

Re: How can I create an app both for CE & XP?

Source:

<http://www.tech-archive.net/Archive/WindowsCE/microsoft.public.windowsce.app.development/2007-11/msg00065>.

- *From:* "Paul G. Tobey [eMVP]" <p space tobey no spam AT no instrument no spam DOT com>
 - *Date:* Thu, 15 Nov 2007 13:20:15 -0700
-

I suppose that you could use VS scripting or something, but there's nothing ready-made for that.

Paul T.

"Frankie D." <FrankieD@xxxxxxxxxxxxxxxxxxxxxxxxxxxx> wrote in message news:3A2B073B-DAAA-4CD5-8C3A-39ACF2E21EA9@xxxxxxxxxxxxxxxxxxxx

Thank you for your answer.

Our CE device has an x86 processor and 1024x768 screen. It is not a problem.

We need real-time behaviour, that's why we use CE.

Our application on the desktop PC called "simulator" has no real time behaviour but it should be the same as the application running on the device.

Our device is relatively expensive and we should ensure a cheap way for our customers for training.

If I add a new file to the project, I should do it twice: both to the "desktop" and the "device" project.

I would like to find or create an automatic way for maintain the "desktop" project file.

"Paul G. Tobey [eMVP]" wrote:

You'll have to have different solutions for the two targets, but you may be able to share the source code, depending on the characteristics of the code itself. It should be obvious that your native code isn't going to run, unchanged for two platforms (which are not that similar, though the Win32 API is provided, in general terms, for both). They don't usually run the same *PROCESSOR TYPE*. You can't possibly expect code compiled for

Re: How can I create an app both for CE & XP?

x86
for
XP to directly on CE which is probably running an ARM processor. In any case, binary compatibility is not going to happen for native code, even if the processor does happen to be the same.

If you are using .NET and coding in C# or VB.NET, you can get closer and, as long as you are not using native code, it's possible that you can take your code targeted at the .NET Compact Framework on CE and run that same code on the desktop. However, for other than academic samples, I don't see this as very useful. Your business logic, the basic operational characteristics of the program can be written in a portable manner, at the source code level, pretty easily. You can do this in C/C++ or one of the managed code languages, C# or VB.NET, supported for both target OSes.

Once you have some code that you are confident is relatively portable, you will probably have to wrap that in a user interface. If you are lucky enough to be running on a Windows CE device with a large screen and a full keyboard, you may not have to have different UI on the target systems, but, if on one side you have something running on a 320x240 screen and, on the other, something running on 1024x768 or larger, it should be blatantly obvious that you're not going to have the same UI. Since Win32 and .NET both generally are used on both sides, however, you probably won't have to completely relearn the APIs. Since Windows CE, because of its size and resource limitations (count storage in MB, not GB, RAM in 10s of MB, not 100s or 1000s), will be the more-limiting of the two, I'd start there, rather than going wild with the desktop and feeling totally confined later.

Paul T.

"Frankie D." <FrankieD@xxxxxxxxxxxxxxxxxxxxxxxxxxxx> wrote in message news:5C2AA61B-358D-4166-8F89-C1B526557CBD@xxxxxxxxxxxxxxxxxxxx

There is both managed and native projects in my solution.

I would like to create a solution in VS2005
for a "multi-platform"

Re: How can I create an app both for CE & XP?

application.

The application should be built both for
Windows CE and XP.

Differences on source code level can be
handled by ifdef directives,
but
what about the project and solution file?

How can I create a project/solution file
which can be switched both to
CE

and XP?

Please help!

Frankie