

Re: Binding MFC dll onto .Net VC code because .net class never support

Source:

<http://www.tech-archive.net/Archive/WindowsCE/microsoft.public.windowsce.embedded.vc/2008-04/msg00063.htm>

- *From:* "Paul G. Tobey [eMVP]" <p space tobey no spam AT no instrument no spam DOT com>
 - *Date:* Thu, 17 Apr 2008 08:27:27 -0700
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..NET *Compact* Framework is used on Windows Mobile and Windows CE devices, not .NET Framework. In matching versions of each, many of the classes are the same, but there's no guarantee that they will match perfectly (of course, if you think about it; how big is the .NET Framework? 50MB?)

Most of the Win32 API on Windows CE matches the Win32 API on the desktop. Windows CE is very heavily Unicode-based, compared to the desktop, so there are few MBCS Win32 API calls implemented in CE and all of the controls use Unicode only.

There's no way to 'bind MFC to managed code' and MFC is not a model for anything.

Csocket System.Net.Sockets.Socket
CSerial System.IO.SerialPort
CWAVE <Don't know MFC well enough to answer this>
CDialog System.Windows.Form
? System.Messaging

Of course there's no Win32 "hierarchy chart". Win32 is a function-based API, not a class library. There's no hierarchy. Functions are 'organized', I guess you could say, based on what they do. The GDI functions draw things on the display. The Window functions control where windows are located, create and destroy them, change their parameters, etc. The WinSock functions do network I/O. The File functions talk to drivers and files.

Is there a useful question in here somewhere? What are you trying to figure out? What development platform to use? What are you trying to write? An application? Do you know Win32? If not, do you know .NET Framework? Choose the target that you are most-familiar with, assuming your target hardware supports it and go from there. It's useless to try to compare and contrast the relative capabilities of the various choices, unless you're a magazine writer working on an article.

Paul T.

Re: Binding MFC dll onto .Net VC code because .net class never support

"garlic" <garlic@xxxxxxxxxxxx> wrote in message
news:D1291838-AE64-45FE-8127-583F6C2804A7@xxxxxxxxxxxxxxxxxxxx

does .net Framework 3.5 use consistent API across different development platforms, SQLserver, desktop, server or mobile device?

Is the win32 API on device similar to Windows desktop?
I feel that some of the classes i need cannot be found in .net, is binding the MFC dll onto the .net managed code a solution? if not, Win32

MFC, .net correspondent class
Csocket ?
CSerial System.IO.SerialPort
CWAVE ?
CDialog System.Windows.Form
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I know Win32 API sits on Computer Hardware Layer
Window Application can sit either on MFC library, alternately on Win32 API or directly to Win32 API. Does .net library act the same way as MFC library?

There is MFC, .net 3.5, .net 2.0 hierarchy chart, is there a Win32 hierarchy chart?
It yes, where?