

# **OpenPaint Development Guide**

**Edit History**

Date	Editor	Log
2015/08/08	Austin Lin	Initial edition

## **Prepare the development environment:**

### **1.Install Qt:**

Open the web page:

<http://www.qt.io/download/>

Select "Community Download" to download Qt online installer. Execute the installer file after download completed. During installer setup, you could simply use installer's default settings.

### **2.Configure env var to make Qt tools available (in CLI)**

### **3.Install OpenGL libraries**

### **4.Add OpenGL libraries into .pro file (qmake project file):**

Add following line into .pro file:

QT += opengl

### **More tutorials can be founded in:**

- <http://doc.qt.io/qt-5/gettingstarted.html>
- <http://doc.qt.io/>