

# Doomsday Engine - Feature #1637

## Switch to Qt 5

2013-10-23 20:32 - skyjake

<b>Status:</b> Closed	<b>Start date:</b> 2013-10-23
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b> skyjake	
<b>Category:</b> Enhancement	
<b>Target version:</b> 1.15	
<b>Description</b> We should switch to using Qt 5 when it is stable and full-featured enough for our needs.  Current status is that almost everything should be working except some platform-specific details like a unified toolbar in the GUI Shell on OS X, and Qt shared library deployment has not been set up yet on Windows.	
<b>Related issues:</b>	
Related to Feature #1746: Enable C++11	<b>Closed</b> <b>2014-04-10</b>
Precedes Feature #1675: Switch to new Qt 5.4+ OpenGL APIs (from QGLWidget)	<b>Closed</b> <b>2013-10-24</b>

### History

#### #1 - 2013-10-23 20:33 - skyjake

- % Done changed from 0 to 90

#### #2 - 2013-10-23 20:33 - skyjake

- Description updated

#### #3 - 2013-10-24 07:16 - skyjake

- Description updated

#### #4 - 2014-05-01 15:50 - skyjake

Qt 5.3 is working well enough on OS X for our purposes. 1.15 could potentially be made with Qt 5.3/5.4.

#### #5 - 2014-05-05 07:30 - skyjake

I have now switched to using Qt 5.3 on my development system (OS X).

#### #6 - 2014-07-17 15:52 - skyjake

- Target version set to 1.15

#### #7 - 2014-07-17 18:13 - skyjake

- Status changed from In Progress to Closed

- % Done changed from 90 to 100

#### #8 - 2015-03-21 22:54 - skyjake

- Related to Feature #1794: Mobile apps and shared client/server code (more modular code structure) added

#### #9 - 2015-03-21 22:54 - skyjake

- Related to deleted (Feature #1794: Mobile apps and shared client/server code (more modular code structure))