Qt **DOCUMENTATION**

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Qt Creator Manual 8.0.2

🔍 Search

Topics ❯

Qt Creator Manual ❯ Acknowledgements

Acknowledgements

Credits

We would like to thank our contributors, who are listed in the Qt Creator change logs for each release.

Qbs

Qt Creator installations deliver Qbs. Its licensing and third party attributions are listed in Qbs Manual.

Third-party Components

Qt Creator contains the following third-party components:

❯ **YAML Parser yaml-cpp (MIT License)**

https://github.com/jbeder/yaml-cpp

QtCreator/src/libs/3rdparty/yaml-cpp

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> **Syntax highlighting engine for Kate syntax definitions**

This is a stand-alone implementation of the Kate syntax highlighting engine. It's meant as a building block for text editors as well as for simple highlighted text rendering (e.g. as HTML), supporting both integration with a custom editor as well as a ready-to-use QSyntaxHighlighter sub-class.

The following files are part of KDE's kate project, kdelibs/kate:

> **alert.xml**

Author: Dominik Haumann (dhaumann@kde.org).

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> **bash.xml**

Copyright (c) 2004 by Wilbert Berendsen (wilbert@kde.nl).

Changes by: Matthew Woehlke (mw_triad@users.sourceforge.net), Sebastian Pipping (webmaster@hartwork.org), and Luiz Angelo Daros de Luca (luizluca@gmail.com).

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> **cmake.xml**

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> **css.xml**

Author: Wilbert Berendsen (wilbert@kde.nl).

Changes: Version 7 and 8 by Jonathan Poelen, Version 2.13 and 4 by Guo Yunhe (guoyunhebrave@gmail.com), Version 2.08 by Joseph Wenninger, Version 2.06 by Mte90, Version 2.03 by Milian Wolff.

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> **doxygen.xml**

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› **ini.xml**

Author: Jan Janssen (medhefgo@web.de).

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› **java.xml**

Author: Alfredo Luiz Foltran Fialho (alfoltran@ig.com.br).

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› **javadoc.xml**

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› **json.xml**

Author: Sebastian Pipping (sebastian@pipping.org).

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› **makefile.xml**

Author: v0.9 by Per Wigren (wigren@home.se).

Changes: Joseph Wenninger (jowenn@kde.org), Rui Santana (santana.rui@gmail.com), v2.0 by Andreas Nordal (andreas.nordal@gmail.com), v2.1 by Alex Turbov (i.zaufi@gmail.com), v4 by Alex Richardson (arichardson.kde@gmail.com).

› **markdown.xml**

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Extended 2009 Claes Holmerson (http://github.com/claes/kate-markdown/).

Extended 2019 Nibaldo González S. (nibgonz@gmail.com). Changes under MIT license.

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› **modelines.xml**

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> **perl6.xml**

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> **python.xml**

Author: Michael Bueker

Changes: v0.9 by Per Wigren, v1.9 by Michael Bueker, v1.97 by Paul Giannaros, v1.99 by Primoz Anzur, v2.01 by Paul Giannaros.

> **qdocconf.xml**

Author: Volker Krause (vkrause@kde.org).

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> **valgrind-suppression.xml**

Author: Milian Wolff (mail@milianw.de).

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> **xml.xml**

Author: Wilbert Berendsen (wilbert@kde.nl).

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> **yacc.xml**

YACC.XML supports syntax highlighting for Yacc/Bison source under Kate.

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Changes by: Nibaldo González (nibgonz@gmail.com), Sebastian Pipping (webmaster@hartwork.org).

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The source code of KSyntaxHighlighting can be found here:

> https://invent.kde.org/frameworks/syntax-highlighting

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> **Clazy**

https://github.com/KDE/clazy

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Integrated with patches from

> https://code.qt.io/cgit/clang/clazy.git

> **LLVM/Clang**

https://github.com/llvm/llvm-project/

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With backported/additional patches from

> https://code.qt.io/cgit/clang/llvm-project.git

> **Optional**

A single-header header-only library for representing optional (nullable) objects for C++14 (and C++11 to some extent) and passing them by value.

Copyright (C) 2011-2012 Andrzej Krzemienski

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The idea and interface is based on Boost.Optional library authored by Fernando Luis Cacciola Carballal

The source code of std::experimental::optional can be found here:

> https://github.com/akrzemi1/Optional

> QtCreator/src/libs/3rdparty/optional

> https://code.qt.io/cgit/qt-creator/qt-creator.git/tree/src/libs/3rdparty/optional

> **MPark.Variant**

MPark.Variant is an implementation of C++17 std::variant for C++11/14/17.

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The source code can be found here:

> https://github.com/mpark/variant

> QtCreator/src/libs/3rdparty/variant

> https://code.qt.io/cgit/qt-creator/qt-creator.git/tree/src/libs/3rdparty/variant

> **std::span implementation for C++11 and later**

A single-header implementation of C++20's std::span, conforming to the C++20 committee draft. It is

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The source code can be found here:

> https://github.com/tcbrindle/span

> QtCreator/src/libs/3rdparty/span

> https://code.qt.io/cgit/qt-creator/qt-creator.git/tree/src/libs/3rdparty/span

> **Open Source front-end for C++ (license MIT)**, enhanced for use in Qt Creator.
Roberto Raggi <roberto.raggi@gmail.com>
QtCreator/src/libs/3rdparty/cplusplus

> **ANGLE Library (Windows)**

Used on Windows to implement OpenGL ES on top of DirectX.

The source code of ANGLE is part of the Qt libraries. For more information about the licenses used in Qt GUI, see Qt GUI.

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> **ANGLE Array Bounds Clamper for WebKit (Windows)**

Implements clamping of array indexing expressions during shader translation.

Used on Windows to implement OpenGL ES on top of DirectX. Configure with `-no-opengl`, or `-opengl desktop` to exclude.

The sources can be found in `qtbase/src/3rdparty/angle/src/third_party/compiler`.

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> **ANGLE: Murmurhash (Windows)**

Used on Windows to implement OpenGL ES on top of DirectX. Configure with `-no-opengl`, or `-opengl desktop` to exclude.

The sources can be found in `qtbase/src/3rdparty/angle/src/third_party/murmurhash`.

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> **ANGLE: Systeminfo (Windows)**

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The sources can be found in `qtbase/src/3rdparty/angle/src/third_party/systeminfo`.

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❯ ANGLE: trace_event (Windows)

Used on Windows to implement OpenGL ES on top of DirectX. Configure with `-no-opengl`, or `-opengl desktop` to exclude.

The sources can be found in `qtbase/src/3rdparty/angle/src/third_party/trace_event`.

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› **SQLite (version 3.8.10.2)**

SQLite is a C-language library that implements a small, fast, self-contained, high-reliability, full-featured, SQL database engine.

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The source code of SQLite library can be found here:

  › QtCreator/src/libs/3rdparty/sqlite

  › https://code.qt.io/cgit/qt-creator/qt-creator.git/tree/src/libs/3rdparty/sqlite

› **three.js**

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share/qtcreator/templates/wizards/projects/qmake/qtcanvas3dapplication

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› LLVMPipe - The Mesa 3D Graphics Library

Mesa is a 3D graphics library with an API which is very similar to that of OpenGL. The llvmpipe software renderer enables the running of OpenGL applications without any hardware or driver support.

Mesa is shipped as part of the binary packages for Windows (opengl32sw.dll).

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› **JSON Library by Niels Lohmann**

Used by the Chrome Trace Format Visualizer plugin instead of QJson because of QJson's current hard limit of 128 Mb object size and trace files often being much larger.

The sources can be found in `QtCreator/src/libs/3rdparty/json`.

The class is licensed under the MIT License:

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The class contains a slightly modified version of the Grisu2 algorithm from Florian Loitsch which is licensed under the MIT License (see above). Copyright (C) 2009 Florian Loitsch

› **litehtml**

The litehtml HTML/CSS rendering engine is used as a help viewer backend to display help files.

The sources can be found in:

   › `QtCreator/src/plugins/help/qlitehtml`

   › https://github.com/litehtml

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> **gumbo**

The litehtml HTML/CSS rendering engine uses the gumbo parser.

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> **gumbo/utf8.c**

The litehtml HTML/CSS rendering engine uses gumbo/utf8.c parser.

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> **SourceCodePro fonts**

Qt Creator ships with the following fonts licensed under OFL-1.1:

> SourceCodePro-Regular.ttf

> SourceCodePro-It.ttf

> SourceCodePro-Bold.ttf

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Version 1.1 - 26 February 2007

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› **conan.cmake**

CMake script used by Qt Creator's auto setup of package manager dependencies.

The sources can be found in:

› `QtCreator/src/share/3rdparty/package-manager/conan.cmake`

› https://github.com/conan-io/cmake-conan

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