

Re: Palm / Pocket PC development?

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From: Shane Stump (ShaneStumpNoSpam_at_StumpWare.com)

Date: 08/26/04

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Thanks. I will have a look at WinSoft when I get a chance.

Do you have any experience with MetroWerks C++ for Palm?

Regards,

Shane

"Jim Cooper" <jim.cooper@virgin.net> wrote in message
news:412DADDC.6C98F943@virgin.net...

>

> > *Can anyone recommend a solution that works with BOTH?*

>

> *The two OSES are quite different in many ways. This puts significant
> limitations on any tool that works with both – they tend to end up as
> lowest common denominator efforts (an immediately obvious example is
> that both OSES have UI controls that the other doesn't). In at least one
> case (NS-BASIC), there are Palm and PPC versions that are not
> compatible, and there are good reasons for them doing that.*

>

> *Another big problem is that syncing/data transfer works quite differently
> on both platforms. You may be able to share sync logic, but that's about
> it – the methods for getting data on and off devices during a sync are
> wildly different.*

>

> *Make sure any tool you choose is actually capable of doing what you need
> on both platforms – this is not always that obvious.*

>

> *FWIW, I wouldn't go this route for anything but the very simplest of
> applications. I would pick a good tool on each platform and have two
> code bases. For most PDA applications there is actually very little code
> to share, as they tend not to have much business logic. To make an
> application look like it was designed for each platform, I think this is
> the best way.*

>

> *My choices for tools are PocketStudio for PalmOS work
> (<http://www.winsoft.sk>), and Visual Studio .NET and the CF for PPC work.*

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> *The PalmOS is easy to learn – ****much**** more so than any of the variety
> of Windows APIs (and PS has wizards that will build complete apps in
> minutes), and you will be able to get going with the CF in no time.*

>

> *Cheers,*

> *Jim Cooper*

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> *Falafel Software <http://www.falafelsoft.co.uk>*

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