

DbMAP Pocket Developer Kit – Quick Start

The provided application use all the methods of the DbMAP Pocket libraries.

For those programmers that are not so familiar with Visual C++ language it is better to look at the following suggestions: to modify the application start always from the provided source code and modify what already exists. In the case it is necessary to make, for example, different information or editing masks, it is suggested to create new mask with the same code of the existing and then to start modify from that point.

As general information we can say that:

- the libraries available in the DbMAP Pocket SDK are:
 - DbMAP_PPC.lib
 - DbMAP_GPS_PPC.lib
 - JpegLib.lib
- these libraries can be found in the directory *\$DbMAP_Pocket_Dir/DbMAP_PPC/libs* into different sub folders, one for each supported processors and Debug/Release version.
- supported processors are:
 - ARM
 - MIPS
 - SH3
 - X86em
- in the source code of the application all the libs have been linked. In the project settings, the a certain lib for a certain processor is included during the compilation only for the certain compilation configuration. For example: if you have to compile the application for ARM processor in Release, there is a compile configuration named "Win32 (WCE ARM) Release". In this case the ARMRel lib is the only one (of those listed) with "Exclude file from build" property, unchecked.
- the .h file to include for the DbMAP_PPC.lib file are:
 - #include "../DbMAP_PPC/src/CMemShapeCanvas.h"
 - #include "../DbMAP_PPC/src/MemShapeCanvasListener.h"
- the .h file to include if using the DbMAP_GPS_PPC.lib file are:
 - #include "../DbMAP_GPS_PPC/src/wgs84gb.h"
 - #include "../DbMAP_GPS_PPC/src/wgs84utm.h"
 - #include "../DbMAP_GPS_PPC/src/CGPS.H"
- The choice of .lib libraries has been done in order to let the component independent from the platform where it has to run according to the compiled versions provided (for some processors). Only requirement to compile correctly the source code (of the provided application or of a new one) is to have installed the right SDK for the Target Type (e.g. Pocket PC) and processor type(e.g. Win32 (WCE ARM)) of the chosen platform.