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Author		WeiKai	Version	1.0.0	Date	2011/4/11	Page	1/13

How to write a MFC application with XPAC SDK in visual studio 2008

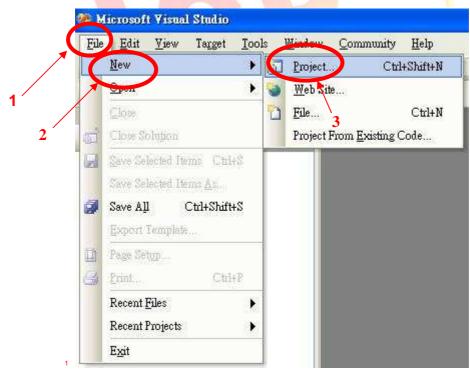
Applies to:

Platform	OS version	XPAC utility version
XPAC series	All versions (WinCE6)	All versions

The XPAC SDKs provides a complete solution to integrate with XPAC and compatible with Visual C#, Visual Basic .net and C++. In order to use a component in your application, you must first add a reference to it.

Step 1 Create a new project

Click the File \rightarrow New \rightarrow Project in order as following.



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elect "Visu	form the foll al C++" → "€ rogram name	Smart Dev	-		rt Device /	Applicatio	on" and
New Project							?
Project types:		<u>T</u> emplates:			NET	Framework 3.5	V
Database Reporting Test WCF Workflow ▼Visual C++ ATL CLR General Min22	2 vice	MFC : Win3. My Tem	Smart Device A Smart Device A Smart Device plates Online Templa	pplication Project	MFC Smart		Control
An application for	Windows Mobile and	other Window	s CE-based dev	ices that uses the	Microsoft Founds	tion Class Libra	ny
<u>N</u> ame:	DeviceInformation]
Location:	D:\Program					2	<u>B</u> rowse
Solution Na <u>m</u> e:	DeviceInformation	8		Crea	ate <u>d</u> irectory for s	lution	
						OK	Cancel

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Step 3 Program Setting

Click "Next"

Welcome F C Wizard	to the MFC Smart Device Application
Overview Platforms Application Type Document Template Strings User Interface Features Advanced Features Generated Classes	These are the current project settings: Pocket PC 2003 Platform Single document interface Click Finish from any window to accept the current settings. After you create the project, see the project's readme.txt file for information about the project features and files that are generated.

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Step 4 Select Select "XPacs	SDK_CE" -			Next"		?	
Overview Platforms Application Type Document Templ User Interface Fea Advanced Feature	ate Strings	Select platform S Installed SDKs: Pocket PC 2003 Smoothers Dr Smoothers Dr Nacional Bender	DKs to be added to		project. ected SDKs:		
Generated Classes	•	XPacSDK_CE	ts: x86	«	3		
			< Previous	Next >	Finish	Cancel	
			<u> </u>				
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Step 5 Select Select "Dialog	j based" →	izard - Device	Information			2			
Overview Platforms Application Type Document Templ User Interface Fea Advanced Feature Generated Classes	ate Strings atures [S F		nent with DocList	0	if MFC: <u>U</u> se MFC in a shar Us <u>e</u> MFC in a stati				
			< Previous	Next >	2 Finish) Cancel			
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Step 6 App Click "Next" MFC Smart Device	Application 1	Vizard - Device face Features				?	
Overview Platforms Application Type Document Temp User Interface Fe Advanced Feature Generated Classe	atures es	Command bar: Menus only Menus and t Status bar Dialog title: DeviceInformation	ou <u>t</u> tons	Next >	Finish	Cancel	
		ICP DAS	Co., Ltd. Tech			Cancel	

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Step 7 Application Features

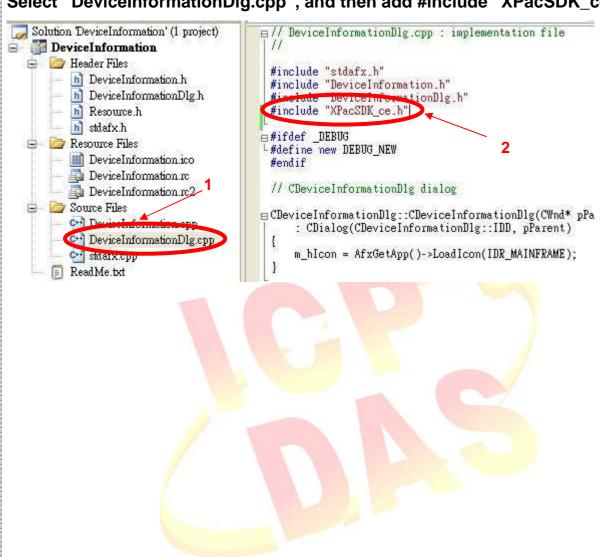
Click "Next", If your program have using network. You must select "Windows sockets".

Advance	d Features	
Overview Platforms Application Type Document Template Strings User Interface Features Advanced Features Generated Classes	Advanced features: Windows Help Printing and print preview ActiveX controls Windows sockets Number of files on recent file list:	
	Previous Next > Finish Ca	ncel

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Step 8 Gene Click "Finish" MFC Smart Device		zard - Device	Information			2	
Overview	G	enerated classe	·s:				
Platforms Application Type Document Templ	ate Strings	CDeviceInfor CDeviceInfor	mationApp				
User Interface Fea Advanced Feature	0	lass name:		.h	file:		
Generated Classe	(DeviceInfor	mationApp	0	eviceInformation	i.h	
	В	ase class:			g file:		
	4	CWinApp		V D	eviceInformation	Copp	
	7		< Previous	Next 3	Finish	Cancel	
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Step 9 Add "XPacSDK_ce.h" Select "DeviceInformationDIg.cpp", and then add #include "XPacSDK_ce.h"



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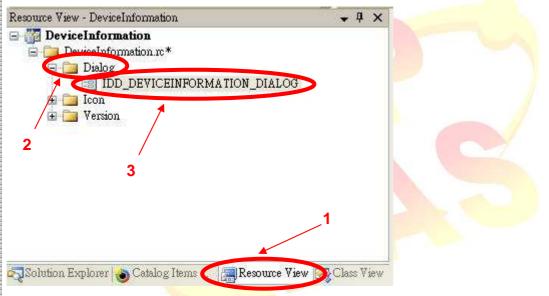
Adding the Control to the Form

You can drag various controls from the Toolbox onto the dialog. These controls are not really "live"; they are just images that are convenient to move around on the form into a precise location.

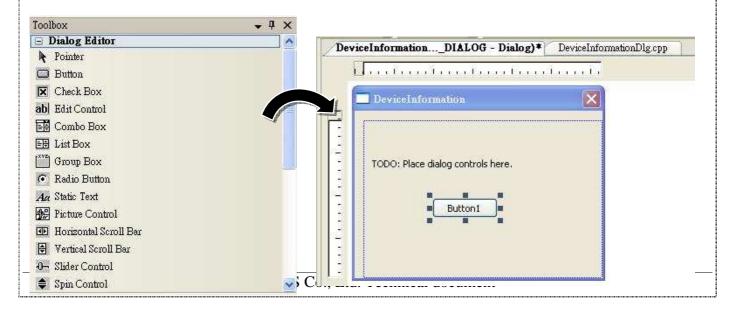
After you add a control to your form, you can use the Properties window to set its properties, such as background color and default text. The values that you specify in the Properties window are the initial values that will be assigned to that property when the control is created at run time.

Step 1 Open Dialog

Click "Resource View" \rightarrow "Dialog" \rightarrow "IDD_DEVICEINFORMATION_DIALOG"



Step 2 From the Toolbox, drag a Button control onto the Dialog



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	ht-click the	DeviceInfo	dialog controls	here. Cut Copy Pade Delete Add Event Ha Insert ActiveX	ndler		
				 Add Class Add Variable. Size to Conter Align Lefts Align Topy Check Mnemo Properties 	at		
				Properties	15		
Step 4 In th to s	ne Prop <mark>e</mark> rtie set the Capti				SDK versio	n, and p	ress ENTEI
	et the Capti				SDK versio	n, and p	ress ENTE
	et the Capti	on prope	erty	heck the s	÷ ₽ ×	n, and p	ress ENTE
	et the Capti	on prope	erty 11 (Button C 4		÷ ₽ ×	n, and p	ress ENTE
	et the Capti	on prope roperties DC_BUTTOR 2 1 III Appearance	erty 11 (Button C	heck the s	÷ ♀ × ttonEditor →	n, and p	ress ENTE
	et the Capti	on prope roperties DC_BUTTON 2 J III Appearance Csption	erty 11 (Button C	heck the Sontrol) ICeBu	÷ ♀ × ttonEditor →	n, and p	ress ENTE
	et the Capti	on prope roperties DC_BUTTON Appearance Caption Chent Edge	erty 11 (Button C	heck the control) ICeBu Check the SDK ^v	÷ ♀ × ttonEditor →	n, and p	ress ENTE
	et the Capti	on prope roperties DC_BUTTON Appearance Caption Chient Edge Horizontal Ali	erty 11 (Button C 4 2 gament	heck the sontrol) ICeBu Check the SDK ^v Faise Default	÷ ♀ × ttonEditor →	n, and p	ress ENTE
	et the Capti	on prope roperties DC_BUTTON Appearance Caption Chent Edge Horizontal Alia Modal Frame	erty 11 (Button C 9/ 2010 gnment	heck the sontrol) ICeBu Check the SDK ^v False Default False	÷ ♀ × ttonEditor →	n, and p	ress ENTE
	et the Capti	on prope roperties DC_BUTTON Appearance Caption Client Edge Horizontal Ali Modal Frame Multiline	erty 11 (Button C 9 gament	heck the Sontrol) ICeBu Check the SDK ⁷ Faise Default Faise Faise	÷ ♀ × ttonEditor →	n, and p	ress ENTE
	et the Capti	on prope roperties DC_BUTTON DC_BUTTON DC_BUTTON Appearance Caption Chent Edge Horizontal Alia Modal Frame Multiline Notify	erty 11 (Button C 9	heck the S control) ICeBu Check the SDK ¹ Palse Palse False False	÷ ♀ × ttonEditor →	n, and p	ress ENTE
	et the Capti	on prope roperties DC_BUTTON C_BUTTON Appearance Caption Chent Edge Horizontal Alia Modal Frame Multiline Notify Static Edge	erty 11 (Button C 9 20 gament	heck the solution control) ICeBu Check the SDK ⁹ False False False False False	÷ ♀ × ttonEditor →	n, and p	ress ENTE
	et the Capti	on prope roperties DC_BUTTON DC_BUTTON DC_BUTTON Appearance Caption Chent Edge Horizontal Alia Modal Frame Multiline Notify	erty 11 (Button C 9 gament ment	heck the S control) ICeBu Check the SDK ¹ Palse Palse False False	÷ ♀ × ttonEditor →	n, and p	ress ENTE

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Adding the Event Handling to the Control

You have finished the design stage of your application and are at the point when you can start adding some code to provide the program's functionality.

Step 5 Double-click the button on the Dialog

DeviceInformation	
TODO: Place dialog controls here.	
Step 6 Inserting the followi char temp[100]; TCHAR SDK[100]; pac_GetSDKVersion(temp) wsprintf(SDK,L"%S",temp); ::MessageBox(NULL,SDK,I	
<pre>void CDeviceInformationDlg::OnBnClicked { // TODO: Add your control notificat char temp[100]; TCHAR SDK[100]; pac_GetSDKVersion(temp); wsprintf(SDK,L"%S",temp); ::MessageBox(NULL,SDK,NULL,MB_OK);</pre>	
F	
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Uploading the Application to XPAC

XPAC series provide FTP server service and you can upload files to XPAC or download files from a public FTP server.



Step 8 Open your ftp software and type the IP address of XPAC.

Step 9 Upload the SDKInformation.exe application and the corresponding XPacSDK_CE.dll file to the XPAC

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