1. **由于GraphicsWindowQt类在QT5环境下不能正常创建osg::GraphicsContext，为解决此问题修改代码如下**

Include/osgQt/GraphicsWindowQt文件中

66行setGraphicsWindow(GraphicsWindowQt\* gw)改为setGraphicsWindow(osgViewer::GraphicsWindow\* gw)

67行和68行GraphicsWindowQt\* getGraphicsWindow()改为osgViewer::GraphicsWindow\* getGraphicsWindow()

113行GraphicsWindowQt\* \_gw;改成了osgViewer::GraphicsWindow\* \_gw;

Src/osgQt/GraphicsWindowQt.cpp文件中

183行 注释掉\_gw->\_widget = NULL;

osgEarthQt/ViewerWidget.cpp文件中

133行添加以下代码段

#if defined(WIN32) && !defined(\_\_CYGWIN\_\_)

#include <osgViewer/api/Win32/GraphicsWindowWin32>

typedef HWND WindowHandle;

typedef osgViewer::GraphicsWindowWin32::WindowData WindowData;

#elif defined(\_\_APPLE\_\_) // Assume using Carbon on Mac.

#include <osgViewer/api/Carbon/GraphicsWindowCarbon>

typedef WindowRef WindowHandle;

typedef osgViewer::GraphicsWindowCarbon::WindowData WindowData;

#else // all other unix

#include <osgViewer/api/X11/GraphicsWindowX11>

typedef Window WindowHandle;

typedef osgViewer::GraphicsWindowX11::WindowData WindowData;

#endif

174行把\_gc = new osgQt::GraphicsWindowQt(traits.get());替换为\_gc = osg::GraphicsContext::createGraphicsContext(traits.get());

setGraphicsWindow(dynamic\_cast<osgViewer::GraphicsWindow\*>(\_gc.get()));

2 目前为了解决earth文件中中文路径的读取问题，在wv打开earth文件时会检测earth文件内容的字符编码，如果检测出编码为utf-8，就将之转换为GBK windows内码。但发现osgEarth保存earth文件时，会将内容按照GBK编码保存，但在earth文件中并没有标明XML文档的encoding字符编码。在读取earth文件时，由于没有encoding,osgEarth会按照UTF-8来读取文件内容，这样就会出错。为了解决该问题，修改osgEarth\XmlUtils.cpp文件中第524行，

把doc.LinkEndChild( new TiXmlDeclaration( "1.0", "", ""));改为

doc.LinkEndChild( new TiXmlDeclaration( "1.0", "GB18030", ""));