

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`
- > `libgl2.0-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

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.

[< Supported Platforms](#)

[Embedded Platforms >](#)

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