

How to Install Eclipse IDE with C/C++ and Qt V4.7.2 (OpenGL included)

1. Install Eclipse IDE with C/C++ first
 - See "How to Install Eclipse IDE with C/C++"
2. Go to <http://qt.nokia.com/> and look for "Qt Eclipse Integration"
 - Download its Windows non-commercial version
 - (qt-eclipse-integration-win32-1.6.1)
 - Install it and after completion try to run it
 - From the newly installed folder, choose "Start Eclipse with MinGW" option; the program should correctly run
 - Close the program
3. Also download *Qt for Open Source C++ development on Windows*
 - (qt-win-opensource-4.7.2-mingw); it requires MinGW with mingw32-gcc-4.4.0
 - Install it; ignore a warning if any. Qt examples and demos are now runnable.
4. Build debug libraries to be used for your own created Qt program
 - Click "Start" < "Qt by Nokia v4.7.2 (OpenSource)" < "Build Debug Libraries"
 - This process could take more than an hour and a half on a PC.
5. Start your first Qt-enabling program with Eclipse IDE for C/C++
 - "Start Eclipse with MinGW"
 - Set some settings to:
 - "Window" < "Preferences" < "Qt" < "Add.." then add Qt Version 4.7.2
6. Now you should be able to write and run a Qt enabling OpenGL program
 - Remember to always use "Start Eclipse with MinGW"
7. Whenever you switch to a new workspace, set the settings as done in Step 5
8. If you import an older version of Qt project, delete its *Makefile* and rebuild the project; the project file (*.pro) could be renamed, then delete the Makefile, clean the project, and build it.
9. If you need to add any Include or Library, go to "Project" < "Properties" < "C/C++ Build" < "Settings" < "Tool Settings" < C++ Compiler (Includes) or C++ Linkers (Library)
10. If you have old C/C++ Include file in your project, such as `#include <fstream.h>` You could now change it to `#include <fstream>`; this should work for GCC4.4.0. You also need to use `std::ifstream` or use `using namespace std`; the same logic for others.