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Thanks. A: It seems like your installation package is corrupted. I can't really help you with that but I'd suggest to scan it with a virus scanner for further infection. I'd also suggest to reinstall your OS and start from scratch with your new OS. I'm not quite sure how you already installed Linux, but maybe you didn't use the correct "administrator" user account during the installation, or your file system is corrupted. Q: Wrapping an QWidget to be child of QApplication childWidget() I have a scenario in which I have a generic QWidget, which is loaded with qt designer. I plan to create a QWidget with this generic QWidget and make it the child of QApplication childWidget(). I am unable to figure out the way to do it. My interface file has a pre-defined method which returns the QWidget (the same generic type as in QWidget). So, when I create the QWidget in another class, I call the interface method to return the QWidget and make it the child of QApplication childWidget(). The code goes like this - QWidget* widget = widgetFactory->createWidget(MyWidgTemplate.GetTemplate()); QApplication *app = new QApplication(widget); QWidget* appWidget = new QWidget(parent); appWidget->setMinimumSize(wgt.MinimumSize()); appWidget->setMaximumSize(wgt.MaximumSize()); appWidget->setAlignment(Qt::AlignCenter);

appWidget->setStyleSheet("/* do the stylesheet stuff */"); /* Create something other */ appWidget->setGeometry(wgt.Geometry()); ... That is my problem. SetGeometry method doesn't seem to recognize the QWidget as a child of QApplication. So, this gives an error. A: In C++, all widgets are children of QApplication, so there's no need to create a new QWidget instance for that. Also QWidget has member functions setGeometry, setMinimumSize, setMaximumSize, etc, so you don't need the member function you mention in your code. QWidget *widget = widgetFactory-> createWidget(MyWidgTemplate.GetTemplate()); widget->setGeometry(wgt.Geometry()); widget->setMinimumSize(wgt.Minimum e79caf774b

UPDATE:Check the latest version of the Rosetta Stone Download Software here. Lossless, you can define the display., some people are simply not as educated as they should be. Part of that is due to many of the forums are just for smaller games and only the smarter people will be on those forums. I rarely post on the official forums, as I don't think I could post well on a technical discussion type forum. Then there are other forums that I can't post on. That being said, I still prefer to play on these sites. I play a lot of the games on GB at some point in time but as soon as they realize that you buy more often on CI, they start to treat you more like a high end user and that causes the atmosphere to turn sour. I can't say it's not true,

you tend to get a few less than kind people on a lot of sites, and in my case I don't like the forum for the games, I just like the forums where I have friends, I think the people on the other forums are pretty cool. Originally Posted by bungyjump Not sure why you did that. I'm not going to nitpick about things I have no clue about. I never said I don't know why, I just don't care. The people that care about it tend to care about it too much. I don't see how it's possible not to care. People who don't play a specific game or publisher's games don't care. That's why it's important to spread awareness, just try to get the people that do care to care a little. Originally Posted by bungyjump My point was and I think is still valid, if you want to get the attention of developers, play on the CI site. I try to get a few friends I trust to be serious about playing CI. Yet you kept talking about how you only post on the GB forums. You can't have it both ways. Originally Posted by bungyjump The only reason it's better is that it starts to attract more of your friends, and I don't want to dilute the friendships I have on the other site with people that I don't care about. A lot of us still don't play the games we have and sometimes even have to type in the game name to search for the game. So we can't very well contact the developers by go

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I think this issue started after the latest update. I updated to v1.2.9 and now the scripts and pages just do not work. After I log in it shows this error page. In the "error" tab of my apache error log this is what it is saying. apache2[www.mydomain.com] received request [IP REDACTED] - - [17/Aug/2012:17:21:51 +0200] "GET /scripts/code.php HTTP/1.1" 200 1501 I have tried removing the scripts, creating a new user in my user area, and reboot the server. None of them have worked. Any ideas? A: I found the solution on my own. I changed the permissions to my new account to include read access on the dba folder which was where the files needed to be read from. I also made sure that read access was granted to the script folder. Recently Facebook's U.K. general manager Robert Scoble wrote a piece for the Guardian criticizing Twitter and outlining a scenario

that could potentially see Twitter go public, noting: Twitter needs to work together to make it harder for spammers to use its system to send out millions of messages. We all know the problems that it creates, for example, when someone fools a lot of people into thinking that a celebrity is going to be at a particular event, or that a new movie is going to be released. In fact, no one is going to see it. Those millions of messages are simply wasted, but since Twitter has no way of tracking who sent them, nor any way to rate them (OK, there is a small innovation coming, but it will probably take a long time to get there), there is very little incentive to stop them. In a comment to TechCrunch, Scoble explained that Facebook's Head of U.K. Operations Oskar Guilford is a fan of Twitter's philosophy, and that in conversations with Guilford, Facebook's position is that Twitter would have to "play along" with their anti-spam initiatives if they want to be able to compete with Facebook. So if Twitter were to go public, then Facebook might be happy to act as an anti-spam enabler for Twitter, though it seems that so far there has been no back-room negotiations with any acquirer. It's worth noting that Microsoft tried to buy Twitter back