

Re: Error while compiling WINCE OS 6.0 with Emulator ARMV4I

Source:

<http://www.tech-archive.net/Archive/WindowsCE/microsoft.public.windowsce.app.development/2008-10/msg00089>.

- *From:* Erwin Zwart <"erwin AT GuruCE DOT COM">
 - *Date:* Mon, 13 Oct 2008 13:58:46 +0200
-

If that also fails then your build environment is invalid or incomplete.

Perhaps Virus scanner is interfering in the build system, try disable it (wild guess)?

otherwise reinstall...

http://groups.google.nl/group/microsoft.public.windowsce.platbuilder/browse_thread/thread/7c3f6c7f47e6fa54/a2e4a0

Good luck,

Erwin Zwart,
Check out my blog: <http://GuruCE.com/blog>

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Augustin schreef:

Dear Erwin

As you have mentioned below

Lets say I have made a OS Design called OSDesign1 with the emulator. My Flatrelease directory would be:
<WINCEROOT>\OSDesigns\OSDesign1\OSDesign1\RelDir\DeviceEmulator_ARMV4I_De

So its like:
<WINCEROOT>\OSDesigns\OSDesign1\OSDesign1\RelDir\<BSPNAME>_<TGTCPU>_<C

Are you able to build a OSdesign based on the emulator which includes IE?

I try to build an os design with Device Emulator ARMV4I...But i am getting the same error

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..Missing Jsproxy.dll on flat release directory.

Are the jsproxy libs located in ?
<WINCEROOT>\PUBLIC\IE\OAK\LIB\<(_TGTCPU)>

Yes i have gone through the path and the lib files are there in the above path for IE.

Any Idea

Regards,
Augustin.

"Augustin" wrote:

Dear Erwin,

I have send you the link to your ID ,for the WINCE 6.0 BSP whatever i am using.

I have installed WINCE 5.0 & 6.0 on two different system. I am using 5.0 and 6.0 BSP to compile, that's the reason you are getting different BSP names.

I have re-installed WINCE 5.0 and now for the first time when i compiled (Clean before building & Sysgen) i didn't get the previous error (Quartz) i only got some undeclared Variable errors . So i corrected the errors and i recompiled (Clean before building & Sysgen) now i am getting the previous error of (Quartz) in directx

```
Starting sysgen phase for project ( directx )
Sysgenning platform C:\WINCE500\platform\Adelaide_298
Sysgenning platform C:\WINCE500\platform\Adelaide_298
\WINCE500\build.err
```

Wat to do? I have to re-install Windows XP to solve this problem. But why the first time when i am compiling i didn't get the error . how to get rid from this error.

Regards,
Augustin

"Erwin Zwart" <"erwin AT GuruCE DOT COM" wrote:

Re: Error while compiling WINCE OS 6.0 with Emulator ARMV4I

The jsproxy is a public component and is part, obviously, of the internet explorer. It is only in binary form (*.lib) in the public tree. During the sysgen fase it will create the dll.

If everything is oke, then it is not necessary to change the path names for public components.

Are the jsproxy libs located in ?

<WINCEROOT>\PUBLIC\IE\OAK\LIB\<(_TGTCPU)>

What is the name of your OSDesign? Which CPU, BSP name + locations. And where is the jsproxy.dll located?

I see different BSP names regarding your last post (BSP name = adelaide_imx31) and the one before that (BSP = G+F_iMX31_Jupiter_Series). But wait also the pathname is something different.

Lets say I have made a OS Design called OSDesign1 with the emulator. My Flatrelease directory would be:

<WINCEROOT>\OSDesigns\OSDesign1\OSDesign1\RelDir\DeviceEmulator_ARMV4I_De

So its like:

<WINCEROOT>\OSDesigns\OSDesign1\OSDesign1\RelDir\<BSPNAME>_<TGTCPU>_<C

Are you able to build a OSdesign based on the emulator which includes IE?

I would be happy to try building your BSP/OSDesign. If so maybe it is better to take this off line. Email directly to Erwin AT GuruCE DOT COM.

Good luck,

Erwin Zwart,

Check out my blog: <http://GuruCE.com/blog>

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Augustin schreef:

Dear Erwin,

I have installed only CE 6.0 in a different system.

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As you told me not to change anything on public tree . Now i will not change the the file location of jsproxy.dll in i.e.bib

I have searched in WINCE 600 Tree for jsproxy.dll ,i found in build.dat file

```
E:\WINCE600\PLATFORM\adelaide_imx31\Build.dat(75):  
F|jsproxy.dll|80000|0|1BD7CE96AF66A00  
E:\WINCE600\PLATFORM\COMMON\Build.dat(58):  
F|jsproxy.dll|80000|0|1BD7CE96AF66A00
```

I don't understand the above once i went through Build.dat file.

My jsproxy.dll location is not in flat release directory . Its a different location. How to make these location change happen.

Help me

Regards,
Augustin.

"Erwin Zwart" <"erwin AT GuruCE DOT COM" wrote:

Is this CE 6.0 installed on the same machine where you just re-installed CE 5.0? Then you'll have to reinstall CE 6.0 also (if that is the case). search in the PB newsgroup for side by side installation of CE 5.0 and 6.0.

Never ever change something in the PUBLIC tree (ie.bib). This was also mentioned in the blog item(s) I send you. ce.bib is a generated file and contains all configuration files merged, thus modifying ce.bib help.
If you want to change/add entries in configuration files

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(bib/reg/dat/db) use
project/platform specific
configuration files located in
your BSP or projects
(project.bib or platform.bib).
Your changes has to end up
in the ce.bib (for bib files)
after the makeimage fase.

If you do a search for
jsproxy.* in your CE 6.0
tree, do you find any files?
You'd said you changed the
location in the bib file? does
it mean that jsproxy.dll is
located somewhere else then
your
_FLATRELEASEDIR?
sensing "build and sysgen"
because i think jsproxy
cannot be rebuild.

I am not quite sure (never
tried) how PB handles
special symbols in path
names (+).I know for sure
that it cannot handle spaces.

Good luck,

Erwin Zwart,
Check out my blog:
<http://GuruCE.com/blog>

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Augustin schreef:

Dear Erwin,

Right now i
am
compiling
an OS
design in

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WINCE 6.0

I got a
error: could
not find file
jsproxy.dll

H:\osdesign\Adelaide\RelDir\G+F_iMX31_Jupiter_Series_Retail\jspr
NK SHC

once i went
through
ce.bib i
found the
following

```
;  
@CESYSGEN  
IF  
IE_MODULES_WININET
```

```
;  
Communications  
components  
wininet.dll
```

H:\osdesign\Adelaide\RelDir\G+F_iMX31_Jupiter_Series_Retail\win
NK SHC
jsproxy.dll

H:\osdesign\Adelaide\RelDir\G+F_iMX31_Jupiter_Series_Retail\jspr
NK SHC

```
;  
@CESYSGEN  
ENDIF  
IE_MODULES_WININET
```

i have
changed the
jsproxy.dll
file location
in "ie.bib".

but still it is
showing the
same error
"missing
dll"? Now
how can i
edit a ce.bib
file to locate
the dll file
location. Or
is there any
other

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solution.
please
provide
your
support

Regards,
Augustin.

"Erwin
Zwart"
<"erwin AT
GuruCE
DOT COM"
wrote:

NMD
feature
pack
is
an
add-on
for
Windows
CE
5.0
which
updates
the
platform
builder
catalog,
with
catalog
components.
My
thought
was
if
you
had
installed
this
NMD
pack,
you'd
probably
also
need
the

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(available)
service
pack
for
this.
But
i
don't
think
it
is
relevant
for
your
problem.

QFE
(Quick
fix
engineering)
are
updates
for
the
windows
ce
operating
and
contain
updated
binaries
and
sometimes,
but
not
always,
updated
source
code.
For
every
QFE
they
include
a
read
me
which
tells
you
exactly

what
will
change/update
when
you
install
the
QFE.
You
don't
need
to
do
some
extra
steps
after
installing
the
QFE's
other
then
performing
a
"Sysgen"
with
the
"clean
before
building"
flag.

For
installing
the
QFE
there
is
a
very
nice
tool
which
install
all
QFE's
without
clicking
yourself
into
RSI:

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<http://guruce.com/blogpost/downloadqfes>

//What
to
build
when:
<http://guruce.com/blogpost/whattobuildwhen>

Good
luck,

Erwin
Zwart,
Check
out
my
blog:
<http://GuruCE.com/blog>

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and
development
services.

Augustin
schreef:

Hi
Erwin,

Thanks
for
your
reply.

I
have
gone
through
the
link
provided
by
you.
i

Re: Error while compiling WINCE OS 6.0 with Emulator ARMV4I

got
the
exact
same
errors.

Any
how
now
i
am
reinstalling
platform
builder.

One
more
doubt,Installing
all
the
QFE
will
affect
the
platform
builder?.
After
installing
QFEs
anything
has
to
be
done
before
we
build
an
OS.

Can
you
tell
me
what
for
this
you
have
mentioned
->Perhaps

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NMD
feature
pack
SP?

Once
again
thanks
for
your
support.
I
will
get
back
to
you
once
i
install
PB.

Regards,
Augustin

"Erwin
Zwart"
<"erwin
AT
GuruCE
DOT
COM"
wrote:

hmm
interesting,

Did
you
install
all
QFE's?
Perhaps
NMD
feature
pack
SP
(wild
guess).

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Are
you
sure
that
you
don't
see
any
build
log
file
in
the
public
tree
(
sorry
for
nagging
on
this)?
I
only
saw
this
behavior
on
systems
where
they
did
a
clean
"build
and
sysgen".

And
this
post
is
probably
going
to
make
you
miserable:

<http://groups.google.nl/group/microsoft.publi>

Good
luck,

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Erwin
Zwart,
Check
out
my
blog:
<http://GuruCE.com/blog>

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and
development
services.

Augustin
schreef:

Hi
Erwin,

I
have
only
Enabled
Clean
before
building
and
i
gave
SYSGEN
to
compile
the
OS.

As
you
have
mentioned
i
have
never
used
Build

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and
Sysgen.
So
whats
the
problem
could
be
on
this
system.

Regards,
S.Augustin
Baskar.

"Erwin
Zwart"
<"erwin
AT
GuruCE
DOT
COM"
wrote:

Hi,
It
sounds
to
me
that
you
did
a
"build
and
sysgen"
with
the
"Clean
before
building"
enable
flag,
is
that
correct?

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If
thats
the
case,
then
you
can
reinstall
platform
builder,
and
then
the
first
thing
you
should
do
is
remove
that
option
from
the
build
menu.

<http://www.guruce.com/blog>

btw:
you
probably
have
more
success
with
this
question
in
the
platform
builder
newsgroup
(microsoft.public.windowsece

Good
luck,

Erwin
Zwart,
Check

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my
blog:
<http://GuruCE.com/blog>

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and
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services.

Augustin
schreef:

I
am
getting
a
error
:
SYSGEN0000:
error(s)
in
sysgen
phase

I
went
through
build.log
file
and
i
found
the
following
errors:

C:\WINCE500\Pbwo
wmt_httpstrm.lib(htt
:
error
LNK2019:
unresolved
external
symbol

"protected:
long
__cdecl
CMediaStreamBase:
char
*,unsigned
long
*,unsigned
long
*)"
(?PacketSendTS@C
referenced
in
function
"public:
virtual
long
__cdecl
CHttpStream::GetNe
long
*)"
(?GetNextPktTS@C
wmt_httpstrm.lib(htt
:
error
LNK2019:
unresolved
external
symbol
"public:
long
__cdecl
CMediaStreamBuffe
long)"
(?SetDuration@CMe
referenced
in
function
"private:
long
__cdecl
CHttpStream::Proces
CMediaStreamBuffe
*)"
(?ProcessReceivedD
C:\WINCE500\Pbwo
:
fatal
error
LNK1120:
2

Re: Error while compiling WINCE OS 6.0 with Emulator ARMV4I

unresolved
externals
NMAKE
:
fatal
error
U1077:
'link'
:
return
code
'0x460'
Stop.