

Re: [Q] How to speed up build process

Source:

<http://www.tech-archive.net/Archive/WindowsCE/microsoft.public.windowsce.platbuilder/2004-11/0607.html>

From: Ben (*Ben_at_discussions.microsoft.com*)

Date: 11/13/04

Date: Fri, 12 Nov 2004 16:34:02 -0800

This is great. Thanks a lot.

"Dean Ramsier" wrote:

> *wincerel* causes the makefile to copy the target to the flat release
> directory after the build has been complete. It doesn't cover all the other
> files that also get copied to the flat release directory.
>
> So, you always need to do a buildrel at least once. After that, if
> wincerel is set you can just build and your changed binaries will end up in
> the flat release directory.
>
> --
> Dean Ramsier - eMVP
>
>
> "Brian Kuebert" <bkuebert@xtremex3.com> wrote in message
> news:uTk99pPyEHA.2676@TK2MSFTNGP12.phx.gbl...
>> Thanks for the reply Chuck! After reading this I have a question, though:
>> is setting WINCEREL=1 equivalent to running buildrel after build?
>>
>> Using WINCEREL=1 then the process would be (from a directory in the PUBLIC
>> tree):
>>
>> build
>> makeimg
>>
>> but this would be equivalent to WINCEREL not set and doing:
>>
>> build
>> buildrel
>> makeimg
>>
>> Just trying to make sure I actually understand what you wrote. :-)
>>
>> Thanks.....
>> -Brian

>>
>>
>> "Chuck Zalinski" <charlz@online.microsoft.com> wrote in message
>> news:5ns1ddPyEHA.1884@cpmsfngxa10.phx.gbl...
>>> The batch file "blddemo" does a lot of things to build a final image. It
>>> also has a number of shortcuts to speed things up.
>>>
>>> Simplified overview of what blddemo does
>>> * SYSGEN Phase
>>> This phase builds the CE kernel based on your selected SYSGEN variables
>>> and
>>> BSP variables
>>> – Build anything in Private if needed
>>> – Build everything in Public
>>> – Build your BSP under the Platform directory
>>>
>>> * Buildrel Phase
>>> – Copies your built files to the _FLATRELEASEDIR
>>>
>>> * Makeimg Phase
>>> – Creates the final NK.BIN based on stuff in the _FLATRELEASEDIR and
> your
>>> IMG flags
>>>
>>> *** Tricks to Speed things up ***
>>> blddemo -q
>>> This will skip building the Private directory. Normally, you never
>>> change anything here anyway so you are just wasting time calculating
>>> dependencies.
>>>
>>> blddemo -qbsp
>>> This is new in 5.0 and skips both Private and Public and only builds
>>> your BSP platform. This is common when you are developing device drivers
>>> for a BSP and didn't change the features you bring into your OS Design
> (no
>>> SYSGEN or BSP variable changes)
>>>
>>> WINCEREL=1
>>> When you are building something in PUBLIC and then run makeimg, you
>>> won't see the DLL in you Flat Release DIR (FRD) because it wasn't copied
>>> there. The build system only does that in the buildrel phase which you
>>> skipped. By setting WINCEREL=1 you get the DLL copied to the FRD as the
>>> last step
>>>
>>> Targeted Builds (5.0 using the IDE for your builds)
>>>
>>>
>>> [http://msdn.microsoft.com/library/default.asp?url=/library/en-us/wceosdev5/h](http://msdn.microsoft.com/library/default.asp?url=/library/en-us/wceosdev5/html/wce50tskrunningtargetedbuild.asp)
>>> [tml/wce50tskrunningtargetedbuild.asp](http://msdn.microsoft.com/library/default.asp?url=/library/en-us/wceosdev5/html/wce50tskrunningtargetedbuild.asp)
>>>
>>> Skipping makeimg by using Release Directory Modules list

> > > *If you are debugging an image already flashed to the device, you can*
> > > *tell the CE filesystem loader to grab your DLL from your PC (in the FRD)*
> > > *rather than use the one built inside the NK.BIN. This means you can skip*
> > > *the makeimg step if your newly-built DLL is in the FRD. To do this, go*
> *to*
> > > *the Menu Target \ Release Directory Modules. This will pop-up a dialog*
> > > *that*
> > > *lets you add your DLL to the list. Now, when you reboot and debug, your*
> > > *DLL*
> > > *will come from your FRD and not the one in NK.BIN. Combined with*
> *Targeted*
> > > *Builds, this should speed you up a lot.*
> > >
> >
> >
>
>
>