

Re: Concerning the Platform Builder Emulator

Source:

<http://www.tech-archive.net/Archive/WindowsCE/microsoft.public.windowsce.embedded/2007-03/msg00052.html>

- *From:* lagu2653 <lagu2653@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx>
 - *Date:* Mon, 5 Mar 2007 00:14:03 -0800
-

I can't target the device emulator from CoDeSys. I can only target the device. Can I run those binaries in the device emulator?

"lagu2653" wrote:

I posted at the MSDN Device Emulator forum and an MVP said that it's not possible to run ARMV4I binaries in the VS2005 Emulator. Look here <http://forums.microsoft.com/MSDN/ShowPost.aspx?PostID=1298319&SiteID=1>

Can you or can't you run ARMV4I binaries built with other tools than Visual Studio just by transferring them to the emulator and double-clicking them.

"Barry Bond [MSFT]" wrote:

1. From VS2005, you can target the Device Emulator, which runs ARMV4I binaries. This is a new emulator, different than the x86-based emulator that shipped in VS2003, PB 5.0 and earlier products. The DeviceEmulator ships with VS2005 and is the default target when you create new projects for PocketPC and Smartphone.
2. Yes, the emulator can bind to a serial port on the host PC. If you want to link back to the PC, you need to have two COM ports on the PC and a serial cable to connect the two together. The emulator uses one COM port and the app on the host PC uses the other. There are some 3rd party applications which virtual serial ports, and they may work in place of the two hardware COM ports and cable.
3. No, the Device Emulator in VS 2005 does not have brightness/contrast emulation. The new DeviceEmulator 2.0 that ships with Windows CE 6.0 does, and you'll see those features appear in the next VS release.

If you have more questions about the Device Emulator, you might want to visit the Device Emulator General MSDN forum at <http://forums.microsoft.com/MSDN/ShowForum.aspx?ForumID=76&SiteID=1>.

Re: Concerning the Platform Builder Emulator

Barry

"lagu2653" <lagu2653@xxxxxxxxxxxxxxxxxxxxxxxxxxxx> wrote in message
news:9843C633-C582-4299-A934-65ADA3AB8B0E@xxxxxxxxxxxxxxxxxxxx

I know you can build projects in VS 2005 for the Platform
Builder Emulator.
Is it somehow possible to extend the emulator in some way
so you can run
binary files compiled for the ARMV4I processor in the
emulator. I'm pretty
sure you can't, but is there some other emulator where that's
possible?

If you access a serial port or a CAN-interface of the
emulator is it
possible to link that back to the PC? If you have a device and
a PC
communicating through a serial cable how do you emulate
that situation in
the
emulator?

There are brightness controls on the device how do you
emulate those
buttons
in the emulator?

/Lars