

# Updating and Adding Support to the Nokia Qt SDK/13

## Preface

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Beginning Nokia Qt Mobile Phone Development - Exploring the Nokia Qt SDK

"This is probably the most exciting time in Nokia Mobile Phone development in the last five years". The opening of the Nokia Store to individual developers after the first year along with the release of the Nokia Qt SDK has bought a rush of developers keen to start creating their own new applications and to bring their current applications from other platform to Nokia mobile phones.

For those developers who have seen Symbian C+ development in the past as difficult to master the advent of the Nokia Qt SDK merges many of the platforms so that one code base will work on many platforms with little if any change. In future platforms could merge and new platforms become available then your applications will still be ready to launch when devices are available.

- Welcome to a small world

If you have never developed applications for mobile you might feel you are in a foreign world. This is often the way a developer feels when coming to mobile development. So let's have a look at these few limitations.

- Limited System Resources

Any veteran programmers reading about the size of memory available, the processor speed and processor speed and low resolution of screen will probably smile. The current day Linux or PC programmer works with a pyramid of libraries that need to be called and addressed. The good news is in Qt you only need to learn a few libraries and when you change platform and mobile phone most of the libraries stay the same as the SDK handles calling the correct files and the native compilers. People often ask "So what's the biggest program run on a mobile?" Well my mobile runs a program written in the language Open C and that's over 6,600 lines of code written at time before graphics. The limit like many games seems to be the developer's imagination. Every year see new innovations and from 2010 the new generation of Nokia phones will support OpenGL ES 2.0 graphics language

- Limited Screen Size

Nokia phones have some of the best definition screens in the industry and support many of the industry standards like Open GL and Adobe Flash. People hold phones much closer to their eyes than LCD monitors and so the smaller size of screen is not such a problem. The developer has to make much better use of the resulting space and not clutter to area with excessive information.

- Limited Access

To keep the users phone and operators network safe from malicious attack there are varying levels of access, most people only need the access provided by libraries. Because the individual developer is now being encouraged to develop using the Nokia Qt SDK and distribute via Nokia Store the Nokia Store will arrange for signing of your application for distribution on the Nokia Store.

- Why Nokia Qt SDK?

The Nokia Qt SDK provides a GUI based development area which is extensible and allows support for several operating systems and to develop for different type of models of Nokia phone. The complexity of command line has mostly been removed. If you are coming from other GUI based development backgrounds then the Nokia Qt SDK will get you started quickly.



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