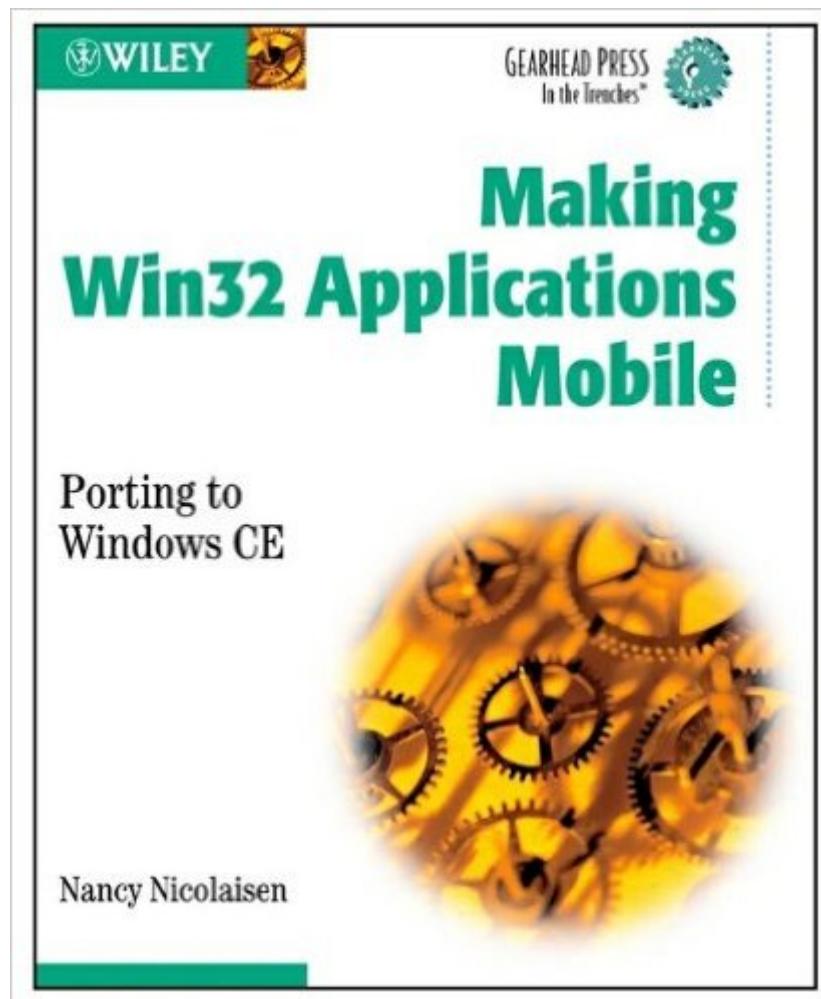


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# Making WIN32 Applications Mobile



## **Synopsis**

In an increasingly mobile world, millions of developers with Windows programming experience need to quickly transfer their skills to creating compact, asynchronous CE applications. This book presents a roadmap to guide developers through the intricate tasks of porting and reworking Win32 applications to enable them to run efficiently and usefully on Windows CE-based mobile devices. \*

Presents a set of metrics for developers to determine when and how best to proceed in porting Win32 applications \* Shows developers how to understand the embedded-system bias inherent in Windows CE and how to write applications that use this as a strength \* Covers Unicode, which is mandatory for Windows CE, and explains how to consider the effect of various screen resolutions

## **Book Information**

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Average Customer Review: 4.0 out of 5 starsÂ  See all reviewsÂ  (2 customer reviews)

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## **Customer Reviews**

I purchased this book after deciding to port a win32 app to winCE. I began reading it from the beginning, but quickly found myself skimming. This book has code fragments that go on for pages and pages. Very useful IF you're trying to do exactly what the author is doing. Otherwise not very useful. And there are NO screenshots. For example, a segment in the first chapter is devoted to how to create CommandBands. I'm thinking, okay, but what is a commandband? One small screenshot of one would have helped tremendously. This book has very little reference value. For the record, the app I ported (and successfully finished ported) involves audio, sockets, threads, and timers. I had to utilize many resources to port each of those concepts, but this book did not help with

any. I mainly used the MSDN library, and newsgroup/web searches to find what I needed.

A truly thorough explanation of how and when to port Win32 applications to Windows CE. Using this book, I was able to evaluate development projects to determine when to port and when to rewrite. I was also able to relate familiar Win32 APIs and other programming constructs to their mobile counterparts. This book fills critical void in the mobile applications market.

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