Re: about Visual Studio mobile development simulator

Source:
http://www.tech−archive.net/Archive/WindowsCE/microsoft.public.windowsce.embedded.vc/2006−11/msg00267.htm

- *From*: George <George@xxxxxxxxxxxxxxxxxxxxxxxxx>
- *Date*: Thu, 23 Nov 2006 04:40:02 −0800

Thank you Robert!

I am confused about your comments. Seems conflicts with each other?

> Each of the SDKs used with eVT (3 and 4) comes with an emulator. So
> you can use an SDK to build for its emulator or one of the real CPUs
> it supports. These emulators run under "big" Windows (and thus on x86
> CPUs), but run applications _only_ when built specifically for each
> emulator.

> From above comments, seems that you mean the simulator runs the same binary

code as Windows host machine −− both are x86 standard?

But from the below comments, seems that you mean the binary code of eVC3/4 simulator is different from the x86 standard binary code of host Windows?

Could you help to clarity please?

regards,
George

"r_z_aret@xxxxxxxxxxxx" wrote:

> On Sun, 19 Nov 2006 03:57:01 −0800, George
> <George@xxxxxxxxxxxxxxxxxxxxxxxxx> wrote:
>
> > Thank you Paul!

> Do you mean if I am using eVC3/4, I could copy binary code from/to simulator
> to/from real x86 device?
>
> And also, in Visual Studio 2005, I could also copy binary code for the specific processor type of from/to simulator to/from the related specific processor type of read device?

I may be helping or hurting here. But I think you and Paul are talking past each other. So:

When building for Windows CE, you need to use SDKs. Each SDK supports a specific set of platforms (Pocket PC, Smartphone, etc.).

Each of the SDKs used with eVT (3 and 4) comes with an emulator. So you can use an SDK to build for its emulator or one of the real CPUs it supports. These emulators run under "big" Windows (and thus on x86 CPUs), but run applications _only_ when built specifically for each emulator.

I haven't really used VS 2005, so I _may_ be off a bit here:
The emulator that comes with VS 2005 runs under "big" Windows and emulates a real device. You can get it to emulate a Pocket PC running on an ARM CPU. And each emulator will run applications built for real CPUs. So you build for a real device, and can test the same executable on either the emulator or a real device.

You can't build an application that runs on an x86 CPU directly, unless you use Platform Builder to build a custom version of the Windows CE operating system.

> regards,
> George
>
> "Paul G. Tobey [eMVP]" wrote:
>
> > There are two types of emulators floating around. eVC always used the
> > x86−based emulator (it acted like an x86 processor running the OS type that
> > you were trying to simulate). VS has the ability to use the ARM emulator
> > which emulates not only the device, at the level of the operating system,
> > but also the very processor in that device; it allows you to run an

application compiled for the ARM−based device, just as
though it was running
on the real device.

Paul T.

"George" <George@xxxxxxxxxxxxxxxxxxxxxxxx> wrote
in message
news:F49106FD−444F−411D−8E3C−BCBF4C524048@xxxxxxxxxxxxxxx

> Thank you Chris!
>
> Your reply answered my question. I just
> want to confirm one thing, you
> mentioned "the new tools that use Device
> Emulator 1.0", do you mean the
> simulator in Visual Studio 2005?
>
> Since I think in embedded VC3/4, there are
> only one type of simulator
> (means
> you can not select CPU architecture type).
> Am I correct?
>
> regards,
> George
>
> "<ctacke/>" wrote:
>
>> With the new tools that use
>> Device Emulator 1.0, if you
>> are targeting ARM
>> architecture, yes it is the
>> same. That doesn't mean
>> you can get away
>> without actual on−hardware
>> testing though.
>>
>> −−
>> Chris Tacke
>> OpenNETCF Consulting
>> Managed Code in the
>> Embedded World
>> www.opennetcf.com
>> −−

"George" <George
@discussions.microsoft.com>
wrote in message
news:EA5A7A8C−D490−44CB−B070−235FFC567D28@xxxxxxxxxxxxxxx

Hello
everyone,

I am
wondering
whether the
generated
binary code
on Visual
Studio
integrated
mobile
simulator is
the same as
that of real
device (for
example,
real
HP
ARM
iPAD)?

Is the
answer to
the question
(binary
code on
simulator is
the same as
that
of read
device) the
same to all
Microsoft
mobile
development
IDE −−
embedded
VC 3/4 and
Visual
Studio
2005?

thanks in

advance,
George

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

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