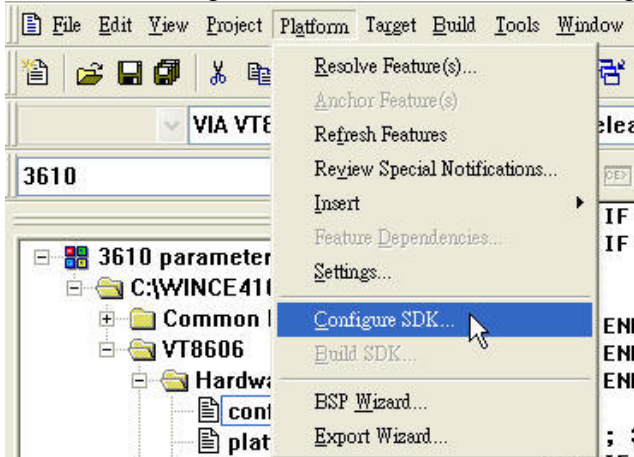




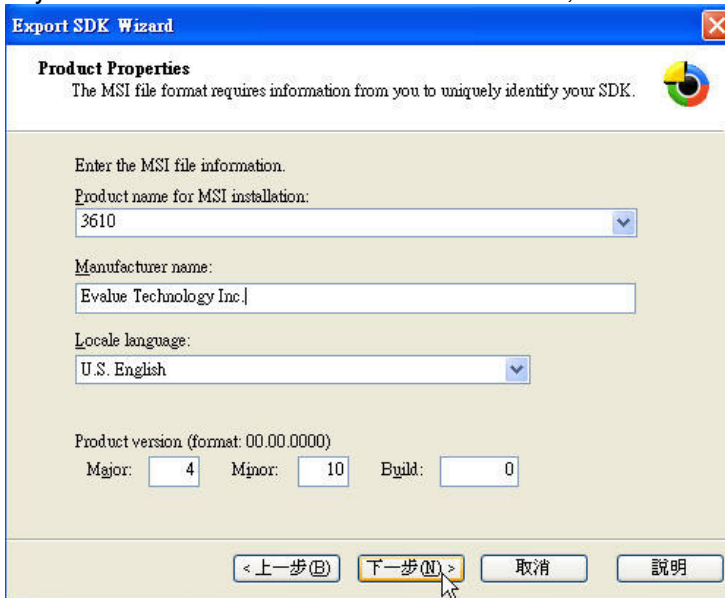
FAQ / Application Note

Subject : How to create WinCE.NET4.1 SDK and test with your Target Device?	
FAQ Document No: S08005	Date: 2003/06/03
Model No. All Models	Rev. A1
Category: <input type="checkbox"/> General <input type="checkbox"/> H/W <input checked="" type="checkbox"/> S/W <input type="checkbox"/> Others, <u>Application</u>	
Purpose : When you finish porting WinCE image for your target device, you can create SDK for it and develop eVC++ program by installing the SDK.	

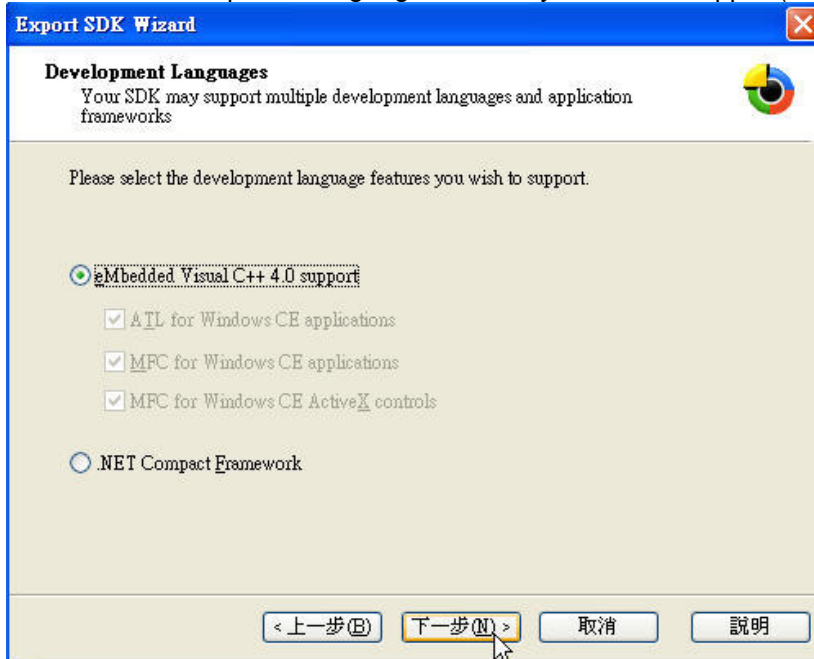
1. Run WinCE.NET Platform builder and load the platform you had builder before.
You have to configure SDK first: "Platform" → "Configure SDK"



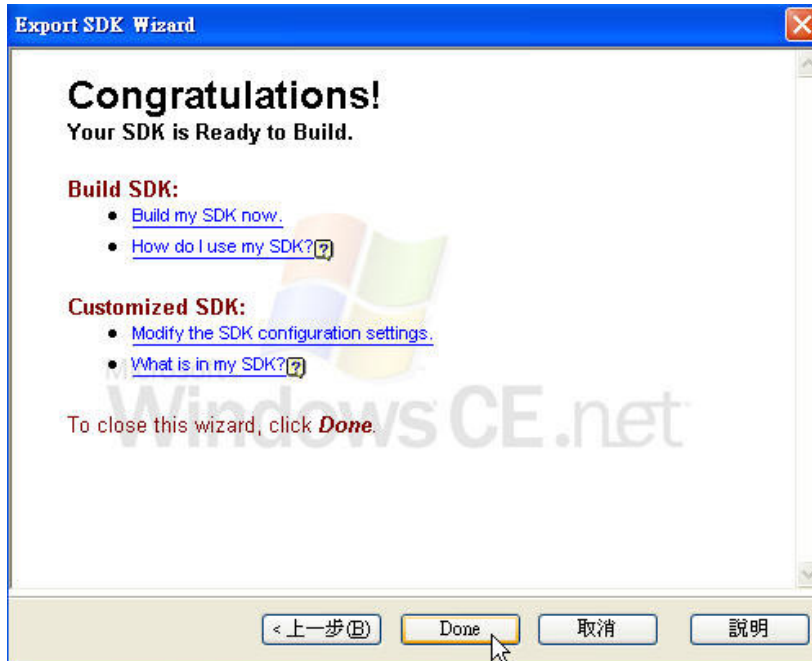
2. Key in the SDK name and information for SDK, then click "next"



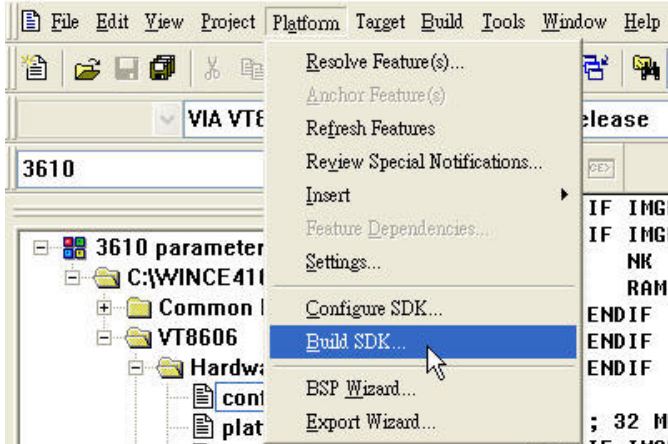
3. Select the development language features you wish to support(default : eVC++) then click "next"



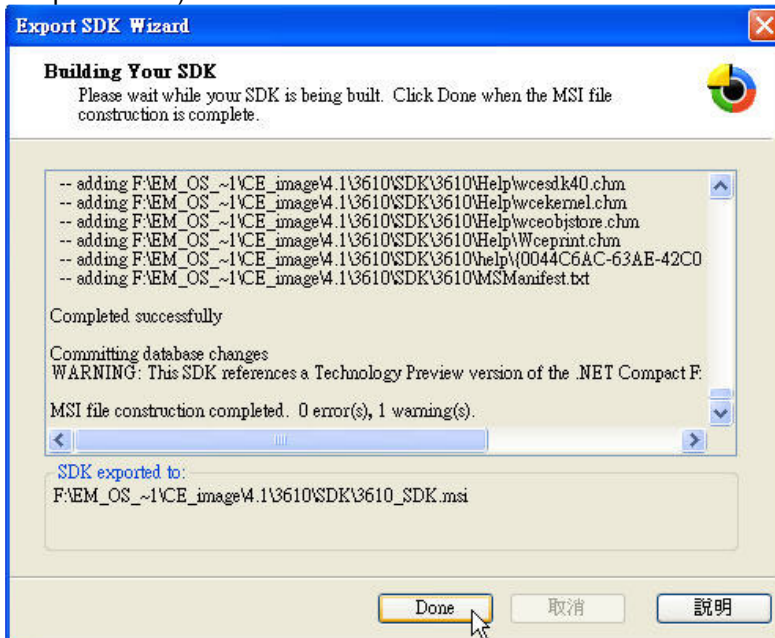
4. Click "done"



5. Start to build SDK for your platform "Platform" → "Build SDK"



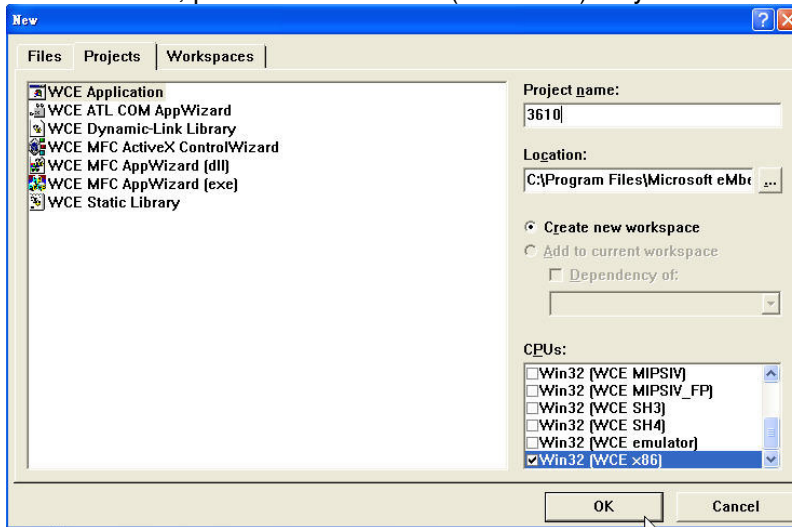
6. Platform builder will start to export SDK for your platform. You can find the SDK file path below (SDK exported to..). Find it and double click on it to install the SDK.



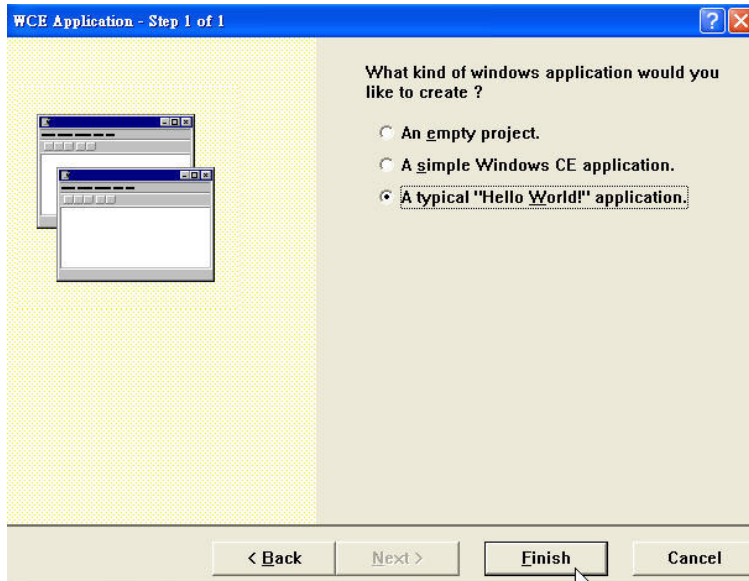
7. Run “Microsoft embedded Visual C++” and create a new project



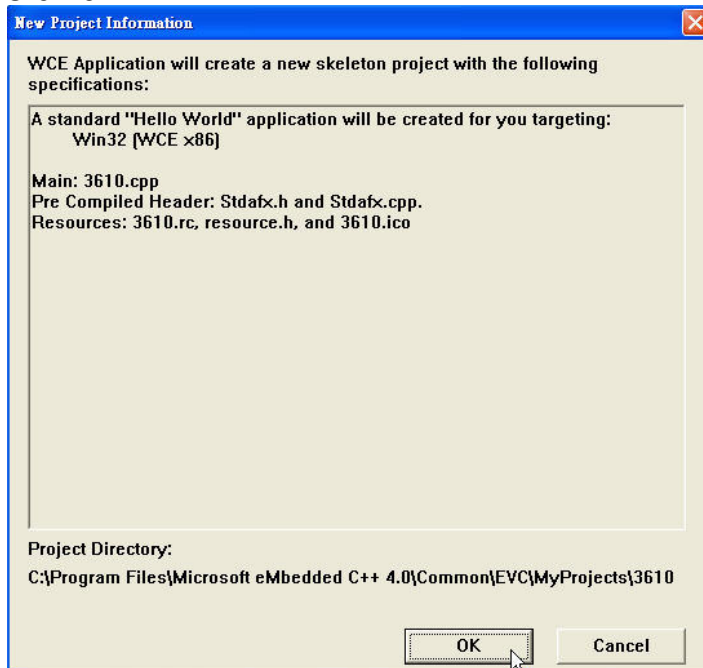
8. In “CPUs”, please select “Win32(WCE X86) only



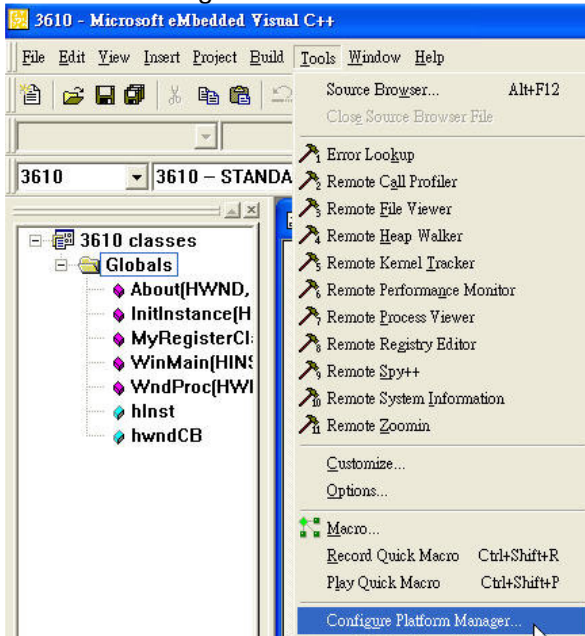
9. Click "next"



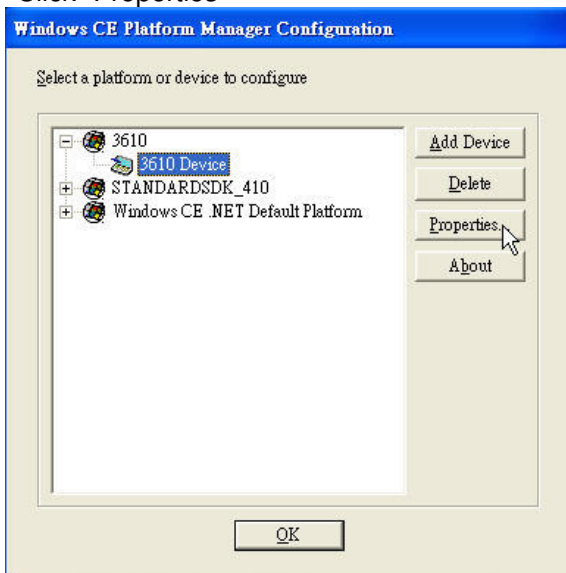
10. Click "ok"



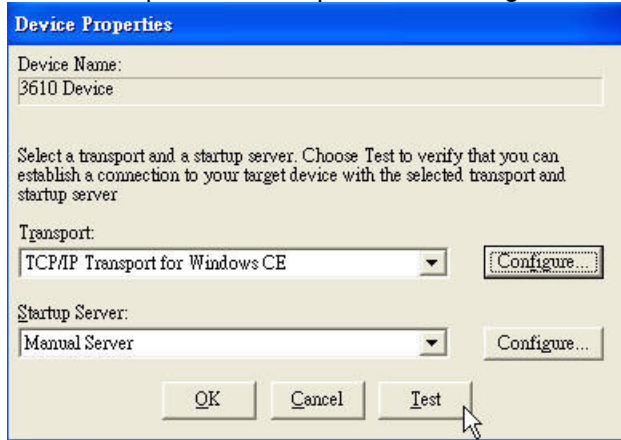
11. "Tools"→"Configure Platform Builder"



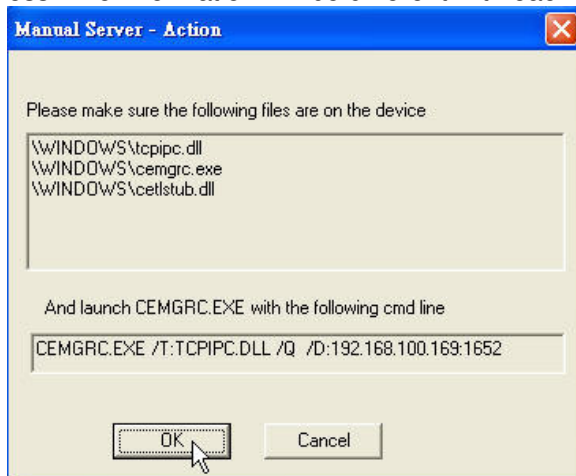
12. Click "Properties"



13. Set "Transport" & "Startup Server" setting as below(TCP/IP)



14. In your target device, you have to run "CEMGR.CEXE /T:TCPIPC.DLL /Q /D:192.168.100.169:1652"(192.168.100.169 :1652 is your platform builder Ethernet IP and port address. The information will be different with each computer) in DOS Prompt





15. Now you can start to build your project
 “Build”→”Build 3610.exe” and system will try to connect to your target device and download 3610.exe to your target device when you finish building project.

