initial installation (by selecting custom installation) or by using the SDK Maintenance routine found in the Qt SDK installation folder. The option to install Remote Compiler is found under Experimental APIs.

Once installed, you need to provide a valid Nokia Developer login, which is set up in the Qt Creator's Options (on the File menu, click Options) in the Projects section using the Remote Compiler tab. Once this is done, you can select Remote Compiler as the target setting for new or existing projects. When you build your project the source code is sent to the Remote Compiler server where, in a virtual machine image created for your compile request, the code is compiled. It is worth noting that once the compiler console output and compiled software is returned to your PC the virtual image is destroyed, to ensure the integrity of your source code.

In the Qt SDK you receive the full compiler output. If there were any compilation issues these are shown in the Qt SDK console, with the ability provided to click through to the code that caused the issue. Effectively remote compiler provides the same reporting you would get if the compilation had been done locally.

Full details on using the Remote Compiler are provided in the Qt SDK help.

Supported Target Platforms

Supported target operating systems and Qt versions include:

- S60 3rd Edition Feature Pack 1
  - Qt 4.6.2 with Mobility 1.0.1
  - Qt 4.6.3 with Mobility 1.0.2
  - Qt 4.7.0 with Mobility 1.0.2
  - Qt 4.7.1 with Mobility 1.1.0
  - Qt 4.7.2 with Mobility 1.1.1
- S60 3rd Edition Feature Pack 2
  - Qt 4.6.2 with Mobility 1.0.1
  - Qt 4.6.3 with Mobility 1.0.2
  - Qt 4.7.0 with Mobility 1.0.2
  - Qt 4.7.1 with Mobility 1.1.0
  - Qt 4.7.2 with Mobility 1.1.1
- S60 5th Edition

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  - Qt 4.6.2 with Mobility 1.0.1
  - Qt 4.6.3 with Mobility 1.0.2
  - Qt 4.7.0 with Mobility 1.0.2
  - Qt 4.7.1 with Mobility 1.1.0
  - Qt 4.7.2 with Mobility 1.1.1
- S60 5th Edition (N97 SDK)
  - Qt 4.6.2 with Mobility 1.0.1
  - Qt 4.6.3 with Mobility 1.0.2
  - Qt 4.7.0 with Mobility 1.0.2
  - Qt 4.7.1 with Mobility 1.1.0
  - Qt 4.7.2 with Mobility 1.1.1
- Symbian^1
  - Qt 4.6.3
  - Qt 4.7.3
- Symbian^3
  - Qt 4.6.3
  - Qt 4.7.3
- Maemo 5
  - Qt 4.6.2 with Mobility 1.0.1
  - Qt 4.7.0 with Mobility 1.0.2
- MeeGo 1.2 Harmattan
  - Qt 4.7.4

These targets may change at any time. See up-to-date list in the Qt SDK Remote Compiler settings.

Related Article

How to install and use the Qt SDK Remote Compiler

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