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| 1. Record Nr. | UNINA9910781760703321 |
| Autore | Phung Samuel |
| Titolo | Professional Windows Embedded Compact 7 [[electronic resource]] |
| Pubbl/distr/stampa | New York, : Wiley, 2011 |
| ISBN | 1-283-24669-4 9786613246691 1-118-16750-3 |
| Edizione | [1st edition] |
| Descrizione fisica | 1 online resource (746 p.) |
| Collana | Wrox programmer to programmer |
| Classificazione | DAT 440f |
| Altri autori (Persone) | JonesDavid JoubertThierry |
| Disciplina | 005.268 |
| Soggetti | Embedded computer systems -- Programming Microsoft Windows (Computer file) Real-time data processing Embedded computer systems - Programming Electrical & Computer Engineering Engineering & Applied Sciences Electrical Engineering |
| Lingua di pubblicazione | Inglese |
| Formato | Materiale a stampa |
| Livello bibliografico | Monografia |
| Note generali | Description based upon print version of record. |
| Nota di contenuto | Professional Windows® Embedded Compact 7; Contents; Foreword; Introduction; Part I: Introducing Embedded Development; Chapter 1: Embedded Development; What Is an Embedded Device?; Similarity to Personal Computer; Difference from Personal Computer; Specialized Purpose Device; Example of Embedded Devices; What Is Embedded Software?; Programming Languages and Principles; Programming Discipline; Specialized Purpose Application; Development Considerations; Hardware; Operating Environment; User Environment; Feasibility; Summary; Chapter 2: Windows Embedded Compact 7 What Is Windows Embedded Compact?Windows Embedded Compact 7 Features; Modular and Compact Operating System; Real-Time Operating System; Support Broad Range of Hardware; History; Targeted Market; Why Windows Embedded Compact?; Developer-Friendly Tools; Debug, Testing, and Quality Control; Summary; Chapter 3: |

Development Station Preparation; Development Computer Requirements; Hardware; Software; Windows Embedded Compact 7 Software; Recommended Installation Steps; Quick Fix Engineering Updates; Development Environment Setup; Target Device; Virtual PC as Target Device; LAN with DHCP
LAN without DHCP
Connectivity for Debugging and Testing; Ethernet; Serial; Typical Development Environment; Summary; Chapter 4: Development Process; Planning; Hardware Selection; Software Selection; Typical Development Processes; Board Support Package (BSP); OS Design; Application Development; Debugging and Testing; Deployment; Post-Deployment Support and Updates; Summary; Chapter 5: Development Environment and Tools; Development Environment; Compact 7 Terminology; Platform Builder for Windows Embedded Compact 7; What's New in Compact 7; Environment Variables; Board Support Package (BSP)
BSP Cloning Wizard
OS Design Wizard; OS Design Templates; Catalog Items; SDK Wizard; Remote Tools; Windows Embedded Silverlight Tool; Target Device Connectivity; Kernel Independent Transport Layer (KITL); Core Connectivity; Application for Compact 7; Windows Embedded Compact Test Kit; Summary; Part II: Platform Builder and OS Design; Chapter 6: BSP Introduction; BSP Provided by Platform Builder; BSP Components, Files, and Folders; Clone an Existing BSP; Customize the Cloned BSP; Add an ATAPI Driver Component to MyBSP; Add a Hive-Based Registry Component to MyBSP
Add a Display Configuration Component to MyBSP
Add Files to the BSP; Add a Component to Configure System Memory; Add Serial Port Driver Components; Add a Component to Enable Serial Debug Messages; Summary; Chapter 7: OS Design; What Is an OS Design?; Develop an OS Design; OS Design Wizard; OS Design Project Files and Folders; Catalog Item View; Customize the OS Design; Compile and Generate OS Runtime Image; Generate SDK from the OS Design; Create a New SDK; Build and Generate an SDK MSI File; Summary; Chapter 8: Target Device Connectivity and Download; Target Device Connectivity
Connecting to the Target Device

Sommario/riassunto

Learn to program an array of customized devices and solutions As a compact, highly efficient, scalable operating system, Windows Embedded Compact 7 (WEC7) is one of the best options for developing a new generation of network-enabled, media-rich, and service-oriented devices. This in-depth resource takes you through the benefits and capabilities of WEC7 so that you can start using this performance development platform today. Divided into several major sections, the book begins with an introduction and then moves on to coverage of OS design, application development, advanced application
