

Re: CE Development Time

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- *From:* "Paul G. Tobey [eMVP]" <p space tobey no spam AT no instrument no spam DOT com>
 - *Date:* Wed, 3 Jun 2009 14:45:07 -0700
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My guess is, no, no one can give you a real estimate of how hard it is, at least as far as achieving the performance specifications you've given. If you are using off-the-shelf hardware that comes with a Windows CE board support package, then you can concentrate on just doing the specific things that you mention. If you don't have a board support package for the hardware, it will take months to generate one yourself.

My guess is that the "continuous" nature of things is going to be the problem. You might do some quick simulations and verify that you can get 4 frames per second in a reasonable way to the display, since that doesn't require any of the harder stuff, while sending the same data to the SD card. If you already have your touch screen, you could verify that handling those interrupts doesn't interfere with the display or logging operations.

Actually generating an operating system based on a pre-existing BSP is not difficult at all and you can download and play with the evaluation copy of CE6 and the BSP by just visiting www.microsoft.com/downloads and looking for it (Platform Builder is a good string to search on). If your BSP is good, I would expect that you'd have a more-or-less working OS running on the device and able to do everything except gather the data via USB in a week or two. Then comes the effort to get the data from your USB device. Since you don't say what it is, I'll assume that it's an oscilloscope device. If that's the case, you'll have to find or write a driver for it that Windows CE can use. If it's a device you designed, this will take maybe a month to get reasonably working and reliable. If you're buying the device and there's no Windows CE driver for it, you won't succeed in a reasonable period of time and may need to rethink how you're going to get the data.

So, in maybe six to ten weeks, anyway, you should have a system that you can evaluate end-to-end for performance and repeatability (you don't want the user to touch the screen and have the data acquisition slow way down or something). Then, we're totally off the map. What if you can't get the data fast enough via USB? What if the display driver isn't optimized enough to do what you need it to? What if the SD card hardware competes directly for bus bandwidth with one of the other hardware devices? Is your display a 'standard' size and shape (320x240, 640x480)? If not, many of the system dialogs in the OS won't fit properly and you may need to redesign them for your display.

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After that, I'd figure eight to twelve weeks to actually validate and fix the OS and your application for a first release to the market. So, what does that add up to? 18 to 26 weeks? I would think that you might be able to achieve that.

Paul T.

"SB" <SB@xxxxxxxxxxxxxxxxxxxxxxxxxxxx> wrote in message
news:1327D574-21BC-4504-9236-F238CDEF77E2@xxxxxxxxxxxxxxxxxxxx

I am new in CE. Now we are trying to understand the scope of the work involved in the development of window CE system. We are targeting TRITON-TX27 with iMX27 from Direct Insight to use for the system:

The system will receive a continuous stream of data through USB port and displays the data on TFT LCD @ 4 frames per second rate. It would like a continuous sine wave on the screen. It will also store the data in SD card at the same rate as LCD.

In addition, the system will have capability of taking using inputs which could be using touch screen or hardware interrupts.

Can anyone give me some idea how challenging it would be for a new bee. I would appreciate it very much if any one can tell me any time frame that may take to implement for an CE expert.

Sankar