KDE/Qt: QML and GitLab

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- **How to make life easier for your future self wanting to port your apps to compiled QML** [3]

  Compiled QML is the new feature in Qt6 which makes many people look forward to the Qt6 release. Most of us already maintain or contribute to projects which make use of QML, so let?s make sure we can use compiled QML in our projects once its available.

  First, a disclaimer: I only started experimenting with this today, and not all my assumptions have to be true in the end. The Qt Company?s plans on the changes for Qt 6 are also not yet fixed, which means that things can still change.

- **QML Online - First stable version!** [4]

  Everything starts with QHot, that I describe as "Hot reload for nested QML files", a useful tool for anyone that likes to prototype UI elements or ideas with a real-time feedback of what you are typing in QML. I noticed that compiling the project or recalling qml/qmlscene tools just to test and check my ideas was pretty annoying and time-consuming, the desire to have something like godbolt or quick-bench started growing. My objective was something that was closer to these tools but for QML development, and that is how QHot was born.

- **A month of git-lab** [5]

  About a month ago I published the initial version of git-lab, a command line client for GitLab.

Lots of new features have been added since then, and I hope you?ll find them useful. Tobias Fella and especially Benjamin Port joined and brought this project forward.

[...]

As git-lab is still pre-release software under development, it is especially helpful if you report bugs, they happen!

Development [KDE](KDE)

Source URL: http://www.tuxmachines.org/node/137770

Links:
[1] http://www.tuxmachines.org/taxonomy/term/145
[2] http://www.tuxmachines.org/taxonomy/term/108
[3] https://jbbgameich.github.io/qt/2020/05/18/compiled-qml.html
[4] https://patrickelectric.work/blog/2020/qmlonline-first-version/
[5] https://jbbgameich.github.io/misc/2020/05/19/a-month-of-git-lab.html