

Re: Processor types

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From: Nelson (*doomer999_at_hotmail.com*)

Date: 05/21/04

Date: Sat, 22 May 2004 01:56:11 +0800

Thanks for your informative reply.

"David Gonzales [MS]" <dgonzal@online.microsoft.com> [!b¶l¥ó](mailto:dgonzal@online.microsoft.com)
news:u1TBSj1PEHA.3016@tk2msftngp13.phx.gbl ¶¼¶¼g...

> *The emulators, being that they run on the desktop PC, require x86 code.*

All

> *Pocket PC 2002 and Pocket PC 2003 devices run ARM-compatible processors*

> *only, so choose ARM if you want a program that actually runs on a Pocket*

PC.

>

> *Old Pocket PC 2000 devices could use ARM, MIPS, or SH3 processors. You*

won't

> *see this choice in eVC4 for Pocket PC projects, because eVC4 doesn't*

support

> *Pocket PC 2000 (or 2002 for that matter). Windows CE projects still*

support

> *various processors.*

>

> *ARMv4 – runs on all Pocket PC 2002/2003 devices*

> *ARMv4I – this is for use with different instruction set (that some Windows*

> *CE devices can use)*

>

> *David*

> -----

> *This posting is provided "AS IS" with no warranties, and confers no*
rights.

>

> *"Nelson" <doomer999@hotmail.com> wrote in message*

> *news:e2x1KaBPEHA.3896@TK2MSFTNGP12.phx.gbl...*

> > *Hi,*

> >

> > *I noticed that when I create projects for dlls or static libraries with*

> > *EVC4, there are several CPU types I can choose. But for applications,*

only

> > *ARMV4 and emulator are available.*

> >

> > *Does that mean that if I only use those dlls and static libraries for*

PPC,

> *I*

> > *only need to choose ARMV4 and emulator? BTW, what is the difference*

> *between*

> > *ARMV4 and ARMV4I?*

>

>