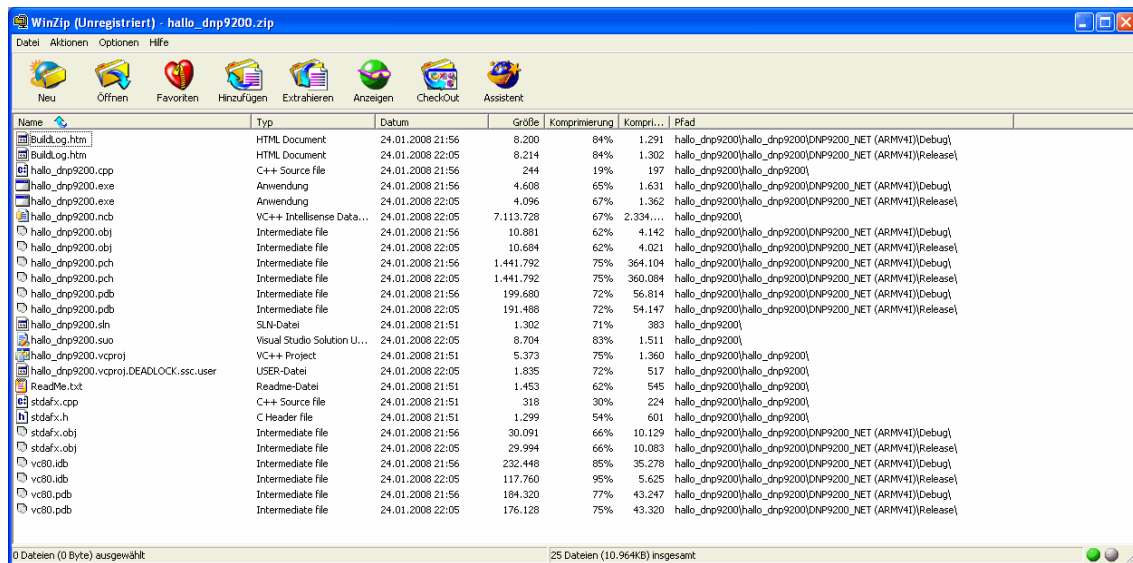


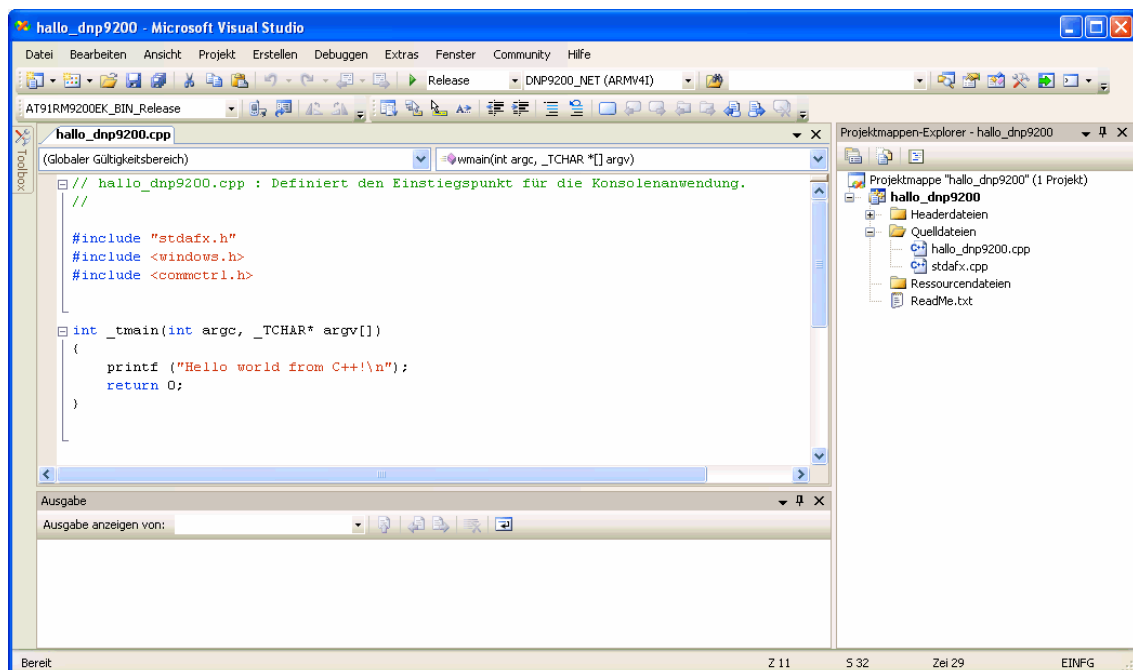
How to use Visual Studio 2005 and C++ for the Windows CE-based DNP/9200

The DNP/9200 within the DNP/SK23-WCE Starter Kit comes with a preinstalled Microsoft Windows CE (WCE) operating system. This document describes how to write the first C++ “Hello World” with the help of *Microsoft Visual Studio 2005* and a project template.

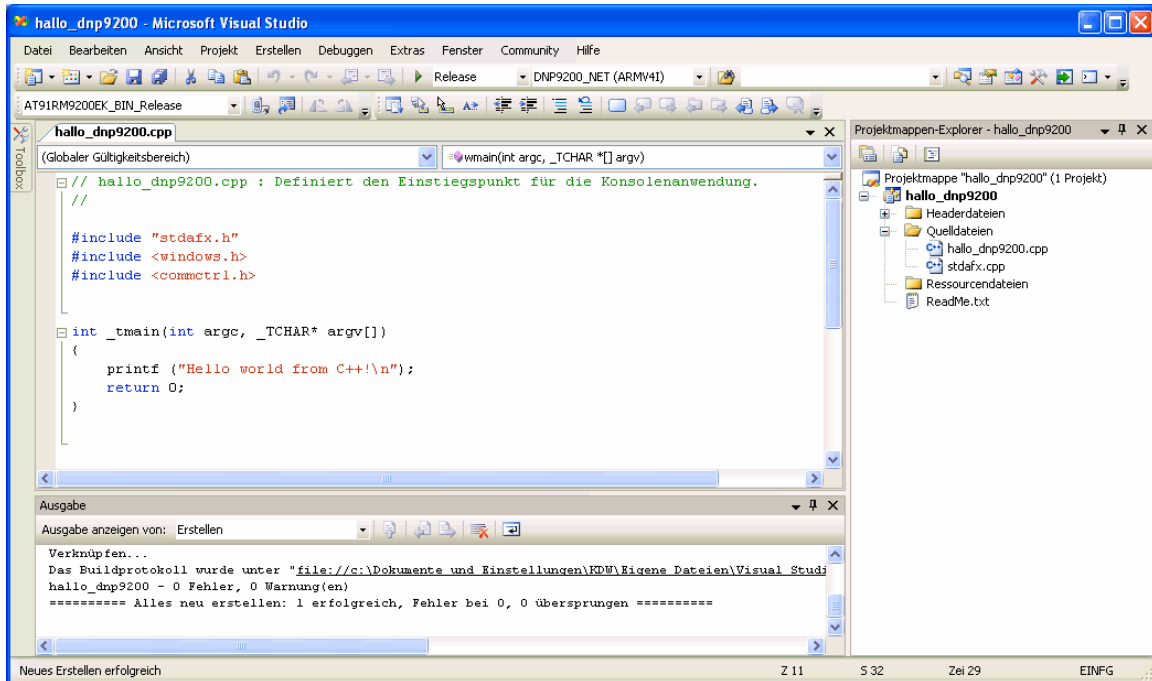
- **1. Step:** Extract the file *hallo_dnp9200.zip* to the project file space of your Visual Studio 2005 installation. This ZIP file contains a DNP/9200 Windows CE Win32 C++ project template for Visual Studio 2005.



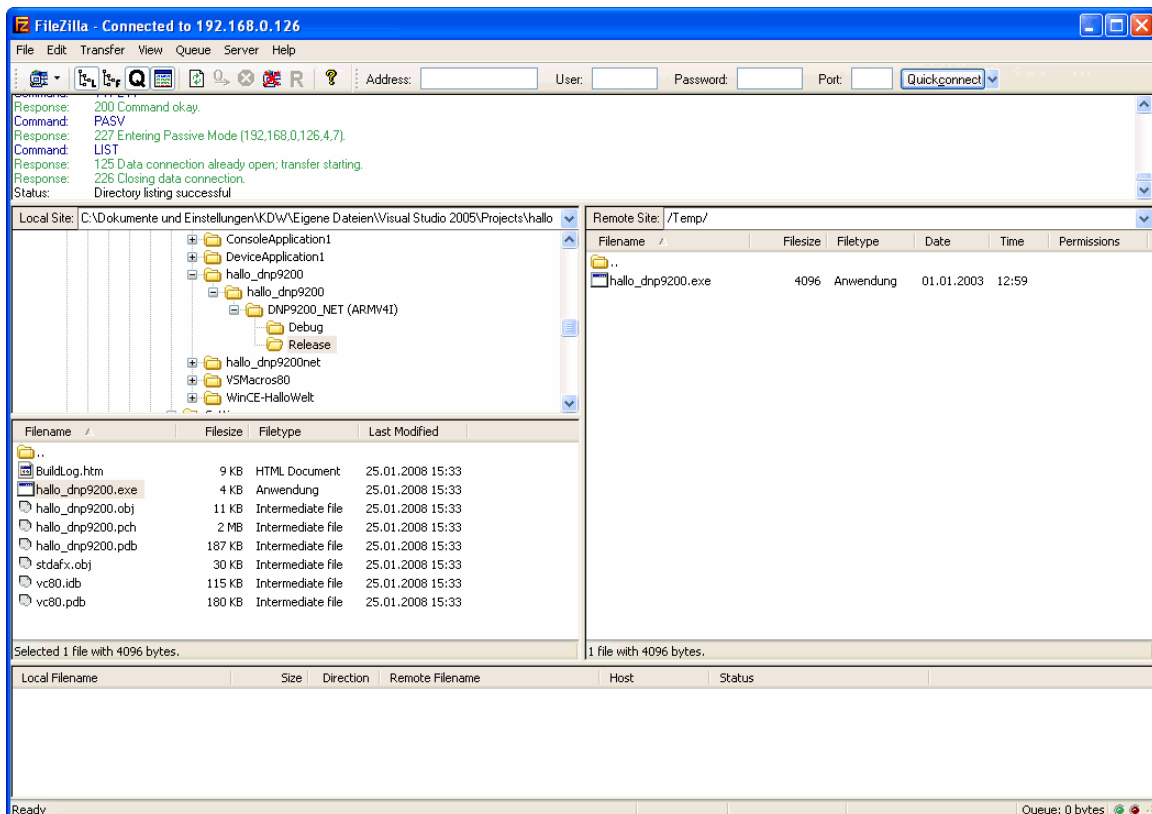
- **2. Step:** Click within the Windows Explorer to the project file *hallo_dnp9200.vcproj* and run Visual Studio 2005 with this file. Then edit the source file *hallo_dnp9200.cpp* (i.e. change the hello message).



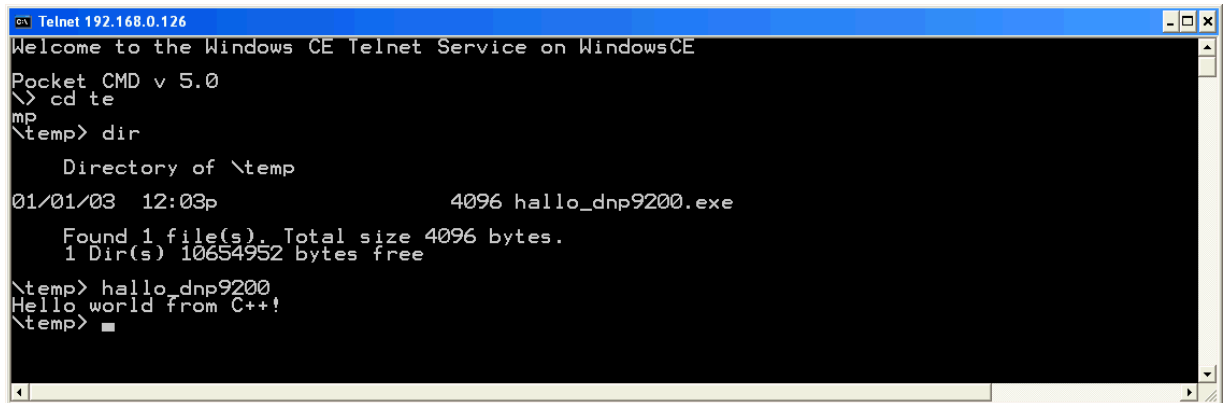
- **3. Step:** Build the executable (see menu item *Build* => *Rebuild All*) for your DNP/9200 project.



- **4. Step:** Download the executable (i.e. *hallo_dnp9200.exe*) with the help of the FTP client *FileZilla* to the DNP/9200 file system. Please see the *DNP/SK23-WCE Windows CE Starter Kit First Steps* manual for more details about the FTP link between your development PC and the DNP/9200.



- **5. Step:** Setup a Telnet session to the DNP/9200 Windows CE Telnet service and run the new executable (i.e. *hallo_dnp9200.exe*) on the DNP/9200. Please see the *DNP/SK23-WCE Windows CE Starter Kit First Steps* manual for more details about the Telnet-based link between your development PC and the DNP/9200.



```
Telnet 192.168.0.126
Welcome to the Windows CE Telnet Service on WindowsCE
Pocket CMD v 5.0
\> cd te
mp
\temp> dir
        Directory of \temp
01/01/03  12:03p                4096 hallo_dnp9200.exe
        Found 1 file(s). Total size 4096 bytes.
        1 Dir(s) 10654952 bytes free
\temp> hallo_dnp9200
Hello world from C++!
\temp> █
```

Please note: The Visual Studio 2005 code generation process supports different CPU types on a Windows CE target (i.e. X86, ARM, MIPS and other). From the Visual Studio point of view the DNP/9200 is using the *ARMV4I* architecture. A Win32 executable for the DNP/9200 must have this binary format.

That is all.