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Chapter 1 : Windows Embedded Compact - Wikipedia

"Programming Windows CE" guides Windows programmers through the unique problems and the new opportunities provided by Windows CE. The book covers all the new Win32 APIs supported by Windows CE as well as workarounds for Win32 APIs not supported.

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Chapter 2 : Book Review: Professional Visual Basic Windows CE Programming - www.nxgvision.com

ECE Windows CE Programming For Pocket PC In A Nutshell Dinda Page 2 of 11 It's generally pretty easy to take a C or C++ Windows CE program and recompile it (with.

Mostly, it occurs when the brand new readers discontinue using the eBooks as they are not able to utilize all of them with the appropriate and effective fashion of reading these books. There present variety of reasons behind it due to which the readers stop reading the eBooks at their first most attempt to utilize them. However, there exist some techniques that could help the readers to have a good and effective reading encounter. Someone should fix the appropriate brightness of display before reading the eBook. Due to this they suffer with eye sores and headaches. The best solution to overcome this acute issue is to reduce the brightness of the screens of eBook by making specific changes in the settings. You can also adjust the brightness of screen determined by the type of system you are using as there exists lot of the ways to adjust the brightness. A great eBook reader ought to be set up. It will be helpful to really have a great eBook reader to be able to have a great reading experience and high quality eBook display. You may also use free software that may provide the readers with many functions to the reader than simply an easy platform to read the desired eBooks. Aside from offering a place to save all your precious eBooks, the eBook reader software even give you a large number of characteristics in order to boost your eBook reading experience in relation to the conventional paper books. You can even improve your eBook reading encounter with help of options furnished by the software program like the font size, full display mode, the particular variety of pages that need to be exhibited at once and also change the color of the background. You need to take appropriate rests after specific intervals while reading. Most of the times we forget that we are supposed to take breaks while we are coping with anything on the computer screen and are engrossed in reading the content on screen. Constant reading your eBook on the computer screen for a long time without taking any rest can cause you headache, cause your neck pain and suffer from eye sores and in addition cause night blindness. So, it is vital to provide your eyes rest for a little while by taking breaks after specific time intervals. This will help you to prevent the problems that otherwise you may face while reading an eBook continuously. While reading the eBooks, you need to prefer to read huge text. Usually, you will see that the text of the eBook tends to be in medium size. It is proposed to read the eBook with large text. So, raise the size of the text of the eBook while reading it on the display. Despite the fact that this will definitely mean that you will have less text on each page and greater number of page turning, you will be able to read your desirable eBook with great convenience and have an excellent reading experience with better eBook screen. It is proposed that never use eBook reader in full screen mode. It is recommended not to go for reading the eBook in fullscreen mode. While it may appear easy to read with full-screen without turning the page of the eBook fairly frequently, it set lot of stress in your eyes while reading in this mode. Constantly favor to read the eBook in the same length that will be similar to the printed book. This is so, because your eyes are used to the span of the printed book and it would be comfy that you read in exactly the same manner. Try various shapes or sizes until you find one with which you will be comfortable to read eBook. By using different techniques of page turn you can also boost your eBook experience. Check out whether you can turn the page with some arrow keys or click a certain portion of the screen, aside from using the mouse to handle everything. Favor to make us of arrow keys if you are leaning forwards. Try to use the mouse if you are comfy sitting back. Lesser the movement you have to make while reading the eBook better is going to be your reading experience. Technical issues One difficulty on eBook readers with LCD screens is the fact that it is not going to take long before you strain your eyes from reading. This will definitely definitely help to make reading easier. By using all these powerful techniques, you can definitely boost your eBook reading experience to an excellent extent. This advice will help you not only to prevent certain risks that you may face while reading eBook often but also facilitate you to relish the reading experience with great comfort. Application Programming Prentice Hall Series on Microsoft Technologies pdf, epub, docx and torrent then this site is not for you. The download link provided above is randomly linked to our ebook promotions or third-party advertisements and not to download the ebook that we reviewed. We

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Chapter 3 : MFC C++ Windows CE project. | C++ Programming | Software Architecture | Windows CE

Keep in mind that Windows CE is a highly customizable OS and you have no guarantee that it will have the component to support your application (that includes C#) - Windows Mobile (+PocketPC, +SmartPhone) is a different story.

Collapse the table of content Expand the table of content This documentation is archived and is not being maintained. This documentation is archived and is not being maintained. Although the Express Edition of Visual Studio does not allow you to develop applications for Windows Mobile, almost everything you will learn about application development can be applied directly to mobile devices. These APIs are functions that perform particular actions, such as playing a sound or drawing a button on the screen. When browsing this section, pay particular attention to the fact that some APIs are available only in Windows Embedded CE - a platform that is related to, but separate from, Windows Mobile. A table in the top right of each topic will clarify which API is supported by which platform. You should read the sections covering installing and using the tools, and then the topic Making use of Device-Specific Features which will highlight the unique abilities of Windows Mobile devices. NET are "managed" development languages. Not only are they relatively easy to learn, but they support the. NET Compact Framework - a library of classes that perform a lot of frequently used programming tasks, to greatly simplify application development. The development tools for C and Visual Basic. NET include a fully what-you-see-is-what-you-get user interface designer. Extra classes covering everything from data structures to intercepting text messages are available to you as part of the Compact Framework library. You can read more about the framework in the section entitled the. To make use of Windows Mobile specific features, a set of extra classes are provided. The documentation for these classes is in the section entitled Windows Mobile Features Managed. If you have experience developing applications for Windows using Visual C , the transition should be relatively painless. The Compact Framework is a subset of the. NET Framework, so some functionality may require a slight reworking of your code. Visual C is a great way to learn programming. Getting Started with Visual Basic. For more information, see the topic Developing with Managed Code. To begin a Visual C or Visual Basic. JScript is a superset of the language most commonly known as JavaScript. JScript programs are plain text files that are executed by the web browser. They can be embedded in an HTML page, or stored in separate files. It is possible to make use of AJAX programming techniques to provide a degree of user interaction, and to communicate with a remote server. Due to the nature of JScript, applications cannot access local data other than through cookies, which will introduce some limitations. No developer tools other than a text editor are required to create a JScript application. The program may be stored locally, or accessed from a Web Server. NET is a server-side solution. NET that reside on a Web Server, and perform complex processing, including creating user interface controls, and accessing databases. NET isolates the device characteristics from the application, making it straightforward to run one application on many difference device-types. For an introduction to developing for mobile devices using ASP.

Chapter 4 : C# development for Windows CE

Hi, I too would like to stop the mobile pop-up and place it in guest mode. I have a question. Does the WMCD-State2 Code and exe file download on the Windows CE Programming Site stop the pop up or do I also have to make the Regedit suggested by Henkie and use the WMCD State download for connections only?

The operating system and bundled applications are stored in ROM. The CPUs and operating system have been designed to conserve energy wherever and whenever possible. Windows CE provides a multitasking preemptive environment that manages threads, processes, and resources. It provides synchronization objects such as critical sections, mutexes, and events semaphores, however, are not supported. It schedules the execution of a thread based on a priority time-sliced algorithm. Threads with the same priority are selected on a round-robin basis. Priorities are fixed and are not changed by the scheduler in other words, there is no aging algorithm. Priorities can change if the CE scheduler detects a priority inversion problem. The Windows CE kernel supports a maximum of 32 processes. The greatest constraint for application programs is limited memory. With the absence of a fixed disk, all persistent data is stored in memory. The object store is the portion of memory that has been allocated to store all files. Users can set the size of the object store through a Control Panel applet. The display screen is also a consideration in application design. There is a small keyboard but it lacks a numeric keypad and function keys. A pen stylus and touch-sensitive screen is used instead of a mouse. However, Win32 experience does not prepare Windows programmers for the differences between CE and the desktop. As the story goes, if the compatibility is 90 percent, developers will probably spend 90 percent of their time determining the 10 percent of the API that is different. The add-on also contains an emulation environment that you can run on NT. You can compile, build, download, and debug programs under 95 or NT; however, the emulation only links and runs under NT. Microsoft has compressed the run-time libraries and thrown away functions that are duplicated in the Win32 API. This is done to minimize the run-time footprint on the handheld. For example, an application I was writing made extensive use of the mktime function to calculate time to expiration for option derivatives. Although this function is missing from the CE run-time library, you can replace calls to mktime with calls to GetSystemTime and adjust for the global time base. All of the standard C run-time file operations do not exist on CE. It does not support the Microsoft implementation of STL either. I wanted to use the STL for its list and vector template classes. If you wish to use the string class in your code, you will have to write your own version for the CE platform to emulate the string class. The Microsoft implementation of the string class and STL code is so tangled up in the fstream class that it will not work on CE without major retooling. The loading mechanism of your program is different on CE. There is no concept of a current working directory. Consequently, any pathname to data that your program uses must be fully qualified or the function will fail. The optimal way to write a portable program would be to write specifically for the CE API, almost guaranteeing that the program will compile on the desktop. If you write for the desktop and then port to CE, you will have lots of "undefined function call" errors in your compilation. The trick is to learn which API calls are not available on CE so you do not include them in your code. Nor do they have a mechanism to resize the windows or normal menus. The screen real estate is at a premium and consequently there are significant specific API differences in the area of window management: MDI windows are not supported. A menu name or identifier cannot be passed in the CreateWindow function. The MSG structure passed to a window contains the last point tapped on the screen rather than the last mouse location. Windows cannot be resized by users there are no window handles. GetClientRect returns a rectangle that includes the command bar menu area. Command bars are specific to Windows CE and are similar to toolbars. They can contain menus, buttons, and combo boxes. They are the preferred method on CE for adding a menu to a window. However, since they more or less interact with your window and the OS like any other control, there are a number of cases where undesirable side effects occur. Consequently, the coordinate 0,0 begins directly below the menu. However, on CE with a window with a command bar, the coordinate 0,0 refers to the top left, uppermost point of the command bar. This difference requires you to adjust the coordinates by the size of the command bar assuming that you are using a command

bar with a menu inserted in it. Since the command bar is included in the client area, you have to be sure that you do not overlay this area when positioning any child windows or controls. Since the command bar is part of the client area, when the CE windowing system adds the vertical scrollbar it covers up the command bar. If the scrollbars are added to the right portion of the screen and they usually are , then the Close X button is covered up on the command bar. Users have no way to close the window. One alternative is to create and add the scrollbars yourself. The differences in API functions relating to drawing are also see Table 3:

Chapter 5 : Download Windows Embedded CE R2 from Official Microsoft Download Center

Windows CE was designed to accommodate a wide variety of intelligent computing devices. Thus, it's a highly configurable operating system. But, all Windows CE deployments don't include the same OS.

Click here for a sample chapter for this book: About Microsoft Windows CE. Unicode Text and Strings. Generic String and Character Data Types. Calculating String Buffer Lengths. Standard String Library Functions. Exception Handling and Page Faults. Opening and Reading from a File. Getting and Setting File Information. Getting the File Times. Getting All File Information. File Reading and Writing. Object Store, Directory, and Network Operations. Getting Object Store Free Space. Creating and Deleting Directories. Compact Flash and Other Storage Devices. Enumerating Compact Flash Cards. Adding and Canceling Connections. Adding and Canceling Connections With Dialogs. Property Databases and the Registry. Creating and Mounting Database Volumes. Flushing a Database Volume. Listing Mounted Database Volumes. Creating a Property Database. Opening and Closing Property Databases. Deleting Properties and Records. Opening and Creating Databases. Reading and Writing Records. Deleting Records and Properties. Adding and Updating Registry Keys and Values. Querying a Registry Value. Deleting a Registry Value. Deleting a Registry Key. Enumerating a Registry Key. Implementing a Record Counter using the Registry. Creating a Process with CreateProcess. Process Kernel Object Handles and identifiers. Creating a Process with ShellExecuteEx. Waiting for a Process to Terminate. Modules Used by a Process. User-Interface and Worker Threads. Using Correct Thread Processing. Terminating a Thread and Thread Exit Codes. Determine Thread Execution Times. Creating Threads with MFC. The Need for Synchronization. Selecting the Correct Synchronization Technique. Running an Application at a specified Time. Using Mini-Applications with notification. Starting an Application on an Event. Manually Controlling the LED. Connecting to a Serverâ€"InternetConnect. Using a Proxy Server. Connecting to Secure Sites. Sending Data to a Server. Sending Data with the URL. Posting Data to the Server. Socket Clients and Servers. Initializing the Winsock Library. Implementing a Ping Function. Simple Socket Sample Application. The Socket Client Application. The Socket Server Application. Opening and configuring a Serial Communications Port. Reading Data from the Communications Port. Closing a Communications Port. Writing to a Communications Port. Infrared and Other Devices. File and Folder Manipulation. Line Initialization and Shutdown. Getting Line Device Capabilities. Translating a Telephone Number. Shutting Down a Call. Communicating Through an Open Call. Obtaining a Communications Port Handle. Sending and Receiving Data. Making a RAS Connection. Monitoring a RAS Connection. Dropping a RAS Connection. The Virtual Address Space. Allocating Memory for Data Storage. Obtaining System Processor and Memory Information. Obtaining the Current Memory Status. Global and Static Memory Allocation. Creating Your Own Heaps. System Information and Power Management. Operating System Version Information. Changing from On to Idle State. Changing from Idle to Suspend State. Powering Off a Device. COM Components and the Registry. Initializing and Uninitializing COM. Creating a COM Object. Creating a Recurring Appointment. Obtaining an IDispatch Interface Pointer. Using an Automation Property. Overview of Microsoft Message Queue. Managing Queues on Windows Creating a Private Queue.

Chapter 6 : Choosing a Programming Language for Windows Mobile Development

The best software for Windows CE. PalmGB is a program that allows Windows CE devices to emulate a Nintendo Game Boy. Using an add-on device, you can copy Game Boy games onto your Windows CE.

Microsoft has recently launched the Windows Mobile 5. With the proliferation of Windows Mobile-based devices in the marketplace, companies are gradually mobilizing their enterprising applications to let their staff gain the competitive mobile advantage. Coupled with the launch of Visual Studio , the. NET Compact Framework is now in its second generation-version 2. NET Compact Framework to easily build compelling applications that were once only possible to native developers. NET Compact Framework 2. Devices In recent months, vendors have been busy pushing out new Windows Mobile 5 devices and consumers now have many choices. The market seems to favor Pocket PC Phone Edition devices as these devices can easily replace your mobile phone with more functionality. In addition, you can use either the latest. Developing mobile application on the different mobile platforms. In addition, you can also download the various localized Windows Mobile 5. Visual Studio also makes it easy for developers to change the target platform of their application. To convert the target platform of an application, you simply need to right-click on the project name in Solution Explorer and select Change Target Platform. Improved Emulator Support Visual Studio offers better emulator support than did previous versions of Visual Studio. This ability allows you to better test your applications, such as testing how a setup application will install your application on a real device, etc. Screen Orientation Beginning with Windows Mobile Second Edition, devices now support portrait and landscape screen orientations. Developers targeting the latest platform should ensure that their applications are orientation-aware and are able to use the changes in screen estate. To make life simpler for developers, Visual Studio supports the change of screen orientation during design-time. Changing the orientation of the form during design-time. In the example shown in Figure 3, the three controls are aligned so that a change in screen orientation ensures that the controls display properly. You can anchor the control by modifying the Anchor property found in the Property window or set them programmatically during run time, like this: Bottom You can also manually handle screen orientation by repositioning each control depending on the screen orientation. This method requires more work, but allows you to position the controls wherever they want. To do so, you need to handle the Resize event of the form and then set the Location and Size properties of each control depending on whether it is landscape mode or portrait mode. Point , 4 Me. Point 4, 4 Me. By default, the controls on a form will scale automatically depending on the screen resolution. This behavior is indicated by the AutoScaleMode property, which is set to Dpi by default. The increase in resolution is to improve the readability of the screen, and not to squeeze more information into the same screen estate. Testing the application on a VGA-screen device. The Label and TextBox controls scale correctly while the PictureBox control does not automatically scale the image. This is important if you want to target users with different screen resolution. You can detect the type of screen resolution by using the following code segment: Displaying data from a database is now an easy task that requires no more than just some drag-and-drop effort. Follow the steps in the wizard and add a SQL Mobile database. Visual Studio will create a DataGrid control to display the rows of records from the selected database. By default, the DataGrid control displays the records in the database in read-only mode. However, you can also make changes to the data in the database. Adding and editing records. Integration with Outlook Mobile In the past, integrating your application with the PIM functionality on your device was a hair-pulling experience. NET Compact Framework developers can now easily integrate data from Outlook Mobile into their application using these managed classes. First, add a reference to the Microsoft. PocketOutlook assemblies and import the required namespaces. Selecting a contact from the Contact application To send an e-mail, you use the EmailMessage class. Send message MsgBox "Message sent! Once the e-mail is sent, you can go to Messaging choose the Outbox folder to verify that an e-mail has indeed been created. For example, you might write your own custom push-email solution by sending yourself an SMS message whenever a new e-mail is received. When your Windows Mobile 5 device receives the message, your application can intercept the message and then automatically fire up your Web

browser to navigate to your Web e-mail. You can use the MessageInterceptor class to intercept incoming messages and then perform a check on its content so that if it fulfills your criteria, you can perform a specific action. If it does, the code launches Pocket Internet Explorer to navigate to http: For this example, you need to add a reference to the Microsoft. The MessageInterceptor class is useful for automation purposes. Suppose your device contains confidential information and you are worried that the information may fall into the wrong hands if you lose your device. You could write an application that will wipe out all the sensitive data on the device if it receives a specially-coded SMS message. Integrating with Calendar You can now easily integrate your application with the Calendar application. The following code segment shows how easy it is to create an appointment in Calendar. This example requires you to add a reference to the Microsoft. Dim appt As New Appointment appt. Figure 10 shows a PictueBox control showing the pictue that was taken using the built-in camera. Image captured using the built-in camera Serial Communication In. NET Compact Framework 1. A chat application using the SerialPort class. You can create it like this. First, create an instance of the SerialPort class. Close End If With serialPort. One End With serialPort. When data is received, you call a delegate to update the received data in the TextBox control on the form. Note, you cannot directly update the Windows controls in this event as they are not running in the same thread as the main form. The ReadExisting method obtains the received data from the SerialPort object. Pair up the two devices with Bluetooth and ensure that each device has an available serial port which I hard-coded as COM4 for simplicity. You can now chat wirelessly with each other using Bluetooth! Telephony For Windows Mobile 5. For example, the following code segment makes a phone call by first prompting the user Figure Making a phone call. Dim phone As New Phone phone. Status assembly class that provides the ability to get the current value of a system state as well as the ability to be notified when that state changes. As such, your application needs to monitor if there is a change in the cradle state. Figure 13 shows an application that displays the cradle state of the device as well as the IP address of itself and the host. Using such an application, you can write an application that synchronizes the content of the device with the desktop. Monitoring changes in system states. First, import the necessary namespaces. Text Declare two SystemState variables-one to keep track of the cradle state, and one to keep track of the network connection state. Next, the code creates an instance of the Notification class to display notifications to the user. Length - 1 lblIPAddresses. Length - 1 lblHostIPAddress. ToString End Try End Sub When the form loads, you instantiate the cradleState and networkConnectionState objects Listing 2 so that any changes in the cradle state or network connection state will trigger the necessary events you will service them next. When the IP address of the device changes such as when it is connected to a Wi-Fi network and assigned a new IP address , the Changed event of the networkConnectionState object will be fired. The new IP address of the device and the host PC will be updated. Here you will display a notification balloon to the user if the device is cradled to the computer. Notice that the content of the notification is coded in HTML. This identifier has special meaning in Windows CE and is used to dismiss notifications. The content of the notification allows the user to select the update frequency through a drop-down list box. With Visual Studio , developers using the. If you have not started on mobile application development yet, now is a good time to get started! You can download it from http: In addition, if you are targeting the Microsoft Smartphone platform, you need to download the Windows Mobile 5. Wei-Meng speaks regularly at international conferences and is the author of ASP. Contact Wei-Meng at weimenglee learn2develop.

Chapter 7 : How to create applications for Windows CE - Stack Overflow

Windows CE only www.nxgvision.com CF and , and the latest Visual Studio version that will work is VS This answer gives a great overview of which Windows CE,.NET Compact Framework and Visual Studio versions go together.

Features[edit] Windows CE is optimized for devices that have minimal memory; a Windows CE kernel may run with one megabyte of memory. Windows CE conforms to the definition of a real-time operating system , with a deterministic interrupt latency. The fundamental unit of execution is the thread. This helps to simplify the interface and improve execution time. Since then, Windows CE has evolved into a component-based, embedded, real-time operating system. It is no longer targeted solely at hand-held computers. Windows CE even powered select games for the Dreamcast , was the operating system of the Gizmondo handheld, and can partially run on modified Xbox game consoles. A distinctive feature of Windows CE compared to other Microsoft operating systems is that large parts of it are offered in source code form. First, source code was offered to several vendors, so they could adjust it to their hardware. Then products like Platform Builder an integrated environment for Windows CE OS image creation and integration, or customized operating system designs based on CE offered several components in source code form to the general public. However, a number of core components that do not need adaptation to specific hardware environments other than the CPU family are still distributed in binary only form. According to Microsoft, "CE" is not an explicit acronym for anything, although it implies a number of notions that Windows developers had in mind, such as "compact", "connectable", "compatible", "companion" and "efficient". Microsoft had been testing Pegasus in early and released a strict reference platform to several hardware partners. The devices had to have the following minimum hardware specifications: Each window took over the full display. Navigation was done by tapping or double tapping on an item. A contextual menu was also available by the user pressing the ALT key and tapping on the screen. Microsoft released the Windows CE 1. The release of Windows CE 2. Microsoft learned its lessons from consumer feedback of Windows CE 1. Due to the nature of the ROMs that contained the operating system, users were not able to flash their devices with the newer operating system. Instead manufacturers released upgrade ROMs that users had to physically install in their devices, after removing the previous version. This would usually wipe the data on the device and present the user with the setup wizard upon first boot. A mobile device is not necessary to develop a CE program. NET Compact Framework supports a subset of the. Windows CE apps are designed and coded in the Lazarus integrated development environment IDE and compiled with an appropriate cross compiler. This is a one stop environment to get the system up and running. NET Compact Framework and thus can be used to develop mobile apps. It employs the Oxygene compiler created by RemObjects Software , which targets. Its command-line compiler is available free of charge. This practice is not entirely accurate. One can buy a kit the Platform Builder which contains all these components and the tools with which to develop a custom platform. Apps such as Excel Mobile formerly Pocket Excel are not part of this kit. The older Handheld PC version of Pocket Word and several other older apps are included as samples, however. Windows Mobile is best described as a subset of platforms based on a Windows CE underpinning. Each platform uses different components of Windows CE, plus supplemental features and apps suited for their respective devices. The rules for manufacturing a Pocket PC device are stricter than those for producing a custom Windows CE-based platform. The defining characteristics of the Pocket PC are the touchscreen as the primary human interface device and its extremely portable size. A successor to CE v3. SmartPhone offers productivity features to business users, such as email, and multimedia abilities for consumers. The SmartPhone interface relies heavily on joystick navigation and PhonePad input. Devices running SmartPhone do not include a touchscreen interface. SmartPhone devices generally resemble other cellular handset form factors, whereas most Phone Edition devices use a PDA form factor with a larger display.

Chapter 8 : Media player programming in Windows CE

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Windows Embedded Compact, formerly Windows Embedded CE and Windows CE, is an operating system subfamily developed by Microsoft as part of its Windows Embedded family of products.* Unlike Windows Embedded Standard, which is based on Windows NT, Windows Embedded Compact uses a different hybrid kernel. [7].

Chapter 9 : Windows CE Win32 API Programming | Dr Dobb's

The Standard SDK contains a subset of common Operating System (OS) APIs that allows an application written to the Standard SDK to run on different Windows CE platforms that have a graphical user interface.