

WebGL support in QT Webkit



WebKit

- WebKit is an open source layout engine designed to allow web browsers to render web pages
- was originally created as a fork of KHTML as the layout engine for Apple's Safari
- now been further developed by individuals from the KDE project, Apple Inc., Nokia, Google, Bitstream, Torch Mobile and others

WebKit

- WebCore and JavaScriptCore components are available under the GNU Lesser General Public License, and the rest of WebKit is available under a BSD-style license
- Google Chrome, Apple's Safari, S60 browser, Android browser

Qt port of WebKit

- currently compiles and runs on Linux (including Maemo and MeeGo), Windows, Mac OS X and Symbian
- Used in Nokia E7 & N8

QtWebkit community

- Before Qt-4.7, QtWebKit was considered part of Qt and didn't have a version of its own
- Active open source community
- <https://trac.webkit.org/wiki/QtWebKit>

WebGL support

- WebGL has not been supported in any release yet.
- Used to work in QtWebKit trunk, but has not been actively tested or maintained and has bitrotted.
- ATM no one is working on it
- Won't be supported in Qt 4.8 at least

Conclusions

- QtWebKit needs you!

