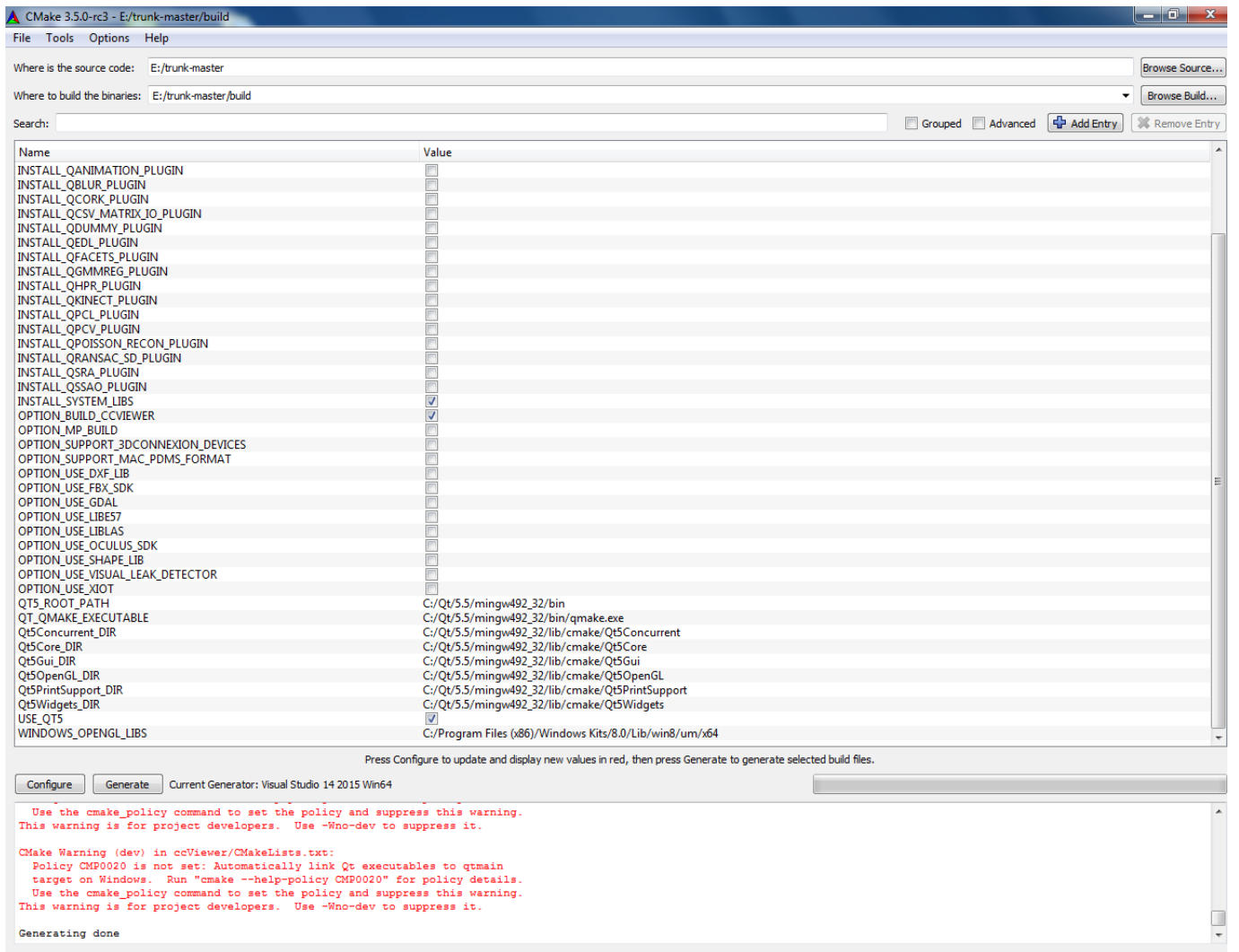




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I like to build Qt from source Because then I know it was built using the same compiler, headers, SDK etc as I am using to build my product.. So I decided to give up on bulding from source on Windows as well I download the Qt 5.. I successfully built Qt 5.5 from source on my Windows machine previously, so I decided to try that for Qt 5.

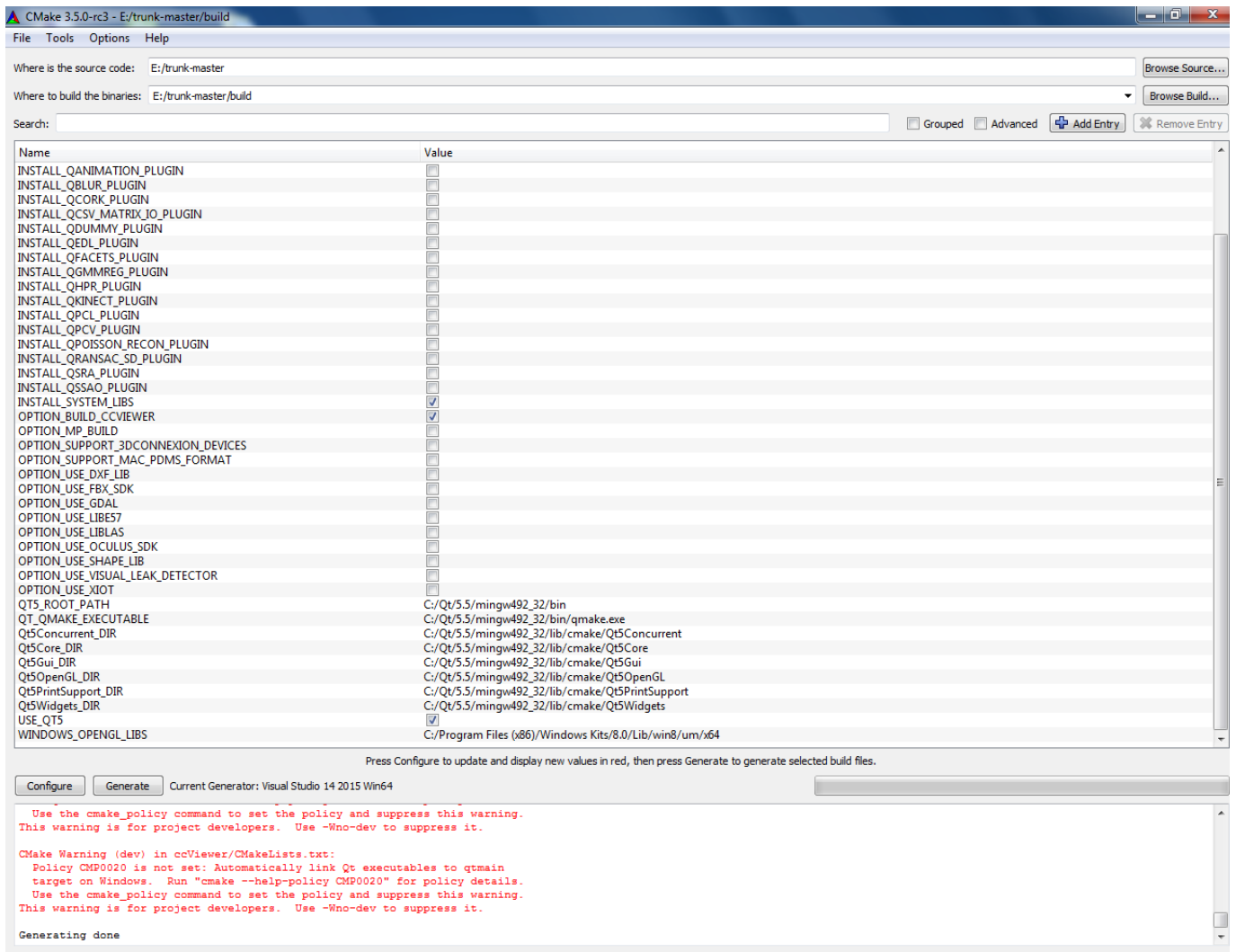
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Upgrading turned into a real chore I am quickly writing it up here in the hope that it helps someone else, and as a reminder to myself a few years down the line.. I went for Qt 5.9, rather than Qt 5.10, as 5.9 has been designated as an LTS () release.. 9 I have Visual Studio 2010 installed This isn't supported for Qt 5.9.4, so I downloaded Visual Studio 2017.. 9.4 qtbase bin folder Similarly for a lot of the other Qt DLLs I couldn't find any obvious reason for this looking through logs, Stackoverflow and Googling.. I have had Qt 5.5 and 5.6 installed on my development machines for some time Now that I have purchased a new Mac development box (an iMac with a lickably beautiful 27" screen) I thought it was a good time to update to a more recent version of Qt.

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But I have had problems building Qt on Mac before So I decided to install the pre-built binaries on my new Mac.. I unzipped the Qt source into C: Qt 5.9.4, ran 'x86 native tools command prompt for VS 2017', made sure Python and Perl were in the path and then: cd C: Qt 5.. I could possibly do without the SVG functionality, but I wasn't sure what else was broken.. But it tells you somewhere in the Qt Windows documentation not to do this, unless you have set the prefix argument (confusing, I know) The build failed part way through making qtwebengine. [Extension Dmg](#)



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I installed the latest version of XCode and then the Q5 9 4 binaries This was a couple of big downloads, but it all went pretty smoothly.. And I have more control over how Qt is configured Also I can patch the source and rebuild it, if I need to.. 9 4 set QTDIR=C: Qt 5 9 4 qtbase set PATH=%QTDIR% bin;%PATH% configure -opensource -confirm-license -opengl desktop -nomake tests -nomake examples -no-plugin-manifests -debug-and-release -platform win32-msvc -verbose nmake Note that you are told by the nmake script to do nmake install at the end of this.. Extension for Visual Studio - The Qt Visual Studio Tools allow developers to use the standard development environment without having to worry about any Qt-related build steps or tools.. Odd as the root path was just C: Qt 5 9 4 I don't need qtwebengine at present, so I deleted everything and tried again with -skip qtwebengine: configure -opensource -confirm-license -opengl desktop -skip qtwebengine -nomake tests -nomake examples -no-plugin-manifests -debug-and-release -platform win32-msvc -verbose nmake It seemed to complete ok this time. [Fax Ocr Software](#)

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But using this version of Qt to build Hyper Plan I got an error: Unknown module(s) in QT:svg On further examination the SVG DLL had been built, but hadn't been copied to the C: Qt 5.. Something to do with a path being too long for Perl or Python (I forget) It seems to be a known problem.. Sep 17, 2018 - Extension for Visual Studio - The Qt Visual Studio Tools allow developers to use the standard development environment without having to. cea114251b [Cardiak Flatline Drum Kit Rarest](#)

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