

Re: question about sysgen and build

Source:

<http://www.tech-archive.net/Archive/WindowsCE/microsoft.public.windowsce.platbuilder/2005-05/msg00576.html>

- *From:* "xuhaoz" <xuhaoz@xxxxxxx>
 - *Date:* Tue, 17 May 2005 10:18:17 +0800
-

Hi Steve :

I do as you told me , wipe away the anything I added before in the project "setting", and only add WINCEOEM=1 in the sources file, this time , system report "can't open include file: 'sdcарdddk.h'.No such file or directory."

If I comment this line on the top of my c file like this "//#include <sdcарdddk.h>", then build project(I have build and sysgen successfully before), this time system report "error LINK2019:unsolved external symbol SDDeinitializeCardLib referenced in function DllMain", "error LINK2019:unsolved external symbol SDInitializeCardLib referenced in function DllMain", "error LINK2019:unsolved external symbol SD_DEBUG_ZONE_REGISTER referenced in function DllMain".

Would you please help again to solve this problem?

"xuhaoz" <xuhaoz@xxxxxxx> wrote in message
<news:%23dGIcedWFHA.3076@xxxxxxxxxxxxxxxxxxxxxxxxxxxx>

> Hi :

>

> I am new to this hall. I met a question about sysgen and build process.

>

> I do the following things:

>

> 1 New a platform in PB, and select Mainstone BSP, drag SD component from catalog

>

> 2 New a project focus on dll in the same workspace with my platform.

>

> 3 New a c file and wite these code in it .

>

> #include <windows.h>

> #include <wtypes.h>

> #inclue <types.h>

> #include <sdcарdddk.h>

> extern "C"

Re: question about sysgen and build

```
> BOOL DllEntry(HINSTANCE hInstance,
> ULONG Reason,
> LPVOID pReserved)
> {
> BOOL fRet = TRUE;
>
> if ( Reason == DLL_PROCESS_ATTACH ) {
> s_pSDBusDriver = NULL;
> DEBUGMSG(SDCARD_ZONE_INIT, (TEXT("SDBusDriver: PROCESS_ATTACH
> \n")));
> DisableThreadLibraryCalls((HMODULE) hInstance);
> SD_DEBUG_ZONE_REGISTER(hInstance, NULL);
>
> if (!SDInitializeCardLib() ) {
> fRet = FALSE;
> }
> }
> else if ( Reason == DLL_PROCESS_DETACH ) {
> DEBUGMSG(SDCARD_ZONE_INIT, (TEXT("SDBusDriver: PROCESS_DETACH
> \n")));
> SDDeinitializeCardLib();
> }
>
> return fRet;
> }
>
> 4 I right click my project name , and select "settings....", select
the
> c/c++ tab, in the "Include Directories"
> I add the path of the sdcardsdk.h, like this
> "G:\wince50\public\common\ddk\inc\"
>
> in the Link tab, I added
> "$(_PROJECTROOT)\cesysgen\oak\lib\${_CPUINDPATH}\sdcardsdk.lib" after the
> $_PROJECTROOT\cesysgen\sdk\lib\${_CPUINDPATH}\coredll.lib and separate
> them with "\".
>
> 5 I click OK, and build my project, the system report "don't know how
to
> make
>
> G:\wince50\pbworkspace\xscale_test\mainstoneII_armv4I\wince50\cesysgen\oak
> \lib\armv4I\debug\sdcardsdk.lib"
>
> Would you please help me solve this problem?
>
> Many thanks
>
> yours xuhaoz
>
>
```

Re: question about sysgen and build

- **Follow-Ups:**

- ◆ **Re: question about sysgen and build**

- ◇ From: xuhaoz

- ◆ **Re: question about sysgen and build**

- ◇ From: Steve Maillet (eMVP)

- **References:**

- ◆ **question about sysgen and build**

- ◇ From: xuhaoz

- Prev by Date: **Re: How can the variable of touch driver be shared by GWES and CTEK ?**

- Next by Date: **Device.exe crash problem.**

- Previous by thread: **Re: question about sysgen and build**

- Next by thread: **Re: question about sysgen and build**

- Index(es):

- ◆ **Date**

- ◆ **Thread**