

## Re: Using VS2005 with Platform Builder / CE5.0 ?

---

*Source:*

<http://www.tech-archive.net/Archive/WindowsCE/microsoft.public.windowsce.platbuilder/2006-02/msg00489.html>

---

- *From:* "DZieger" <[DZieger@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxx](mailto:DZieger@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxx)>
  - *Date:* Mon, 13 Feb 2006 12:38:09 -0800
- 

Thanks for the reply – I've downloaded eMbedded VC++ 4.0, and I'll give that a try.

One more question – is there any info on how to set up the connection to my target hardware with Platform Builder? I'm not having much luck with the help files.

"Paul G. Tobey [eMVP]" wrote:

I don't think that the Express Edition is enough for device development. You should be able to tell by installing something like the Pocket PC 2003 SDK from the Microsoft download site and then doing a New | Project from VS. If you installed everything for VS, there should be a Smart Device category under Visual C++. I think that you need Professional to get that ability. Once you have it, VS is a good development environment and you can use C++, C#, or VB.NET for application development.

Alternatively, you can use eMbedded Visual C++ 4.0, which you can download free from Microsoft's download site. It can be used for C/C++ development with CE5. Once you've configured the operating system with Platform Builder, you'll generate an SDK for the OS, install that, and eVC will see it as a valid target for your embedded code. eVC can use MFC, ATL, can do OK resource editing, etc. It's designed for application development.

I would not use PB for application development of anything more than the most simple programs. It's designed as a front-end for building the OS, not for application development.

Paul T.

"DZieger" <[DZieger@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxx](mailto:DZieger@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxx)> wrote in message [news:753A7D07-88E6-47EC-856A-43FC65BBDE10@xxxxxxxxxxxxxxxxxxxxx](mailto:news:753A7D07-88E6-47EC-856A-43FC65BBDE10@xxxxxxxxxxxxxxxxxxxxx)

Greetings,

I'm new to CE development, and am starting a project with Platform Builder

Re: Using VS2005 with Platform Builder / CE5.0 ?

/

CE 5.0. The target device is a Octagon Systems Pentium-2 style board.

From what I've read so far, it seems like I should be able to use VS2005 (C++ or C#) to write my application. So far, I have the eval edition of CE 5.0 / PB, and VS2005 Express Edition.

Is there a good site/document/book that explains getting started with these tools, and what I'll need? I assume that I'll have to upgrade to the registered CE 5.0, and probably the Standard edition of VS2005. Is this true?

I've built a couple sample programs in the Platform Builder – is there an advantage to using VS2005 to develop the application? Is it easier? Harder?

Sorry to sound so lost...Any help or suggestions would be appreciated.

Thanks,

Dave Z.