

# Compiling for WinCE C++ code developed with a non-MS IDE

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*Source:*

<http://www.tech-archive.net/Archive/WindowsCE/microsoft.public.windowsce.embedded/2007-11/msg00153.html>

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Hello!

I've recently had a request about an application written in C++, which should use STL and be portable among Operating Systems. A GUI was needed, so I chose wxWidgets and I developed it under Windows using wxDev-C++. Now it turns out that this application needs to run under Windows Mobile/CE (I was given an IPaq with Windows Mobile 6 to test) and be compiled using eMbedded Visual C++ 4 if possible.

I have no idea about mobile programming but using Java, so my questions are:  
How can I compile the code I've written?  
Do I compile on the smartphone or will my laptop do? :D  
The one who requested the app tried to compile it, but some libraries (iostream, ...) were missing. If I meet the same problem, how can I add them?  
Provided I used portable features, can I keep my code unchanged when compiling for WinCE or do I need to use specific APIs?

I know the questions are dumb, but as a complete newbie that's what I need – I haven't actually found any good tutorial on this stuff, but maybe it's because I'm lacking the basics, so if you can suggest me some article/tutorial, please... you're welcome! ;)

Thank you in advance!

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