

## Re: query on pocket pc emulator and device

**Source:**

<http://www.tech-archive.net/Archive/PocketPC/microsoft.public.pocketpc.developer/2005-03/0443.html>

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**Date:** 03/07/05

Date: Mon, 07 Mar 2005 14:48:09 -0500

On Sun, 6 Mar 2005 23:21:43 -0800, "Naveen koul"  
<Naveenkoul@discussions.microsoft.com> wrote:

>  
>*Hello Sir,*  
>  
> *i have moved a little bit up.*  
> *First i want to tell you exactly what is happening .As you had told me to*  
> *use debugger . I have used debugger it is not generating any error at any*  
> *sort of point .it is moving with ease.*  
> *Then i thought why not to check the path i was providing to the files which*  
> *my exe looks forat run time .I have got some files which i used to copy*  
> *in to my emulator device at location "My Device" at this place my exe is also*  
> *formed. so when i cliciked the exe it is working fine. Later i checked the*  
> *path on my device and i did found i was placing it at wrong place . so now i*  
> *brought all my files and release exe in "My Device" of my pocket pc*  
> *device.And iwhen i clicked it my exe came into operation and when it moved*  
> *little bit further it showed up me the same error again " out of memory".Then*  
> *i loaded my debug version of my exe onto the device and when i clicked*  
> *my exe it gave me error.Path for some the files missing or all the files*  
> *are not being loaded..*  
>  
> *Now please tell me how should i give path to my files in evc++.*  
> *at present i am giving like this*

You can use `GetModuleFileName` to get the full path for your executable. You can parse that to find files in the same folder. Windows CE (including Pocket PC) does not understand relative paths, so you must always provide full paths.

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

microsoft.public.pocketpc.developer: Re: query on pocket pc emulator and device

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