Utility to quickly check Qt and Qt Mobility versions

Introduction

This article shows how to find out the current version of Qt, Qt Mobility and also OpenGL.

Prerequisities

You would need the Qt SDK installed to compile the utility example code.

Example code

```
#include <QtGui>
#include <QtOpenGL>
#include <qmobilityglobal.h>

const char* openglVersion()
{
    const char *OpenGLVersion;
    switch (QGLFormat::openGLVersionFlags()) {
    case QGLFormat::OpenGL_Version_1_1:
        OpenGLVersion = "OpenGL 1.1";
        break;
    case QGLFormat::OpenGL_Version_1_2:
        OpenGLVersion = "OpenGL 1.2";
        break;
    case QGLFormat::OpenGL_Version_1_3:
        OpenGLVersion = "OpenGL 1.3";
        break;
    case QGLFormat::OpenGL_Version_1_4:
        OpenGLVersion = "OpenGL 1.4";
        break;
    case QGLFormat::OpenGL_Version_1_5:
        OpenGLVersion = "OpenGL 1.5";
        break;
    case QGLFormat::OpenGL_Version_2_0:
        OpenGLVersion = "OpenGL 2.0";
        break;
    case QGLFormat::OpenGL_Version_2_1:
        OpenGLVersion = "OpenGL 2.1";
        break;
    case QGLFormat::OpenGL_Version_3_0:
        OpenGLVersion = "OpenGL 3.0";
        break;
    case QGLFormat::OpenGL_ES_CommonLite_Version_1_0:
        OpenGLVersion = "OpenGL ES Common Lite 1.0";
        break;
    case QGLFormat::OpenGL_ES_Common_Version_1_0:
        OpenGLVersion = "OpenGL ES Common Lite 1.0";
        break;
    case QGLFormat::OpenGL_ES_CommonLite_Version_1_1:
        OpenGLVersion = "OpenGL ES Common Lite 1.1";
        break;
    case QGLFormat::OpenGL_ES_Common_Version_1_1:
        OpenGLVersion = "OpenGL ES Common Lite 1.1";
        break;
    case QGLFormat::OpenGL_ES_Version_2_0:
        OpenGLVersion = "OpenGL ES 2.0";
        break;
    case QGLFormat::OpenGL_Version_None:
    default:
        OpenGLVersion = "No Open GL";
        break;
    }
    return OpenGLVersion;
}

int main(int argc, char *argv[])
{
    QApplication a(argc, argv);

    QFont font("Nokia Sans", 32);
    QLabel label;
    label.setFont(font);
    label.setText(QString("%1Qt: %2<br>Runtime Qt: %3<br>Qt Mobility: %4<br>OpenGL: %5")
                  .arg(qstrcmp(QT_VERSION_STR, qVersion()) ? "<h1 style=\"color: red\">Mismatch detected!</h1>" : "")
                  .arg(QT_VERSION_STR)
                  .arg(qVersion())
                  .arg(QTM_VERSION_STR)
                  .arg(openglVersion()));
    label.setAlignment(Qt::AlignCenter);
    label.show();

    return a.exec();
}
```

The QGLFormat class specifies the display format of an OpenGL rendering context.

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You should compile this example for yourself using the SDK for your target device.

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