

BSQUARE(R)CASSIOPEIA BE-300 SDK Installation Guide

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1. Release File List

[SDK002200]

CASIO_BE300.exe: SDK for "Microsoft eMbedded Visual C++ 3.0" (a self-extracting executable file)

SDK Module and Component.xls: A list of a module and components.

SDK Installation Guide: This file

2. Installation of SDK

1. Install "Microsoft eMbedded Visual C++ 3.0" (EVC) on the Desktop PC. This can be downloaded from
<http://www.microsoft.com/mobile/developer/default.asp>

2. Uncompress CASIO_BE300.exe.

Run CASIO_BE300.exe on the PC on which you have installed "Microsoft eMbedded Visual C++ 3.0" (CASIO_BE300.exe is a self-extracting executable file). This will install the CASIO BE-300 SDK so that applications can be built for the BE-300 using EVC.

3. Online Documentation

Information for developing applications for the Cassiopeia BE-300 are contained in online documentation that can be accessed via your desktop. The documentation can be accessed using Adobe Acrobat Reader. If you do not have Adobe Acrobat Reader, you can download the Reader at:

<http://www.adobe.com>

The Application Design Guidelines document contains sections with sample code. See the section titled "Copying Sample Code" in the introduction of the manual for information on enabling the Adobe Reader to select and copy text.

The CASIO_BE300 API Reference is displayed in the EVC online help after the SDK installation.

Other references include:

-- Applications Design Guide

- Specifications for Developers
- Development Environment

4. Porting of Applications Developed by Other CE Versions

- Rebuild all applications using this SDK.
- Applications built for CE 2.10 are supported.
- PocketPC(CE 3.00) applications need to be modified because not all of the PocketPC APIs are supported. (i.e. aygshell.h, aygshell.lib are not included in this SDK)
- Applications built for CE 2.11 have not been checked on this platform.
- Applications built for CE 2.12 are not supported.

5. Other

When using this SDK to develop an application for the Cassiopeia BE-300, you can use the same steps as you would use when developing an application for a Pocket PC.