

Re: How can I develop in C with VS2005 for Pocket PC??

Source:

<http://www.tech-archive.net/Archive/PocketPC/microsoft.public.pocketpc.developer/2006-03/msg00401.html>

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Ok, I just have substitute in my C code the main function for WinMain, all the rest of the code remains the same. Now it compiles with 0 errors ;)

I have configured my project to smart device win 32 application and when I want to run it or debug it (at the moment I have only some algorithms, yet nothing of Pocket PC) it appears like a pocket pc emulator, i just want to debug my code without that emu, I mean with the typical debugger of Visual C, you know, watchin all the variables and going step by step...

How can I make this? Thank you, you're being really useful for me

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