











TINE + Windows CE

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Present:

- Libraries compiled for windows CE 5.0 (works with CE 6.0)
 - tine32
 - Cdi32, TwinCATads, SedPCSimulate
- Simple tests in a embedded x86 machine



- Stress tests
- Compile for more CPU architectures
- Migrate to release 4.0







Two Ideas



Make servers



Example: TINE server running in a Embedded
 PC directly connected to the HW

Make clients



Example: I have mobile access to my servers from my PDA



Multiplatform compilation: windows Desktop and windows CE





Standard Tools



For Programming

- MS eMbedded Visual: C++ & VB
- MS Visual Studio: C++, VB & C#
 *you need a SDK for each winCE distribution

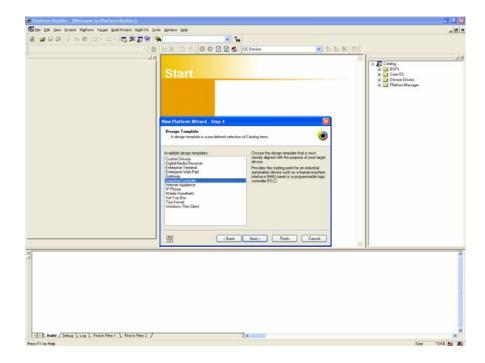


- Build your own Windows CE distribution (example: only command line without GUI)
- Build your SDK

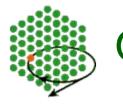
Emulator

- Advantage: you simulate your hardware
- Disadvantage: Networking not straight forward

ActiveSync







Other Tools



Write Java programs for winCE



– ewe Java Virtual Machine



 Sun PersonalJava migrates to Java2 MicroEdition (J2ME)



– Waba & SuperWaba

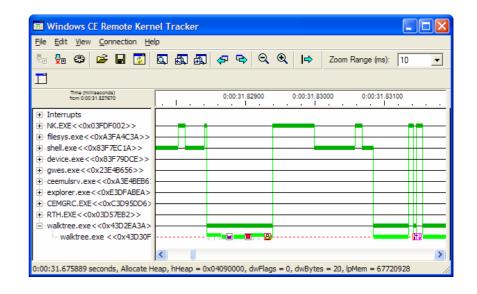


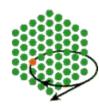
- **PythonCE**
- From Linux
 - Possible to link GCC with winCE libraries



Remote tools

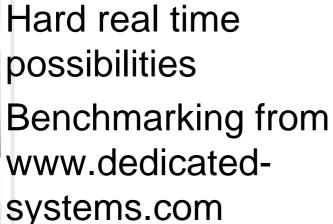
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- Kernel tracker
- Heap walker
- Call profiler
- Registry editor
- Process viewer
- Performance monitor
- Spy client
 - File viewer





Coming back to RTOS topic





Interrupt period	#interrupts generated	#interrupts serviced	#interrupts lost
20 µs	100 000	99 972	28
23 µs	100 000	99 997	3
25 µs	100 000	100 000	0
28 µs	100 000	100 000	0
26 µs	100 000 000	99 999 999	1
28 µs	100 000 000	100 000 000	0
30 µs	100 000 000	100 000 000	0
27 μs	1 000 000 000	1 000 000 000	0



