

Re: How do I rebuild a DLL without Rebuild Platform?

Source:

<http://www.tech-archive.net/Archive/WindowsCE/microsoft.public.windowsce.platbuilder/2004-05/0742.html>

From: Michael Schwab (*michael.schwab_at_cobecv.com*)

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Why do I get "Processing Unknown item(s)..." (after "BUILD: Linking c:\wince420\public\common\oak\drivers\usb\class\printer directory") after I removed the DOSYSGEN=1 line?

"Bruce Eitman (eMVP)" <beitmannospam@nospam.neo.rr.com> wrote in message news:e9lvHypPEHA.2996@TK2MSFTNGP12.phx.gbl...

> *Michael:*

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> *You should copy this code out of common and into your project. This is important because a QFE could overwrite your changes without notice.*

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> *Once you copy it, change the sources file: Clear DOSYSGEN. Then create a CEC file for it, or make it a user feature.*

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> *Once it shows up in your project, you will be able to right click on it and*

> *"Build Selected Feature" Which will create the dll, but may not put it into*

> *your release directory. Setting WINCEREL will fix this. Then just run makeimg from the menu.*

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> *Bruce Eitman (eMVP)*

> *Senior Engineer*

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