

Building for Multiple Platforms

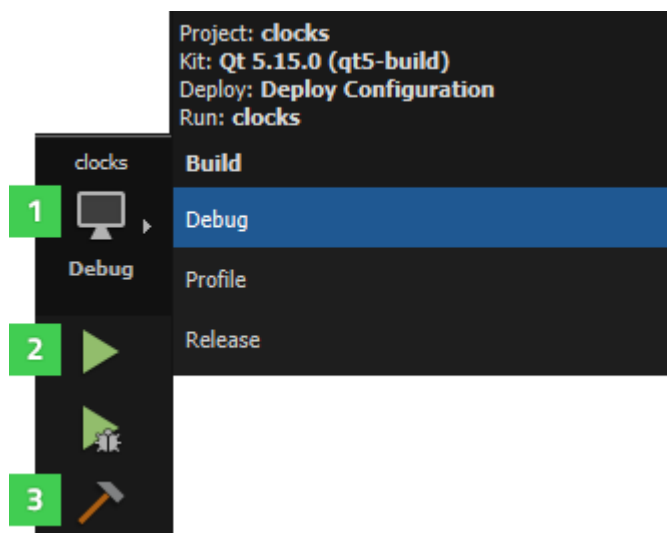
You can build applications for multiple target platforms, or using different compilers, debuggers or Qt versions. [Kits](#) define the tools, [device](#) type and other settings to use.

By default, when you run the application, you automatically build and deploy it first. However, you can also perform each operation separately.

To check that the application code can be compiled and linked for a device, you can build the project. The build errors and warnings are displayed in the [Issues](#). More detailed information is displayed in [Compile Output](#).

To build an application:

1. Click the **Build and Run Kit Selector** icon (1) or select **Build > Open Build and Run Kit Selector** to select the build and run [kit](#) or an [Android device](#).



2. Choose **Build > Build Project** or press **Ctrl+B**.

You can also select the **Run** button (2) to also deploy and run the application after building it.

While the application is being built, the **Build** button (3) changes to a **Cancel Build** button. To cancel the build, select the button, press **Alt+Backspace**, or select **Build > Cancel Build**. If you selected a build command and decide you would also like to run the application, you can select the **Run** button to schedule running the project after building is done.

For more information on the options you have, see [Specifying Build Settings](#).

Additional Build Commands

To build the current project in all its configurations, that is, for all build configurations in all enabled kits, select **Build Project for All Configurations**.

To build all open projects, select **Build All Projects**. If building one application fails, Qt Creator displays an error message and continues building the other applications.

To build all open projects in all their configurations, select **Build All Projects for All Configurations**.

To quickly check the compile output for changes that you made in one file or subproject, you can use the **Build** menu commands to build a file or subproject. The available build menu commands depend on the build system you selected for the project: CMake, qmake, or Qbs.

Select **Build for Run Configuration** to build the executable that corresponds to the selected run configuration. You can also use the cm filter in the [locator](#).

To remove all build artifacts, select one of **Clean** menu commands.

To clean the build directory and then build the project, select one of **Rebuild** menu commands.

To build and clean projects without dependencies, select the **Build Without Dependencies**, **Rebuild Without Dependencies**, and **Clean Without Dependencies** options in the context menu in the **Projects** view.

To run qmake or CMake to regenerate build system files, select **Build > Run qmake** or **Run CMake**.

Building with CMake

Qt Creator automatically runs CMake when you make changes to `CMakeLists.txt` files. To disable this feature, select **Edit > Preferences > Kits > CMake**. Select the CMake executable to edit, and then deselect the **Autorun CMake** check box.

For more information, see [Setting Up CMake](#).

Building with qmake

To prevent failures on incremental builds, it might make sense to always run qmake before building, even though it means that building will take more time. To enable this option, select **Edit > Preferences > Build & Run > qmake > Run qmake on every build**.

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