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Subject: : QT

Topic: : Beta testing

Re: Beta testing

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URL:

@chris

I managed to get the whole package to build by just entering the root dir and typing qmake gmake. But for some reason the libQtScript.so is not built by default. I will fix that (I have built it before, but not tested if it works).

@thread

- The browser resizing issue has been noted, I have never tried resizing the window, so I didn't realize that there was a problem :)

- General setup: This is the recommended setup: NATIVE painting, NON-NATIVE fonts, NON-NATIVE menus, NON-NATIVE dialogs

The reason for this is: The native paint engine is faster (although it still has some minor correctness issues), the native fonts are buggy and will give you problems if some font is not installed (ie. arial). The native menus don't update with the rest of the application, the native file dialogs sometimes hangs the program (I have no idea why this happens and how to fix it).

Furthermore on fonts: Please copy arial.font from your "favorite" pc with windows or similar. This will fix problems with the browser and maybe vacuum.