Subject: Re: Quick start issues for new users
Posted by mirek on Fri, 13 Oct 2006 02:39:30 GMT
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Werner wrote on Thu, 12 October 2006 14:30luzr wrote on Thu, 12 October 2006 19:20Well, I am afraid this does not imply there is free pocketpc compiler....

Maybe I'm misunderstanding something , but Hansen states (http://smartwin.sourceforge.net/doc/):

    Target operating systems
    * Windows
    * Windows CE
    * Linux via the WineLib.

    Tested Compilers:
    * Microsoft Visual C++ 7.1 (2003), its Toolkit, and Microsoft Studio C++ 2005 Express (Beta)
    * GCC 3.4 / MinGW or later (see Bloodshed Dev++ or Eclipse for an IDE using MinGW)

Doesn't that mean that you can build programs for Windows CE using one of the above-mentioned compilers?

No, you cannot. (Believe me, this topic is topmost importance for use

To build for WinCE, you need Visual C++ 2005 Pro - that is the minimum containing required ARM crosscompiler.

There are also free SDKs with compilers from Microsoft, but they contain old MSC6.0 compiler - too little to compile U++.

Anyway, as the new Windows SDK came as pleasent surprise to me (because it contains AMD64 and Itanium compilers, which I only available with Visual C++ 2005 Pro as well otherwise), chances are that MS will release something similiar for PocketPC soon...

Then there also is GCC for ARM and it looks like that it is possible to use it for PocketPC as well. There however is no stable support, therefore we (well Tom) started to work on the issue, unfortunately it seems like it will not be done in time for next major release.

Mirek