

Re: Some broad questions

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<http://www.tech-archive.net/Archive/WindowsCE/microsoft.public.windowsce.embedded/2006-03/msg00290.html>

- *From:* "Paul G. Tobey [eMVP]" <p space tobey no spam AT no instrument no spam DOT com>
 - *Date:* Mon, 27 Mar 2006 08:43:47 -0700
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It sounds to me like what you want is a board that already runs Windows CE and which you can use to write *applications* for, not something for which you want to configure and install a custom version of the operating system. If that's the case, depending on which version of Windows CE the target hardware runs, you may or may not be able to use VS2005 to write code for it.

If you can clarify what exactly you're trying to do, we might be able to point you to one or a few sources of hardware that would work for you. Is this a school project or what? If so, what are you supposed to do in the project? If not, what's the job you are working on?

A nice cheap platform for software development of applications is a Pocket PC. If you buy a new one, it runs a customized version of Windows CE 5.0 with some other applications, called Windows Mobile 5. For that, you can use VS2005 for development and C/C++, C#, or VB.NET.

Paul T.

"Robby" <Robby@xxxxxxxxxxxxxxxxxxxxxxxxxxxx> wrote in message <news:2DCA00D6-46A1-4141-9545-B1CE5B99C115@xxxxxxxxxxxxxxxxxxxx>

Hi,

I am a little discouraged and confused.

I am a <newbie> in the embeded world. I have been programming in C using the WIN32 environment within the VC++ IDE. I eventually wish to program an embeded application using a reference board which can support a WCE image.

I will probably go with Visual studio 5 and the platform builder along with the WCE OS. I am planning to program with native languages such as C/C++ with WIN32.

I have recently downloaded the trial version of Embeded WCE from the microsoft site, and it installed WCE components and platform builder. I

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have
not started to explore it though.

QUESTIONS

Q1–Can someone suggest me a vendor that can sell me a reference board that would complement the programming tools I currently have. (Visual studio/EVC++)

Q2–What is exactly an SDK?

Q3–I have watched Mike Halls video at:

<http://msdn.microsoft.com/library/default.asp?url=/library/en-us/wceintro5/html/wce50tutplatformbuildertutor>

I viewed the last tutorial which is on WCE and he says a phrase I don't quite understand. If you wish to view it, the phrase starts at 2 minutes and 52 seconds of the video. Here is the phrase:

"The operating system its self is abstracted away from the in line hardware so in effect the components you choose from the WCE catalogue are layered on top of the appropriate BSP at build time."

I don't know what a BSP is and what does he mean by this phrase?

Q4–When vendors sell their reference boards, do they also sell you their version of programming tools which replaces "Visual stidio/EVC++". Also do they sell you their version of platform builder?

In other words, can I just buy the board that they sell and use Microsoft programming tools to create my application?

Q5–How would I know if WCE would have all the libraries necessary for what I want to do, ex: Play music, video and WIFI and hwo does the reference board relate to these hardware capabilities?

Thanking you in advance for your time!

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Best regards
Robert