

Forum:[Hack Forums](#)

Thread: [QtLuaPad - An application I've written for editing LUA files! \[Using Qt Framework\]](#)

Delirium™ - October 7, 2012, 10:32 pm

Hello!

This is an application I was writing with 2 other friends of mine back in 2010. It was then, when I was writing in C++ to develop my skills. The main goal of that application was to be a handy editor for LUA files for a game called Open Tibia. It is written using the Qt Framework.

This is a screenshot:

I am sharing this just so people can learn more stuff in C++, especially if they use the Qt Framework, and be able to make themselves a new editor for a scripting language or something like Notepad++. I am also using Scintilla for the editor. This means that the editor has a keyword highlighting system, brace matching, intellisense menu, auto tabbing and much more. The functions that appear in the intellisense are read from an XML file. I was thinking of writing a debugger too so I would have included a syntax checking system and some more but I had no time.

Link to the source: <https://github.com/Codeh4ck/qtluapad>

There are also precompiled binaries on the repository.

Have fun and feel free to PM me if you need help with that :-)

Mouse? - October 7, 2012, 10:38 pm

Qt is a beautiful framework... I'm glad I'm changing from wxWidgets.

Delirium™ - October 8, 2012, 3:23 am

Yeah, it's really handy and you can also write applications for Symbian and Nokia phones.

Delirium™ - June 2, 2013, 11:02 am

Nobody found this interesting yet? :(

Kroflica - June 2, 2013, 11:56 am

(Jun 2, 2013 11:02 AM)Delirium™ Wrote: [\[CITE\]](#) Nobody found this interesting yet? :(Well its not something one can learn much from, as the code is not commented at all. And not to mention some lines are highly questionable, such as these two:

```
Code if(s.width() == 1280 && s.height() == 962)
    this->setWindowState(Qt::WindowMaximized);
In such cases, a comment helps.
```

fstream - June 2, 2013, 11:56 am

(Oct 7, 2012 10:38 PM)Rodaxoleaux Wrote: [\[CITE\]](#) Qt is a beautiful framework... I'm glad I'm changing from wxWidgets.

But Isn't QT also a paid framework?

I also think the project would have been better if using DirectX or Win32UI. Not everyone has QT installed.

Krofnica - June 2, 2013, 12:05 pm

(Jun 2, 2013 11:56 AM)fstream Wrote: [\[CITE\]](#) But Isn't QT also a paid framework?

I also think the project would have been better if using DirectX or Win32UI. Not everyone has QT installed.

- Its free
- Text editor in DirectX is a very bad idea.
- What is Win32UI?
- You worry about portability and yet QT is more portable than winapi
- You do not have to have QT installed. Ever tried out vlc? Oh by the way, it uses QT without you knowing that :)

Dafuq your post is completely false. ?

fstream - June 2, 2013, 12:11 pm

(Jun 2, 2013 12:05 PM)Krofnica Wrote: [\[CITE\]](#) - Its free

- Text editor in DirectX is a very bad idea.
- What is Win32UI?
- You worry about portability and yet QT is more portable than winapi
- You do not have to have QT installed. Ever tried out vlc? Oh by the way, it uses QT without you knowing that :)

Dafuq your post is completely false. ?

Win32UI is just WINAPI. I don't worry about Portability, but if you have Windows, then you have the Windows SDK installed. Meaning if you built it in DirectX or Forms using Visual Studio, other windows users can use it. No, I haven't tried vlc so don't tell me it uses QT framework. Because I don't know what vlc is. Besides isn't he distributing the source? No one's going to be able to compile the source without QT installed.

Dafuq are you acting like a dick about?

Anyways I'm not trying to trash the project, good job OP. You must have spent a lot of time on it. I personally dislike C++.

Krofnica - June 2, 2013, 12:30 pm

(Jun 2, 2013 12:11 PM)fstream Wrote: [\[CITE\]](#) Win32UI is just WINAPI. I don't worry about Portability, but if you have Windows, then you have the Windows SDK installed. Meaning if you built it in DirectX or Forms using Visual Studio, other windows users can use it. No, I haven't tried vlc so don't tell me it uses QT framework. Because I don't know what vlc is. Besides isn't he distributing the source? No one's going to be able to compile the source without QT installed.

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Lol. If they want to compile it I don't see a reason why they couldn't install QT. On operating system I use I can simply type in terminal:

Code apt-get install libqt4-dev and I will be able to compile it.

Meh I guess I'm just a common dick.

If you dislike C++ why the fuck is your name fstream?

Irritable - June 3, 2013, 8:17 am

(Jun 2, 2013 12:11 PM)fstream Wrote: [\[CITE\]](#) Win32UI is just WINAPI. I don't worry about Portability, but if you have Windows, then you have the Windows SDK installed. Meaning if you built it in DirectX or Forms using Visual Studio, other windows users can use it. No, I haven't tried vlc so don't tell me it uses QT framework. Because I don't know what vlc is. Besides isn't he distributing the source? No one's going to be able to compile the source without QT installed.

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If you have any of the Windows OS' installed: It does not mean you have the Windows SDK installed.

More formally: The "Windows Software Development Kit" aka a large library of Windows functions predefined for you.

Why would we want this? So we don't have to do what you do with VB and constantly call LoadLibrary and create a hack job to access the functions in the Windows *.dlls.

VLC is an OK media player. It was popular for a short while.

If you dislike C++: Why are you on this forum again? ?