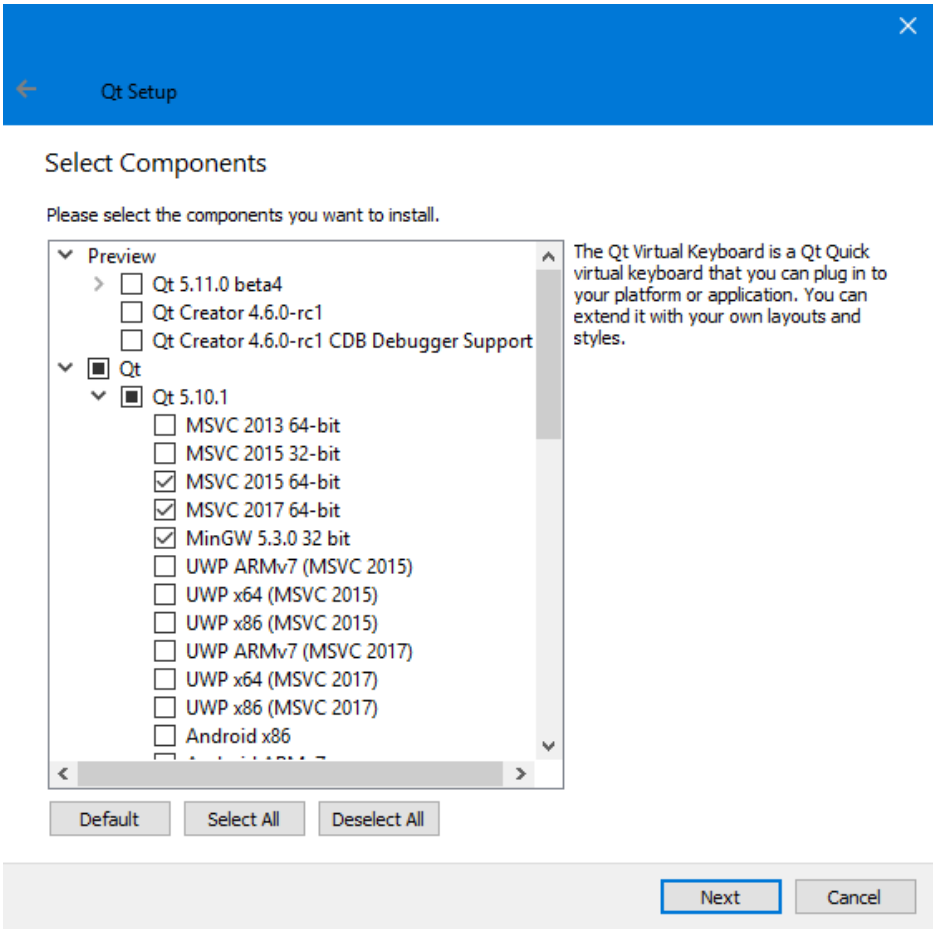
SETTING UP QT WITH VISUAL STUDIO (VS) 2017

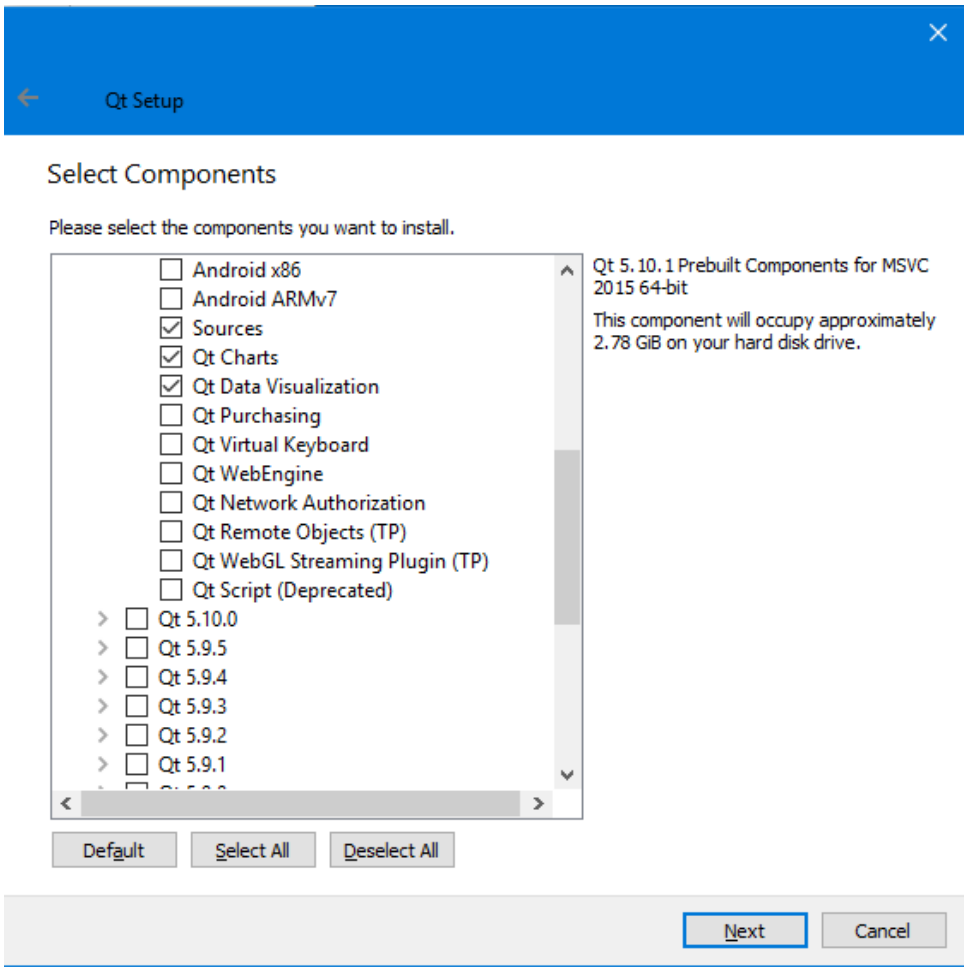
1. Go to: https://www.qt.io/download.

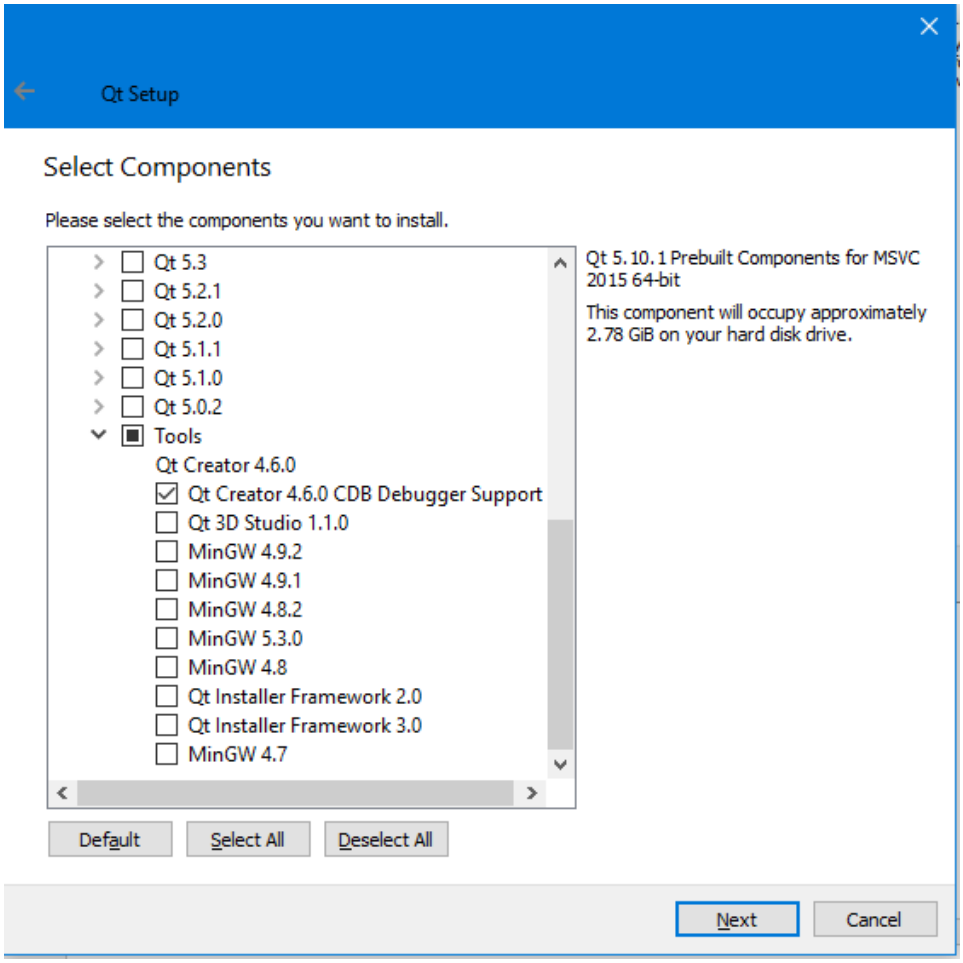
2. Download the open source version of Qt (latest version is 5.10.1) that is suitable for your operating system. This will be automatically detected.

3. Start the installation. When asked for a username, you have the option to skip that step.

4. Make sure you install the prebuilt components for the compiler you are using (MSVC2017/ MSVC2015), sources, charts and data visualization components (optionally) and debugger support:

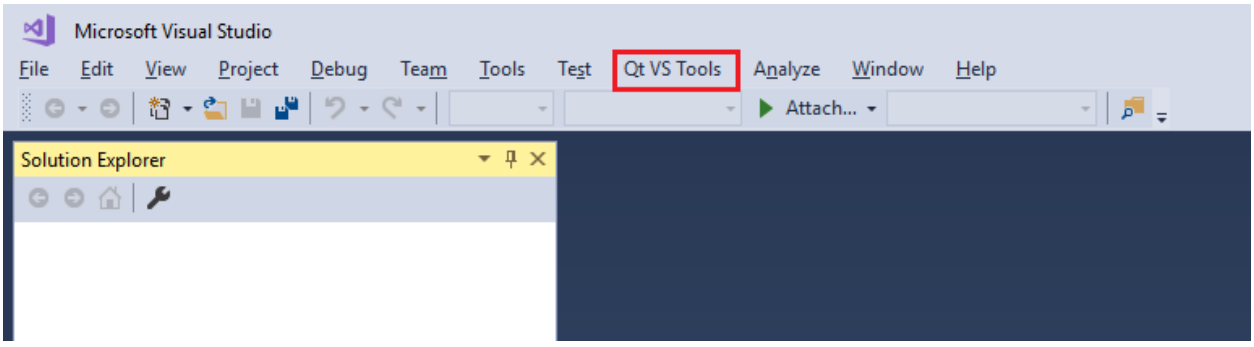



Qt Setup
Select Components
Please select the components you want to install.
Android x86
Android ARMv7
Sources
Qt Charts
Qt Data Visualization
Qt Purchasing
Qt Virtual Keyboard
Qt WebEngine
Qt Network Authorization
Qt Remote Objects (TP)
Qt WebGL Streaming Plugin (TP)
Qt Script (Deprecated)
Qt 5.10.0
Qt 5.9.5
Qt 5.9.4
Qt 5.9.3
Qt 5.9.2
Qt 5.9.1
Qt 5.10.1 Prebuilt Components for MSVC 2015 64-bit
This component will occupy approximately 2.78 GiB on your hard disk drive.
Default
Select All
Deselect All
Next
Cancel

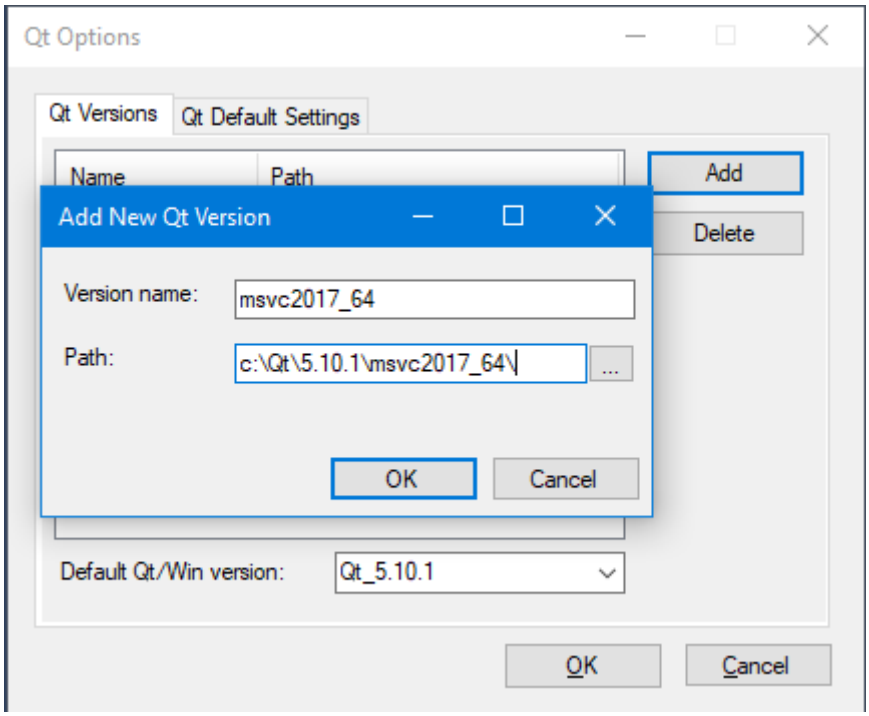


5. Download and install the Qt Visual Studio Tools: https://marketplace.visualstudio.com/items?itemName=TheQtCompany.QtVisualStudioTools-19123. Make sure Visual Studio is not running during installation.

6. Open Visual Studio. If the Qt VS Tools were correctly installed, you should find a new menu item "Qt VS Tools".



7. Add the path towards the components for the compiler: Qt VS Tools -> Qt Options -> Add button. Use the folder where you installed Qt (in this case, the folder is **C:\Qt**).

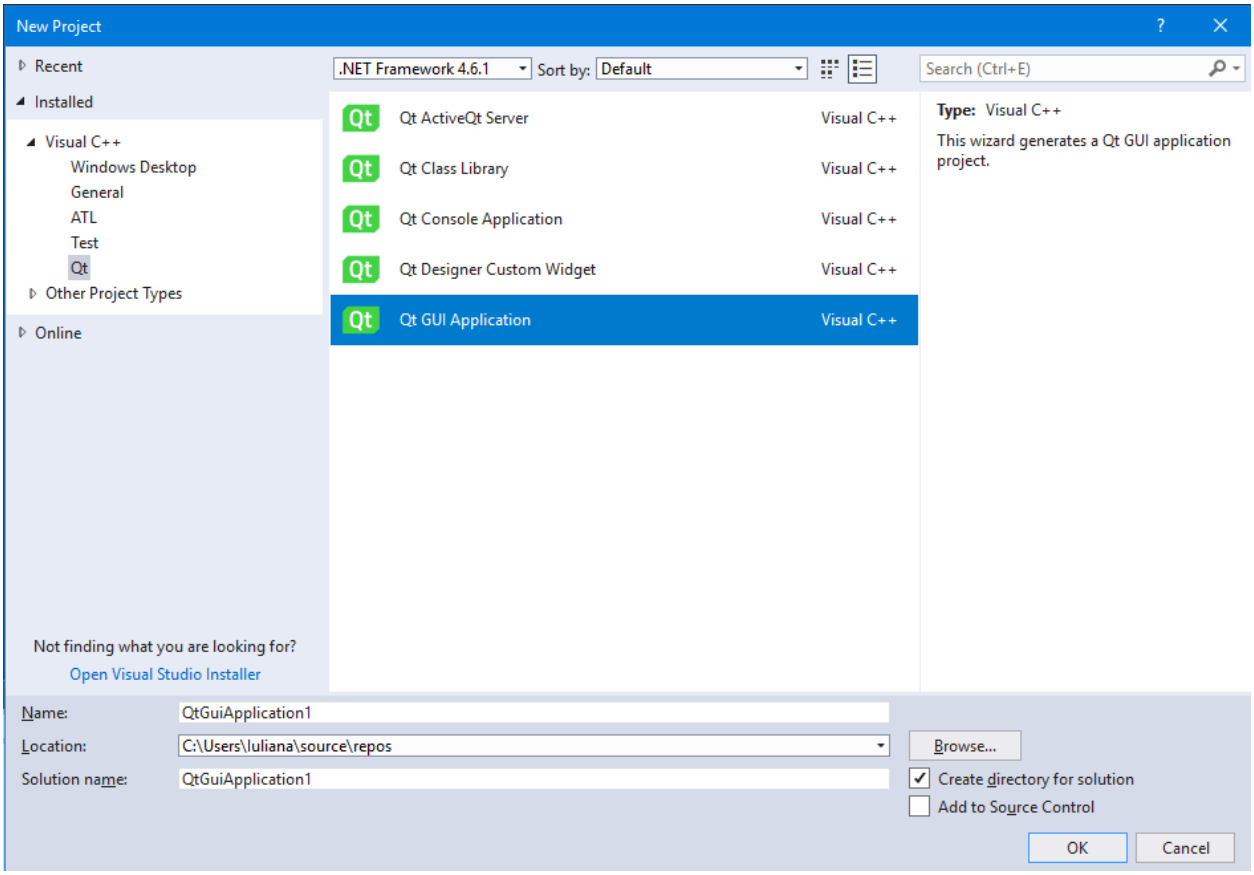


8. Done! Restart Visual Studio. Now, let's see how we can create a new Qt project.

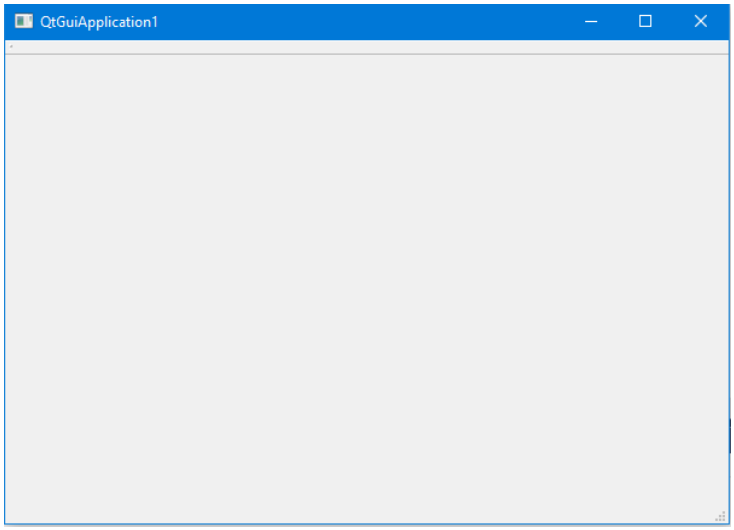
CREATING A NEW QT PROJECT WITH VISUAL STUDIO 2017

1. From the VS menu, select "File" -> "New" -> "Project".

2. In the left-hand column of the "New Project" window, under "Visual C++" select "Qt". In the middle column, select "Qt GUI Application". Add a name and a location and then press "OK".



3. In the following dialogs, keep the default settings (Next -> Next -> Finish).
4. In the “Source Files”, a file “main.cpp” should already be created (other .cpp, .h and .ui files will also be created).
5. Run the application. You should see an empty window:



6. You are now ready to build wonderful GUIs! ☺