

Latest Qt 5.4 release introduces significant advances in embedded development & injects key graphics functionalities to cross-platform application development & device creation

Qt 5.4 supports HTML5 hybrid development, introduces Windows Phone support and several enhanced features across desktop, mobile and embedded platforms

December X, 2014 — **The Qt Company** today announced that the latest version of its leading cross-platform application and user interface (UI) development framework, Qt 5.4, is available for download. Qt 5.4 further solidifies the creation of connected devices and beautiful applications with native C++ performance letting companies execute a future-proof multi-screen and Internet of Things strategy reaching all major desktop, embedded and mobile operating systems. The release also introduces the LGPLv3 to Qt's licensing options to protect users' freedom as it was intended by the Free Software Foundation. Qt 5.4 builds on the advances contained in recent versions (previous Qt 5.3 release received well over 1M downloads), adding functionality and enhancing performance in ways that will assist developers targeting a wide variety of applications. Highlights include the addition of a new Chromium-based browser engine, Qt WebEngine, to support HTML5 hybrid development future-proofing the integration of web technologies, licensed under a commercial license and the LGPLv3; full support for Windows Store Apps, including WinRT and Windows Phone 8.1; availability of native Android look and feel for Qt Quick Controls only licensed under a commercial license and LGPLv3; improvements to device creation development with several updates and new features most notably Qt Quick Compiler 2.0 and the new Qt Quick 2D Renderer; and a completely new 'Flat Light' style for Qt Quick Controls that will give a polished look-and-feel to applications and device UIs. Reflecting the growth in development of wearable devices and the Internet of Things, a technology preview of Bluetooth Low Energy support is included. Qt 5.4 also includes an update to its Qt Creator IDE to version 3.3, which introduces an all-new Qt Quick Designer and many other productivity enhancing features.

Qt combines simplicity of development and efficient performance – even on platforms with constrained processing capabilities – with beautiful, fluid modern UIs. The framework delivers these benefits not only on the initial target platform or device but on all other

supported platforms too. Developers can work secure in the knowledge that their investment will be repaid when they wish to support other operating systems or deploy on additional device hardware.

With the importance of HTML5 growing, Qt 5.4 supports hybrid application development well into the future with the new Chromium-based browser engine, Qt WebEngine, fully supported on desktop and embedded platforms. Besides providing convenient cross-platform APIs to Chromium, Qt WebEngine fully integrates with the Qt graphics stack allowing web content to be overlaid and mixed with Qt UIs or OpenGL graphical effects. Qt 5.4 is the last release that will include WebKit support, which has not received any new features from the Qt side in over a year. In the subsequent release, it will be deprecated and therefore, it is advised already now, that all new projects that need web capabilities are developed with Qt WebEngine. For mobile platforms, Qt WebView has been introduced under a commercial license and the LGPLv3 to enable integration of web content using the native OS browser engine.

Qt 5.4 offers improved compliance with the latest desktop OS versions, improving the experience on OS X 10.10 Yosemite, supporting high definition displays, as well as improvement for Windows 8.1, enabling dynamic GL switching between OpenGL and ANGLE on Windows. With the graphics API provided by Qt 5.4, it is now possible to mix and match Qt Quick, Qt Widgets and raw OpenGL as required.

For mobile app development, Qt 5.4 introduces full support for Windows Store Apps and offers improved support for Android and iOS platforms.. Native Android look-and-feel has been added to Qt Quick Controls, the collection of UI controls. Android 5 has been supported since the Qt 5.3 release. Compliance has also been improved for iOS8 and XCode 6. In addition, with Qt 5.4 the Indie Mobile package, designed for individual mobile developers or mobile app development houses, now includes the Qt Purchasing API.

Qt 5.4 further enhances Qt's ability to bring beauty, functionality and power to the creation of connected devices. Qt's existing support for creating applications for devices includes powerful C++ libraries, a full embedded tool chain and a pre-built software stack for instant prototyping. Qt 5.4 introduces a completely new professionally designed "Flat

Light” style for Qt Quick Controls that covers traditional and industrial enterprise controls and provides a more polished look-and-feel for application and device UIs. It also introduces a Qt Quick 2D Renderer plugin, which enables Qt Quick graphics to run without OpenGL allowing Qt Quick to run on low-end devices without a GPU, as well as includes Qt Quick Compiler 2.0 reducing device boot-up time and securing against reverse engineering .

To learn more and to download Qt 5.4, please visit: <http://www.qt.io/qt5-4/>

About The Qt Company

The Qt Company, a subsidiary of Digia Plc. (NASDAQ OMX Helsinki exchange -DIG1V) is responsible for Qt product development, commercialization and licensing under commercial and open-source licenses. Used by over 800,000 developers worldwide, Qt is a C++ based framework of libraries and tools that enables the development of powerful, interactive and cross-platform applications and devices. Qt’s support for multiple desktop, embedded and mobile operating systems allows developers to save significant time related to application and device development by simply reusing one code. Industry leaders such as Navico, ABB, Pitney Bowes, Thales, Michelin, Magneti Marelli and Sennheiser power their products with Qt for their in-vehicle devices, industrial automation applications and mission-critical systems. The Qt Company operates in China, Finland, Germany, Norway, Russia, Sweden and USA. Code less. Create more. Deploy everywhere. To learn more visit <http://qt.io>.

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