

Qt for Device Creation

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Abstract text Developing software for embedded devices involving graphical user interfaces presents many challenges. Getting started with embedded Linux development can easily get complicated: after the initial headache of system images and cross-compilation one has to deal with windowing systems, the often vendor-specific bits of accelerated graphics and multimedia, the handling of touch and other forms of input, and figuring out efficient and sustainable ways for deployment, testing, IDE integration, and many other topics.

Qt is an open-source, cross-platform C++/QML application and user interface framework. Besides the traditional desktop and mobile focus, embedded platforms like Linux and QNX are of increasing importance and a primary target for Qt 5. The talk aims to show how Qt and its associated tooling, like the Qt Creator IDE, simplify the development and deployment of fluid, touch-enabled, and possibly hardware-accelerated user interfaces targeting embedded Linux boards.