Qt **DOCUMENTATION**

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Qt Creator Manual 8.0.2

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Desktop Platforms

Qt Creator is available in binary packages for the following operating systems:

- ❯ Linux
- ❯ macOS
- ❯ Windows

You can use Qt Creator to build, run, debug, and analyze applications on these platforms.

Linux

(K)Ubuntu Linux 20.04 (64-bit) or later is supported.

To build Qt applications using Qt Creator on Linux, you usually need the following:

- ❯ g++
- ❯ make
- ❯ libglib2.0-dev
- ❯ libSM-dev
- ❯ libxrender-dev
- ❯ libfontconfig1-dev
- ❯ libxext-dev
- ❯ libfreetype6-dev
- ❯ libx11-dev
- ❯ libxcursor-dev
- ❯ libxfixes-dev
- ❯ libxft-dev
- ❯ libxi-dev
- ❯ libxrandr-dev
- ❯ libgl-dev and libglu-dev if you use Qt OpenGL (deprecated in Qt 5) or Qt GUI OpenGL functions

macOS

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Windows

Windows 10 (64-bit) or later is supported.

> **Note:** Some Qt Creator plugins rely on Direct3D (part of DirectX). You might have to manually enable support for it if you are running Windows in a Virtual Machine. For more information, see Hardware 3D acceleration (OpenGL and Direct3D 8/9) and Prepare the Host System to Use DirectX 9 Accelerated Graphics.

Compiling from Source

To build Qt Creator from the source, see the requirements and instructions in the readme file that is located in the source repository.

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