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The source code for the Qt 5.0.2 SDK is available from the Qt Project here: http://download.qt-project.org/archive/qt/5.0/5.0.2/qt-windows-opensource-5.0.2-msvc2010_32-x86-offline.exe and source here: http://download.qt-project.org/official_releases/qt/5.0/5.0.2/single/qt-everywhere-opensource-src-5.0.2.zip .

PUGIXML

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A copy of the libQxt source is available here: http://dev.libqxt.org/libqxt/wiki/Home and the files as used in RWMapMaker are provided in the file Qxt_source.zip in the application installation directory.

DIRECTX TEXTURE LIBRARY (DIRECTXTEX)

Copyright (c) Microsoft Corporation. All rights reserved. March 22, 2013 This package contains DirectXTex, a shared source library for reading and writing DDS files, and performing various texture content processing operations including

resizing, format conversion, mip-map generation, block compression for Direct3D runtime texture resources, and height-map to normal-map conversion. This library makes use of the Windows Image Component (WIC) APIs.

GGR

RWMapMaker uses code from Ned Batchelder which has been placed in the Public Domain. http://nedbatchelder.com/code/modules/ggr.html