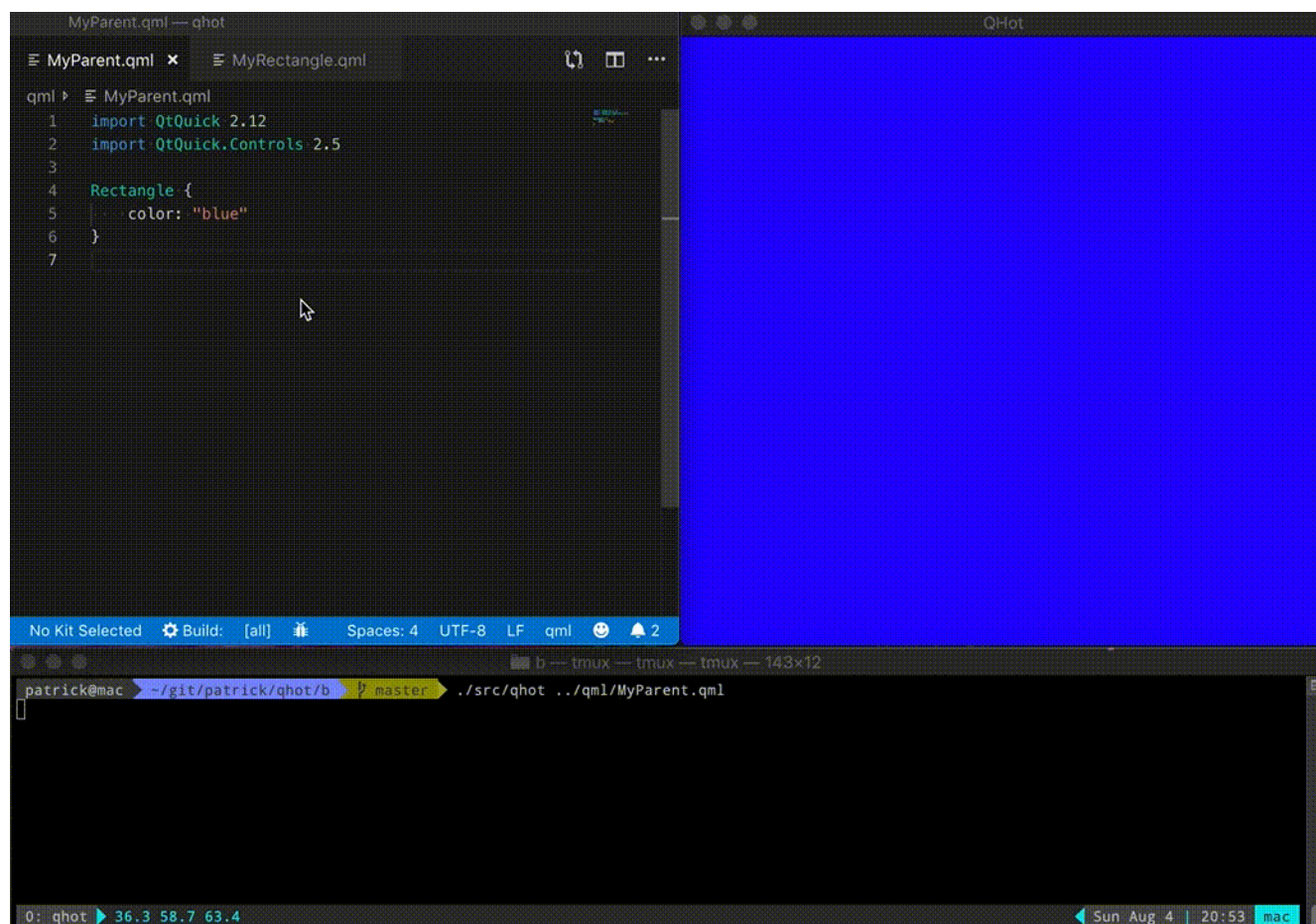


# QML Online - First stable version!

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Finally, after working since October and learning a bunch about WebAssembly, CSS, HTML (sad, right ?) and emscripten, I can happily announce a stable version of qmlonline! In this post, I'm going to show the idea behind the project and some code that may help you with your future adventures.

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.

[2]

[KDE](#)

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**Source URL:** <http://www.tuxmachines.org/node/137812>

**Links:**

[1] <http://www.tuxmachines.org/taxonomy/term/108>

[2] <https://patrickelectric.work/blog/2020/qmlonline-first-version/>