



## Setting Up An Application With QtCreator

### Introduction

This set of instructions will walk you through setting up a QtCreator C++ project from scratch.

When you have finished this tutorial you will be able to compile a working Ogre Application and you will be ready to start the **Basic Tutorials**.

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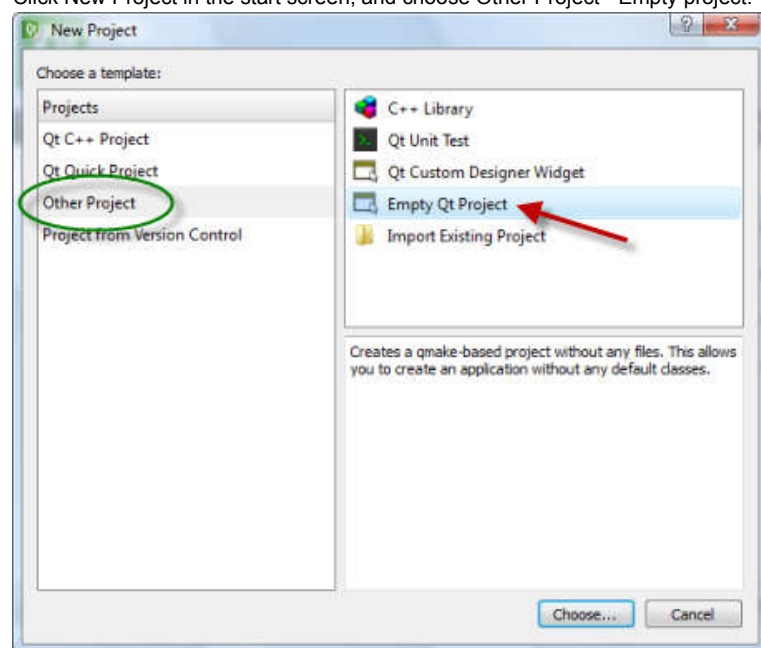
### Prerequisites

Get QtCreator from [qt-project.org](http://qt-project.org).

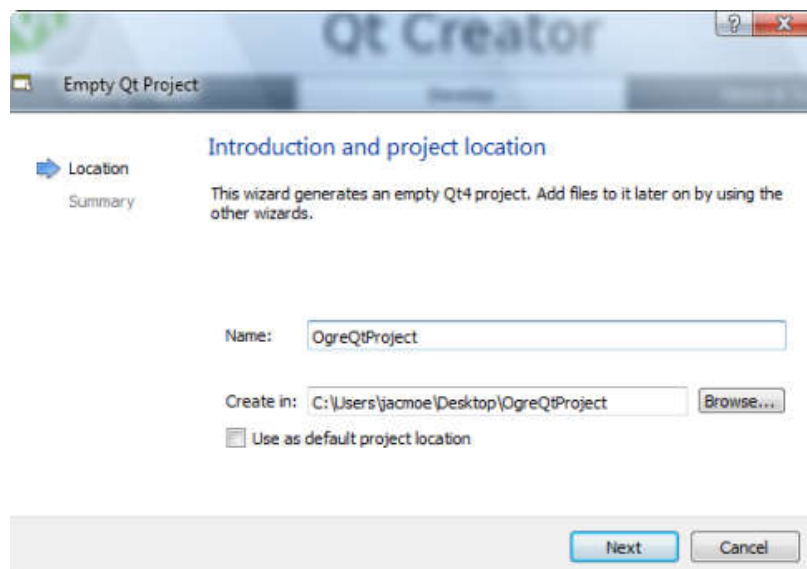
Get the **stable version**  that fits your setup.

### New Project

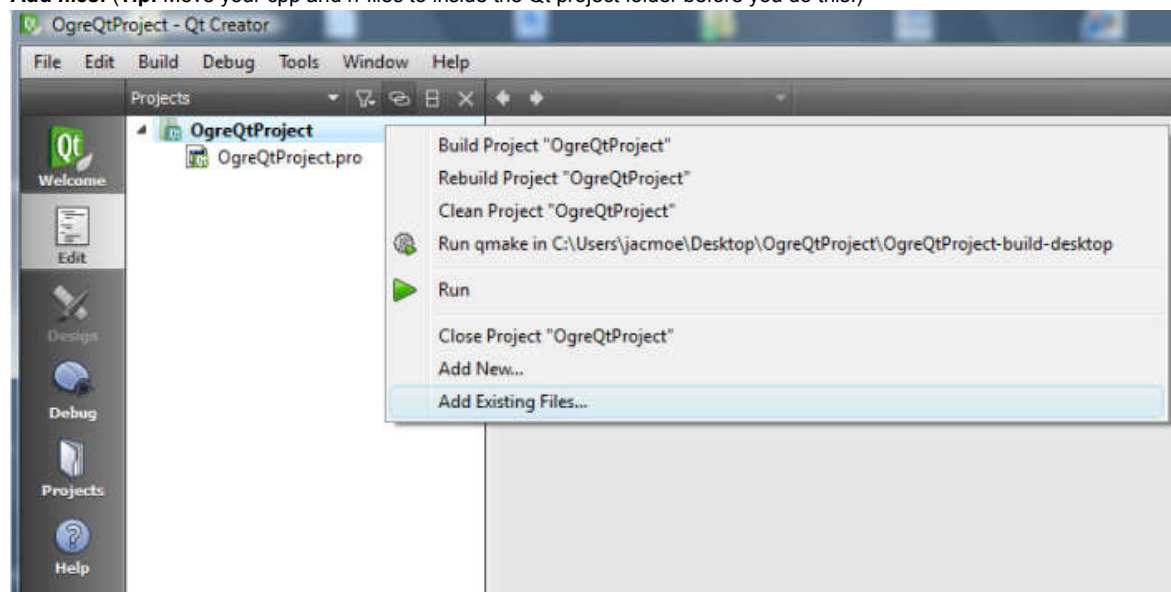
Click New Project in the start screen, and choose Other Project - Empty project.



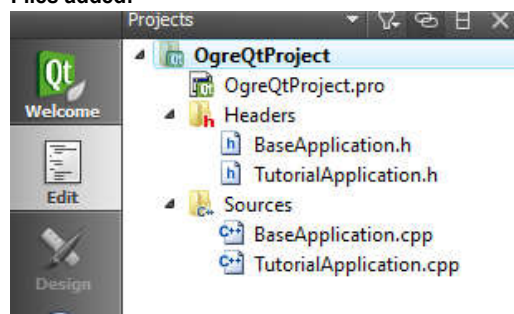
Give it a name and a place:



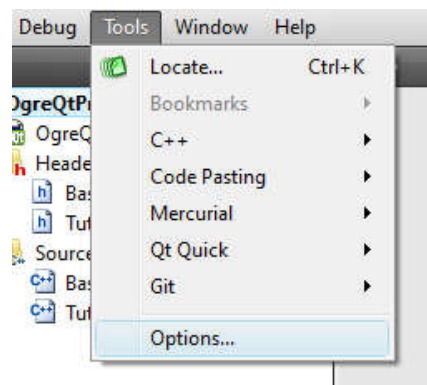
**Add files:** (Tip: Move your cpp and h-files to inside the Qt project folder before you do this!)



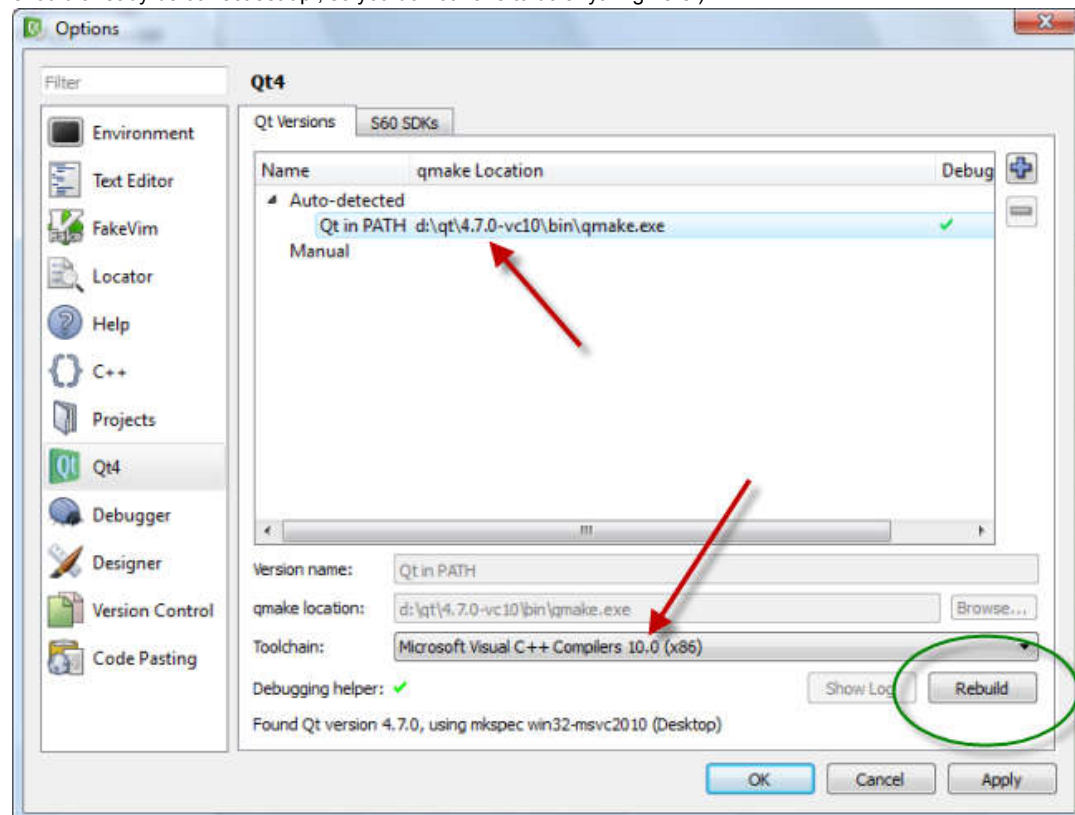
**Files added:**



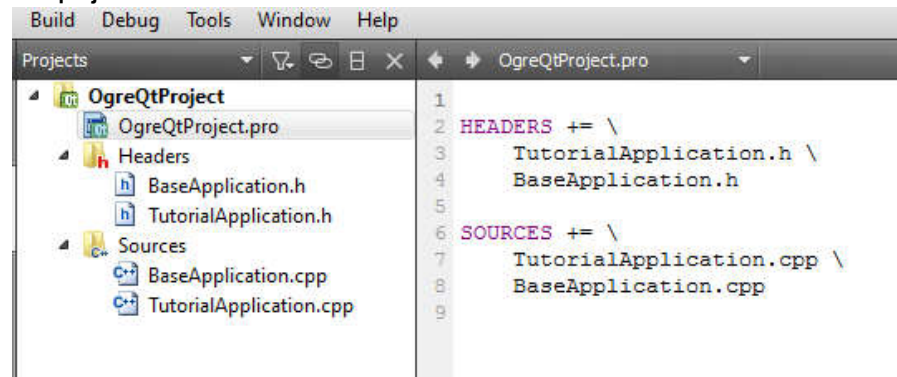
**Options:**



**Qt4 Settings:** (Tip: In Qt 5 this is called "Build & Run". If you have installed Visual Studio before you installed the Visual Studio Qt 5-version, all this should already be correct set up., so you do not have to do anything here.)



**Edit project file:**



```

TEMPLATE = app
TARGET = OgreQtProject

DEFINES -= UNICODE
  
```

```

CONFIG -= qt

unix {
    # You may need to change this include directory
    INCLUDEPATH += /usr/include/OGRE
    CONFIG += link_pkgconfig
    PKGCONFIG += OGRE
}

win32 {
    LIBS *= user32.lib
    LIBS += -L$(OGRE_HOME)\\boost\\lib
    release:LIBS += -L$(OGRE_HOME)\\lib\\release
    debug:LIBS += -L$(OGRE_HOME)\\lib\\debug
    INCLUDEPATH += $(OGRE_HOME)\\include
    INCLUDEPATH += $(OGRE_HOME)\\include\\OIS
    INCLUDEPATH += $(OGRE_HOME)\\include\\OGRE
    INCLUDEPATH += $(OGRE_HOME)\\boost
    # If you are using Ogre 1.9 also include the following line:
    # INCLUDEPATH += $(OGRE_HOME)\\include\\OGRE\\Overlay
}

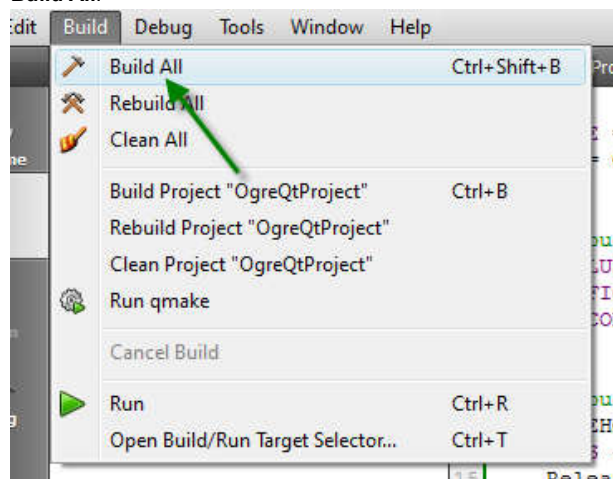
debug {
    TARGET = $$join(TARGET,,d)
    LIBS *= -lOgreMain_d -lOIS_d
    # If you are using Ogre 1.9 also include -lOgreOverlay_d, like this:
    # LIBS *= -lOgreMain_d -lOIS_d -lOgreOverlay_d
}

release {
    LIBS *= -lOgreMain -lOIS
    # If you are using Ogre 1.9 also include -lOgreOverlay, like this:
    # LIBS *= -lOgreMain -lOIS -lOgreOverlay
}

HEADERS += \
    TutorialApplication.h \
    BaseApplication.h

SOURCES += \
    TutorialApplication.cpp \
    BaseApplication.cpp

```

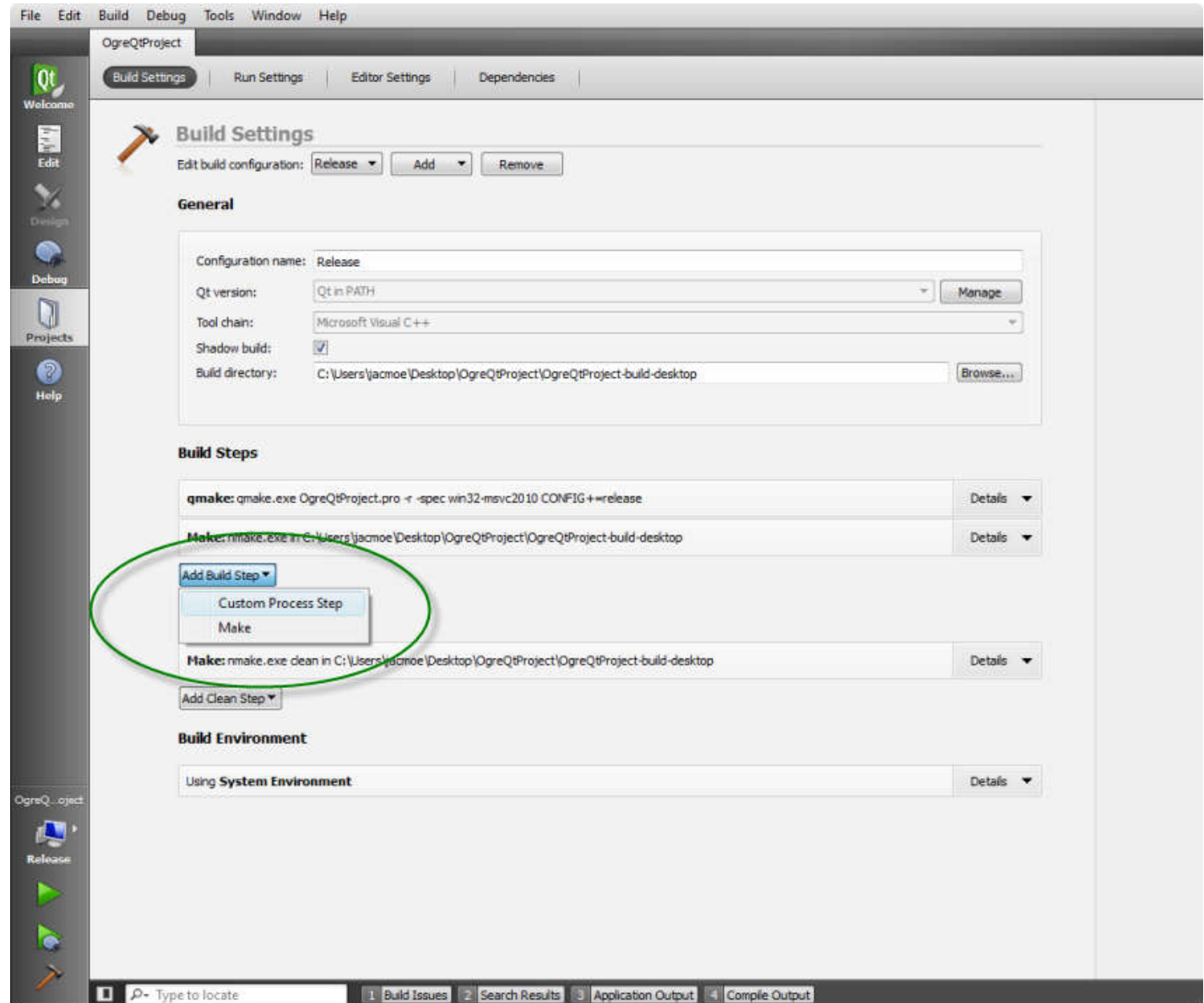
**Build All:****Build Settings:**

**Note:** In the Release configuration, go to "Build Steps -> qmake", press "Details" and add

```
"CONFIG-=debug" "CONFIG+=release"
```

to the "Additional arguments:"

Then to this:



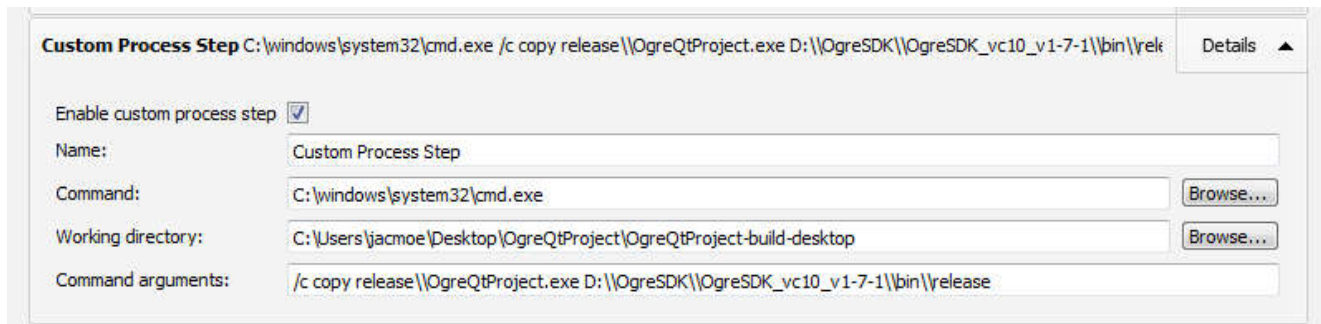
**Custom Process Step settings:** - do this for both the Debug and Release configuration:

**Note:** You can also use environment variables here, in %-signs. Like this:

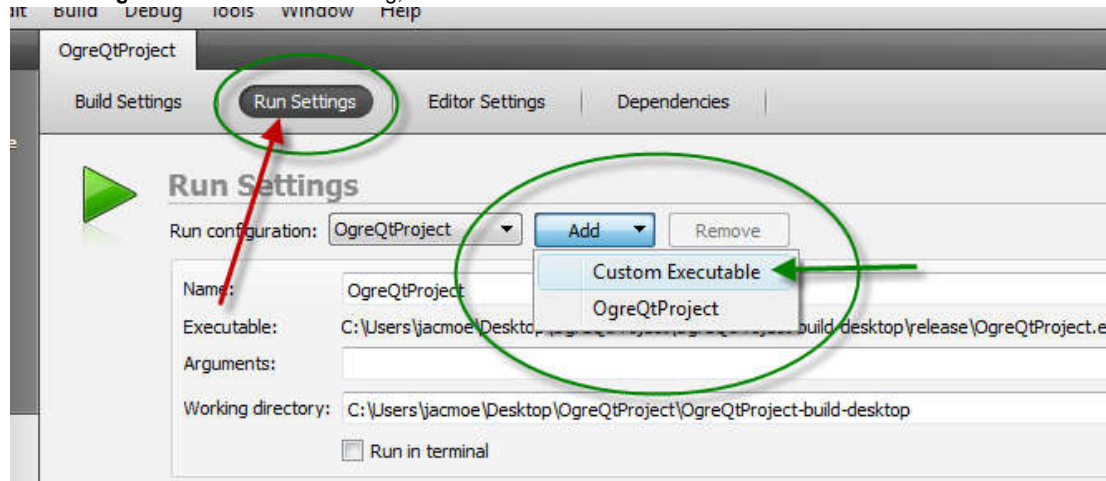


```
C:\Windows\System32\cmd.exe
/c copy debug\OgreQtProjectd.exe %OGRE_HOME%\bin\debug
```

and you probably want to leave the Working directory to the default value of %{buildDir}.



**Run Settings** - must make one for debug, one for release:

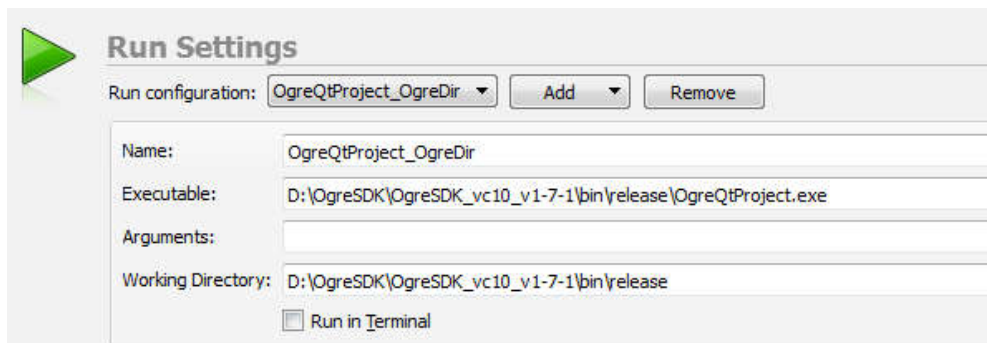


**New Run Configuration:**

**Note:** You can also use environment variables here, in %-signs. Like this:

**Executable:** OgreQtProjectd.exe

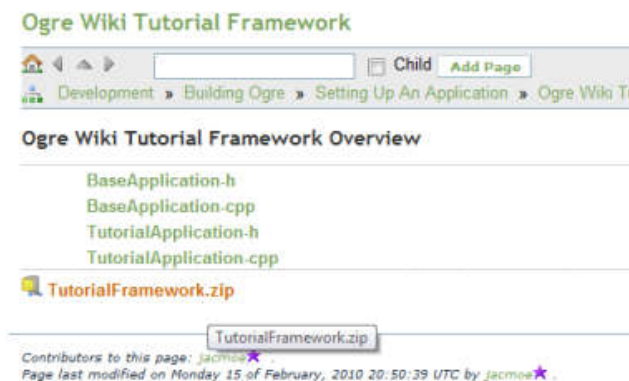
**Working directory:** %OGRE\_HOME%\bin\debug



## Tutorial Framework

Tutorial Framework:





Download the **Ogre Wiki Tutorial Framework** here:

No such attachment on this page

## Project Configuration

SEE ALSO



[QtCreator Tips and Tricks](#)



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