

# Frequently asked questions

- **What platforms are supported by GCF 3 ?**

- Almost all flavors of Windows, Linux, and Mac that are supported by Qt 4.8 and above.
- Please note that we haven't tested on all possible combinations of the above mentioned platforms. Just a few commonly used platforms were used for testing.
- On Windows with Visual Studio, we recommend using Visual Studio 2010, since we have used that for our testing here, and it works.

- **How to compile GCF 3 ?**

Compiling GCF 3 in any platform is as simple as opening the “**GCF3.pro**” in QtCreator, and choose the build type (debug/release) and build.

However, should you need to compile it from a console, following are the steps that need to be done (assuming you have a Qt build environment set up already)

- Windows with VisualStudio

```
cd path-to-gcf3
qmake -recursive
nmake
```

- Linux

```
cd path-to-gcf3
qmake -recursive
make
```

- Mac

```
cd path-to-gcf3
qmake -recursive
make
```

- **How to setup a GCF 3 development environment ?**

Following are the things that needs to be done to use the GCF 3 library in your Qt Application

- Add a new environment variable **QMAKEFEATURES** if it doesn't already exist
- Update **QMAKEFEATURES** to point to *path-to-GCF3/QMakePRF* folder as well.
  - On Unix based systems (Linux, Mac, etc) this can be done by  
export QMAKEFEATURES=path-to-GCF3/QMakePRF:\$QMAKEFEATURES
  - On Windows the environment variables can be edited via “System

Properties" -> "Advanced system settings" -> "Environment variables.."

- Add the ***path-to-GCF3/Binary*** to the system path
  - On Windows, follow the same steps above to update the **PATH** variable
  - On Unix based systems (Linux, Mac, etc) this can be done by  
`export LD_LIBRARY_PATH=path-to-GCF3/Binary:$LD_LIBRARY_PATH`
- After this, you can use "**CONFIG += GCF3**" like constructs to use the corresponding module from GCF 3 in your Qt application
- **How to let know the developers about the bugs / feature requests / suggestions on GCF 3 ?**

This is much appreciated. And the best way to do this is to write us on [gcf-3@vcreatelogic.com](mailto:gcf-3@vcreatelogic.com). Please make sure that your subject line reflects the category of the content, as this helps us to segregate / prioritize the mails easily. eg: "FEATURE: Component to launch a rocket"