

## Re: BSP for a new platform

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*Source:*

<http://www.tech-archive.net/Archive/WindowsCE/microsoft.public.windowsce.platbuilder/2006-09/msg00910.html>

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- *From:* Valter Minute <[v a l t e r . m i n u t e @ x x x x x x x x x x x x x x x x](mailto:v a l t e r . m i n u t e @ x x x x x x x x x x x x x x x x)>
  - *Date:* Thu, 28 Sep 2006 07:14:41 -0700
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"Dean Ramsier" <[ramsiernospam@xxxxxxxxxxx](mailto:ramsiernospam@xxxxxxxxxxx)> wrote in  
[news:uimt0Tw4GHA.2144@xxxxxxxxxxxxxxxxxxxxxxxxxxxxx](mailto:news:uimt0Tw4GHA.2144@xxxxxxxxxxxxxxxxxxxxxxxxxxxxx):

Add your experience level on to that. The learning curve for CE BSP development is quite high, someone with a good deal of experience could do this job in far less time than it would take someone with little experience.

That's true.

And it's also likely that someone with a good experience already has a good library of code that can be used to build the "missing" parts of the BSP more quickly.

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Valter Minute

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