

Re: Processor types

Source:

<http://www.tech-archive.net/Archive/PocketPC/microsoft.public.pocketpc.developer/2004-05/1129.html>

r_z_aret_at_pen_fact.com

Date: 05/21/04

Date: Fri, 21 May 2004 18:02:07 -0400

On Mon, 17 May 2004 21:54:55 +0800, "Nelson" <doomer999@hotmail.com> wrote:

>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.

I suspect you are using the Pocket PC 2003 SDK when building apps, but the STANDARD_SDK when building dlls and static libraries. I think that should work. But you will be safer if you avoid mixing SDKs. In other words, when you use a specific dll and static library for a specific app, you should use the same SDK for all of those specific pieces. If you really only need/want to support Pocket PC 2003, then stick with that SDK. (The middle part of this paragraph is not nearly so clear as I would like. Try reading it the way you read standard documentation: squint, stand on your head,).

To reply to me, remove the underscores (_) from my email address (and please indicate which newsgroup and message).

Robert E. Zaret, eMVP
PenFact, Inc.
500 Harrison Ave., Suite 3R
Boston, MA 02118
www.penfact.com