Deployment and release of your Q7Basic apps

Create A Stand-Alone Application

When you use the deployment featuere of Basic For Qt®, you will get a directory containing all needed files on Windows and Mac.

For Windows with VS compiler:

Attention! You must always deploy some DLL files with your program (you will find it in the deployment installation directory of your project):

Basic requirement (at least):

- QtCore4.dll
- QtGui4.dll
- msvcm90.dll
- msvcp90.dll
- msvcr90.dll
- Microsoft.VC90.CRT.manifest

- + All files in plugins. Some plugins may be removed. It depends on what features you use.

If you use the movie or sound related controls:

- phonon4.dll

If you use the webview control:

- QtWebKit4.dll
- QtNetwork4.dll
- phonon4.dll

If you use SVG:

- QtSvg4.dll

If you use MySQL:

- libmySQL.dll
- QtSql4.dll

If you use PostgreSQL:

- QtSql4.dll
- + The rest of the not listed files yet.

Deployed for future releases (optional):

- QtOpenGL4.dll
- QtXml4.dll
- QtXmlPatterns4.dll

If you use the sql features, you need to deploy all related sql files of MySQL and PostgreSQL.

For Linux:

Qt files are not provided by the compiler for Linux, because you cannot run shared libraries in a non-library directory. Therefore, all needed files must be installed on the target machine.

For Mac:

Attention! You must always deploy some dylib files with your program (you will find it in the deployment installation directory of your project):

Basically, it is like the Windows deployment.

Create An Installer For Your Application

For each platform you would like to support with your application you need an installer. There are several free installers you can use.

For Windows:

http://nsis.sourceforge.net/ is a free installer for Windows programs. It today rivals and even surpasses many commercial installers in feature set and stability.

For Linux:

Try the several available package managers for Linux.

For Mac:

With Mac OS X and Disk Utility together with Packager is a InstallShield / Demoshield like installation tool for your applications written for Mac OS X. You can use it for free. Create a self-executable installation binary for Mac in two minutes. See your Mac OS X documentation and installation for details.