S3C6410 Mango6410 (망고64 WinCE 6.0) Release 2012-04-10

수정 부분

1) 7인치 LCD 드라이버 수정
2) 1.3M Camera 드라이버 포함
3) 이더넷 , GPS드라이버 포팅 완료

베이스 소스

(mango64 s3c6410 & Wince) mango64 Wince 2010-10-14 BSP 소스(WiFi,GPS,카메라,이더넷)

http://cafe.naver.com/embeddedcrazyboys/8514

(Window CE)Mango64 & 7 인치 LCD 구동 모습 및 Binary
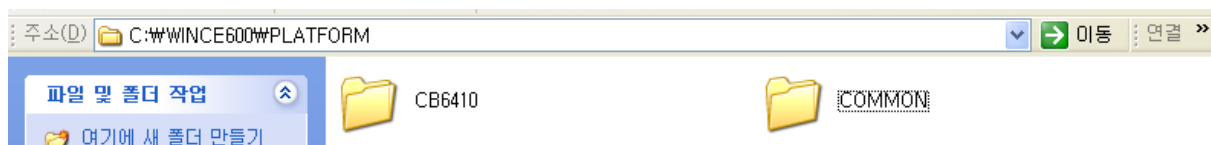
http://cafe.naver.com/embeddedcrazyboys/6599

다운로드

http://crztech.iptime.org:8080/Release/mango64/wince/mango64-wince-2010-10-14.zip

mango64-wince-2010-10-14.zip 압축을 풀면 CB6410, COMMON 파일이 있습니다.
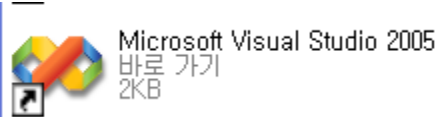

"C:\WINCE600\PLATFORM" 에 풀어줍니다.

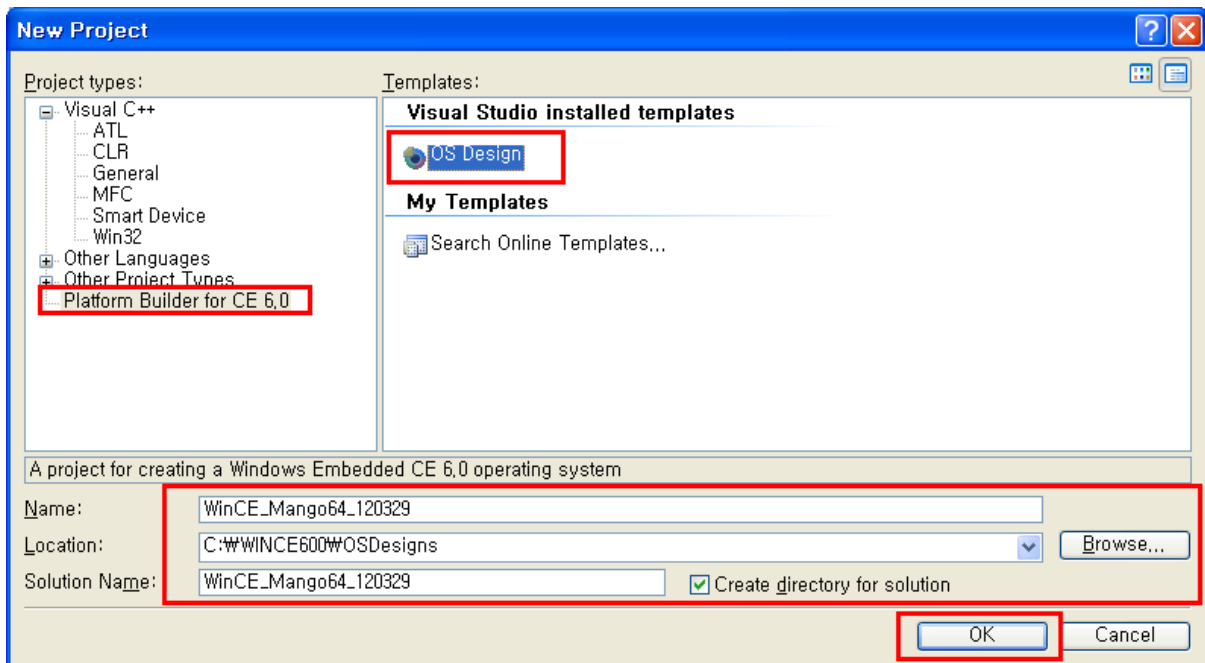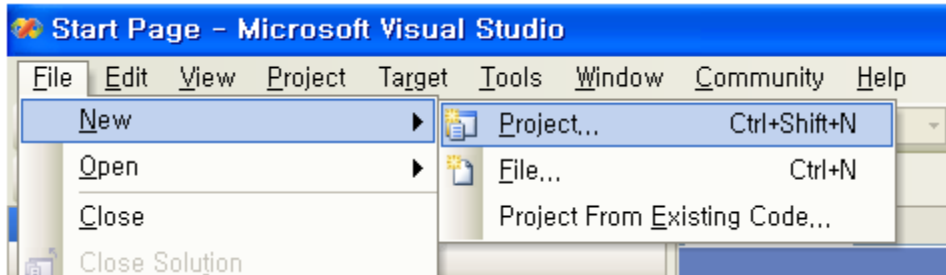
(Window CE)Mango64 & 7 인치 LCD 구동 모습 및 Binary

http://cafe.naver.com/embeddedcrazyboys/6599

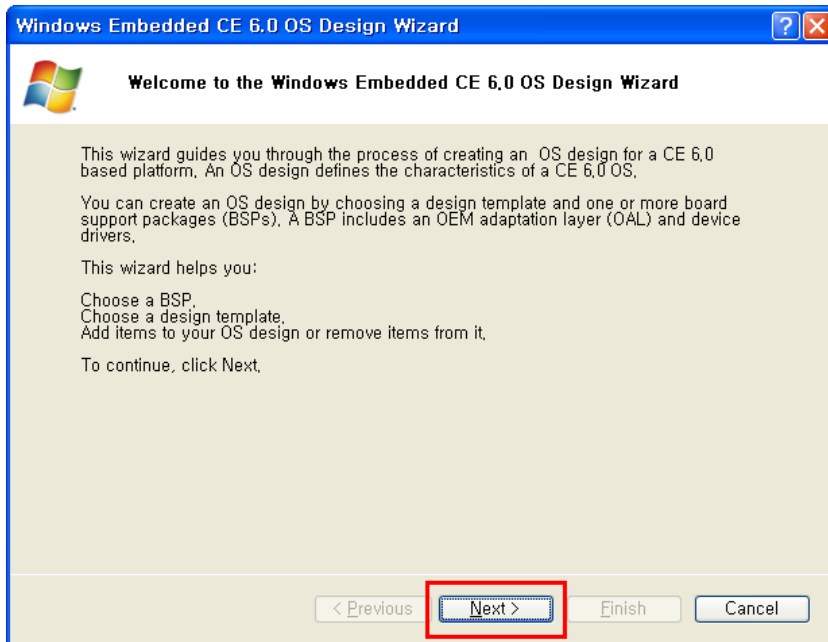위를 참조하여 소스를 수정해줍니다.

Visual Studio를 실행 합니다.

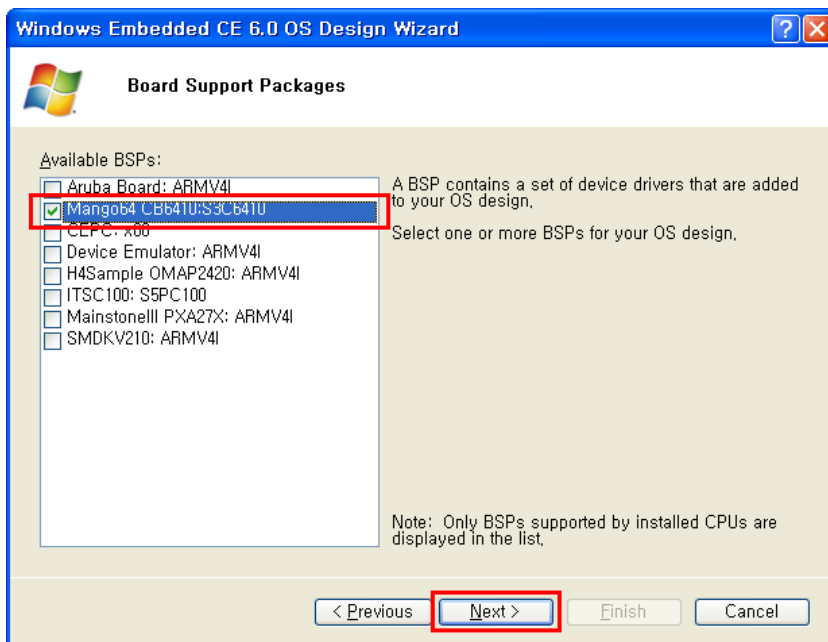Microsoft Visual Studio 2005
바로 가기
2KB
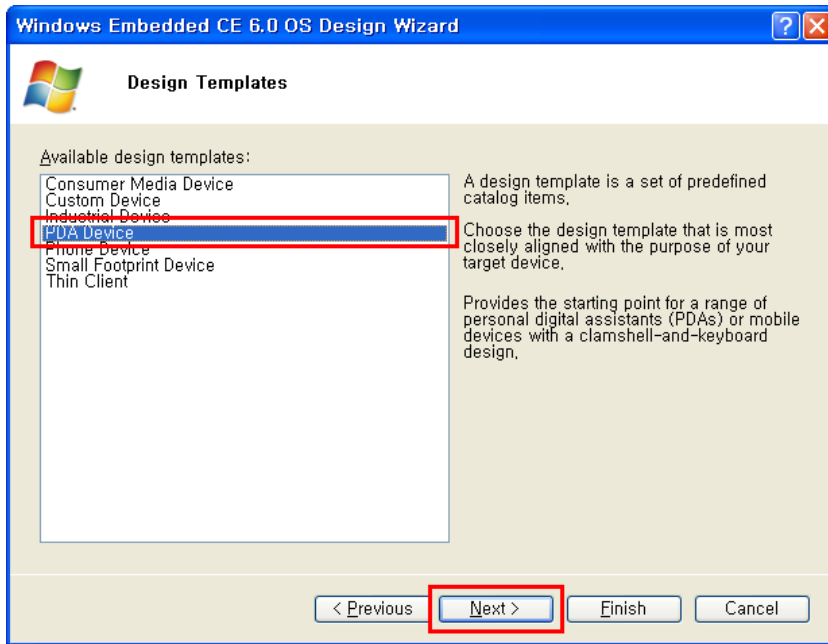
File > New > Project를 선택해줍니다.

Platform Builder for CE 6.0선택 후 OS Design을 선택한 후에 아래에 Project명을 정해줍니다. 그 후 Ok를 클릭

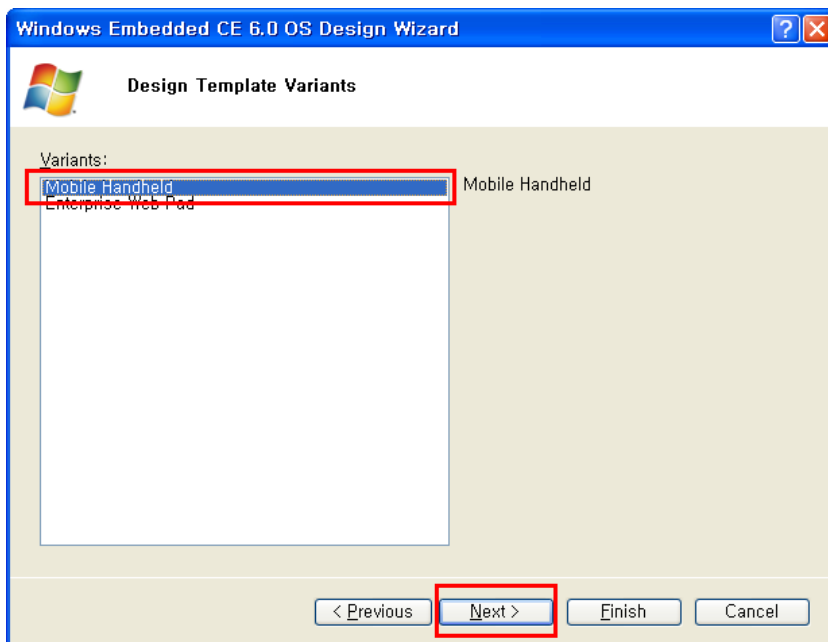Next 클릭

"Mango64:CB6410" 선택 후 Next클릭

"PDA Device" 선택 후 Next클릭

"Mobile Handheld" 선택 후 Next클릭
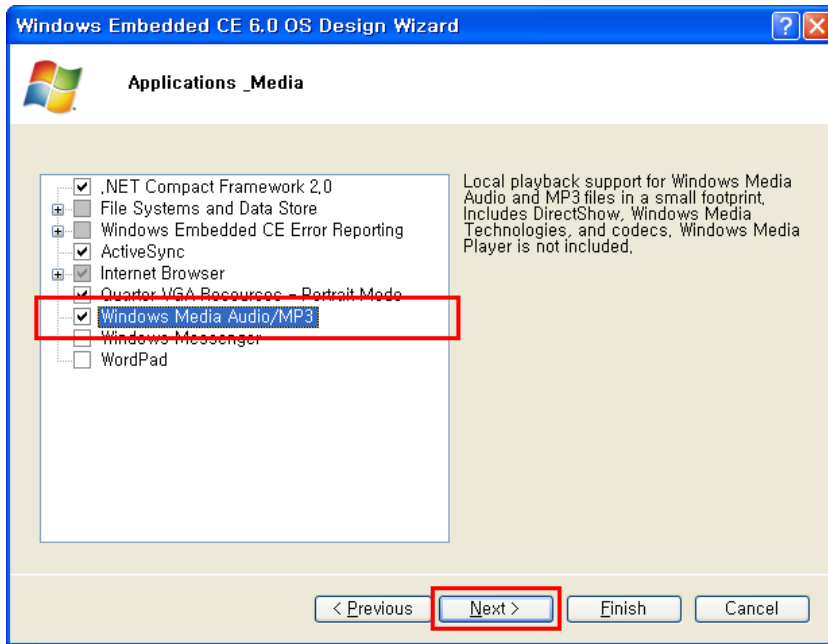
".NET Compact Framework 2.0, Active Sync,Internet Browser,Quarter VGA Resoures-Portrait Mode, Windows Media Audio/MP3, Windows Messenger, Word pad" 를 선택했습니다.

원하는 것을 선택하고 Next클릭

Networking Communications에서

"TCP/IPv6 Support", "Local Area Network", "Personal Area Network" 선택 후 Next클릭

Finish 클릭

Release 모드로 Build 환경 변경합니다.
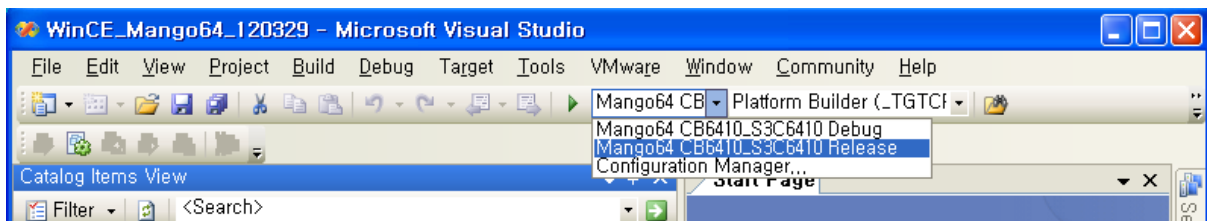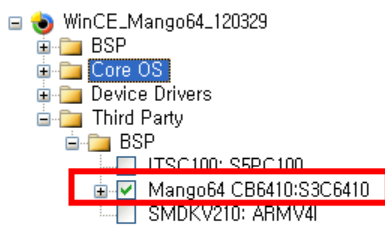
"Mango64_CB6410 Release" 선택
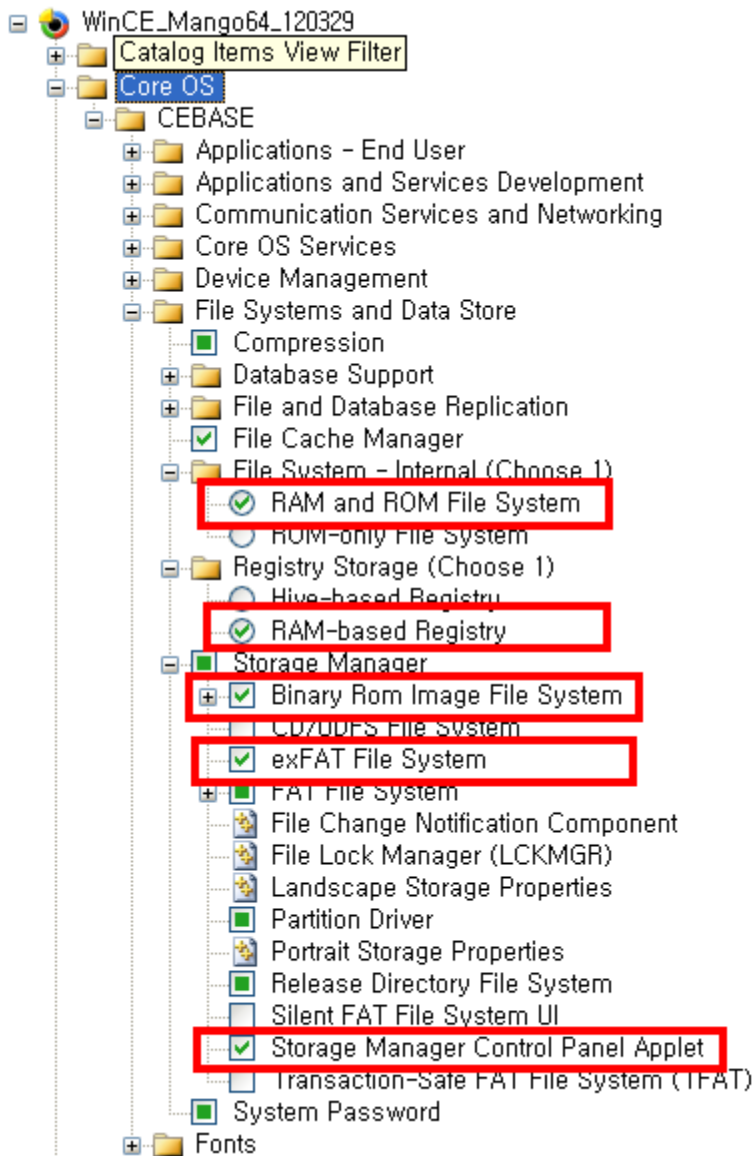
Catalog Items View 화면의 "Core OS -> CEBASE -> File Systems and Data Store" 에서

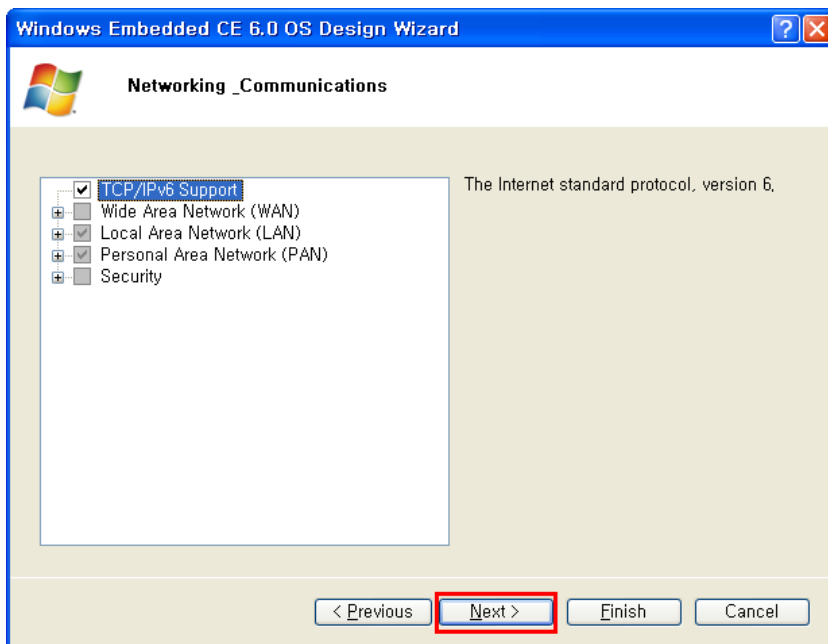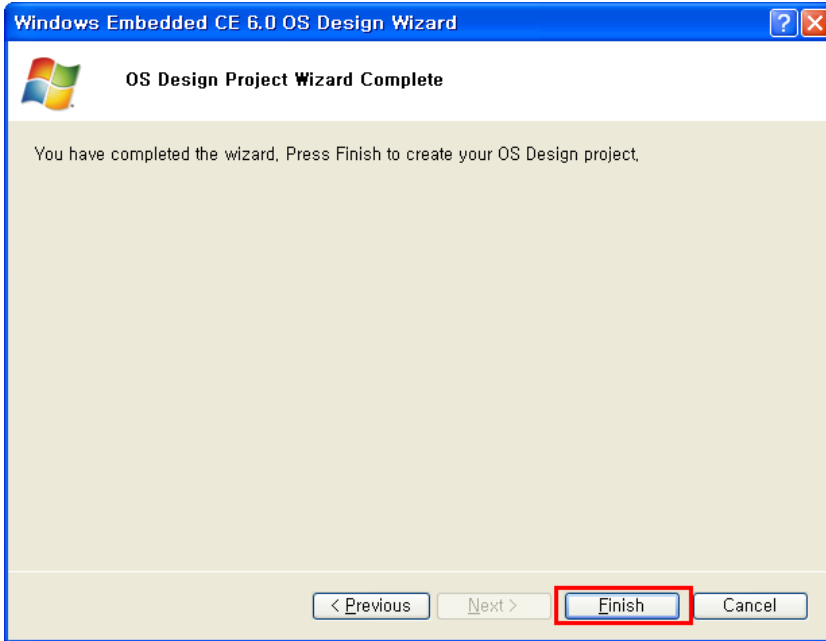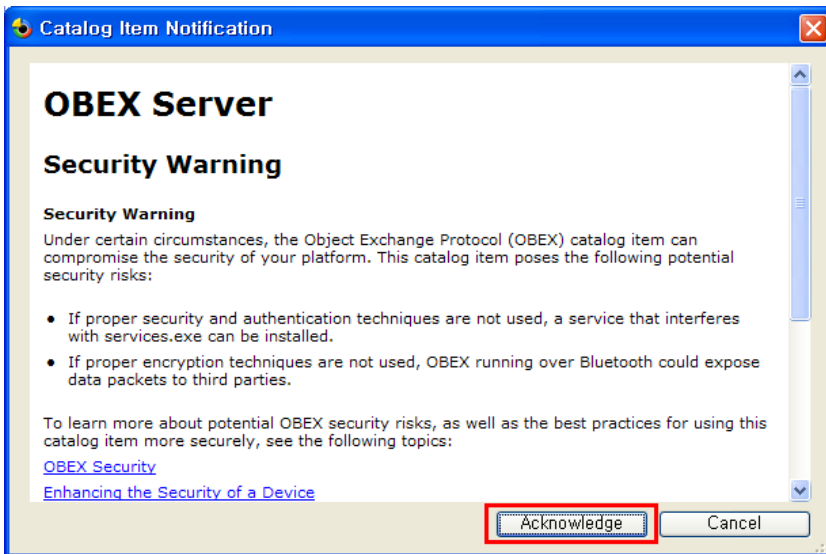File System - Internal -> RAM and ROM File System 선택

Registry Storage -> RAM-based Registry 선택
-> Hive-based Registry 선택할 경우엔 CB6410.bat 파일에서 "set IMGHIVEREG" -> "set IMGHIVEREG=1" 로 수정

Storage Manager-Binary Rom Image file System 선택

Storage Manager-exFAT File System 선택

Storage Manager-Storage Manager Control Panel Applet 선택

1) Binary Rom Image File System을 선택하면, 어떤 역할을 하는지 살펴 보겠습니다.

http://msdn.microsoft.com/en-us/library/ms885244.aspx

에 관련된 내용이 있습니다.

파일은 c:\WINCE600\PLATFORM\CB6410\FILES\platform.reg 파일에서 확인 할 수 있습니다.

[HKEY_LOCAL_MACHINE\System\StorageManager\Profiles\NANDFLASH]

```
         "DefaultFileSystem"="BINFS"
         "PartitionDriver"="mspart.dll"
         "Name"="Microsoft Flash Disk"


[HKEY_LOCAL_MACHINE\System\StorageManager\Profiles\NANDFLASH\BINFS]
         "MountHidden"=dword:1
         "MountAsROM"=dword:1
```

2) exFAT File System 은

http://msdn.microsoft.com/en-us/library/aa914663.aspx

http://msdn.microsoft.com/en-us/library/aa914353.aspx

에서 참고 하시면 됩니다. Wince 6.0 에서 새롭게 추가된 파일 시스템입니다.

자세한 것은 잘 모르겠습니다.

3) Storage Manager-Storage Manager Control Panel Applet은

http://msdn.microsoft.com/en-us/library/ee478949.aspx

http://msdn.microsoft.com/en-us/library/ms885457.aspx

참고 바랍니다.

X86 BSP로 되어 있습니다. Hard disk 관련 내용인 것 같습니다.

4) TFAT(Transaction-Safe FAT File System) File System 은

http://msdn.microsoft.com/en-us/library/ms885457.aspx 에서 참고 바랍니다.

말 그대로, 전송간에 충돌이 나지 않도록 하는 역할을 합니다.

```
☐🗁 Graphics and Multimedia Technologies
   ⊞🗀 Audio
   ⊟🗀 Graphics
      ☐ Alphablend API (GDI version)
      ⊞☑ Direct3D Mobile
      ⊞☑ DirectDraw
      ■ Gradient Fill Support
      ⊞🗀 Imaging
      ☐ Multiple Monitor Support
      ☐ Raster Fonts Support
      ☐ V1 Font Compatibility
   ⊟🗀 Media
      ⊞🗀 Audio Codecs and Renderers
      ⊞🗀 Digital Rights Management
      ⊟🗀 DirectShow
         ■ ACM Wrapper Filter
         ⊞☑ DirectShow Core
         ☑ DirectShow Display
         ☑ DirectShow Error Messages
         ☑ DirectShow Video Capture
         ☑ DMO Wrapper Filter
      ⊞🗀 DVD-Video
      ☐ DVR Engine
      ⊞🗀 Media Formats
      ☐ NMD UI
      ☐ Streaming Media Playback
      ⊟🗀 Video Codecs and Renderers
         ■ DirectShow Video Renderer
         ☐ MPEG-1 Video Codec
         ☐ MS RLE Video Codec
         ☐ Video/Image Compression Manager
         ☑ WMV/MPEG-4 Video Codec
      ⊟🗀 Windows Media Player
         ⊞☑ Windows Media Player
         ■ Windows Media Player OCX
         ☐ Windows Media Player OCX 7
         ⊞■ Windows Media Technologies
      ☑ WMA and MP3 Local Playback
      ☑ WMA and MP3 Streaming
```
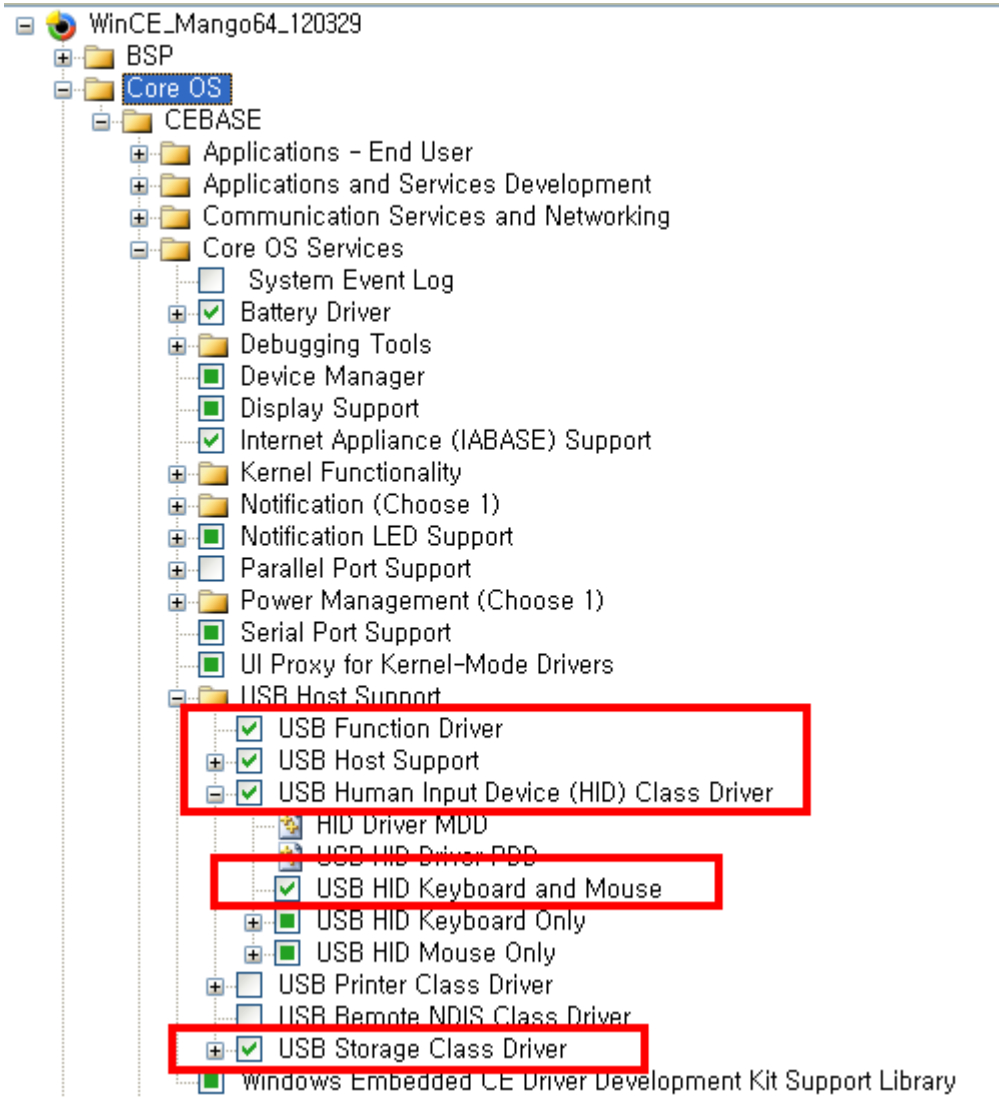
Catalog Items View 화면의 "Core OS -> CEBASE -> Graphics and Multimedia Technologies" 에서

Graphics-Direct3D Mobile 선택

Graphics-DirectDraw 선택

Mebie-DirctShow

-DirectShow Core

-DirectShow Display

-DirectShow Error Messages

-DirectShow Video capture

-DOM Wrapper Filter

선택

Media-Video Codecs and Renderers-WMV/MPEG-4 Video Codec 선택

Media-Windows Media Player 선택

1) Direct3D Mobile은 http://msdn.microsoft.com/en-us/library/aa452478.aspx 참고하기

바랍니다.

2) DirectDraw 은 http://msdn.microsoft.com/en-us/library/aa919851.aspx 에 자세히 나와 있습니다.

3) WMV/MPEG-4 Video Codec 은 http://msdn.microsoft.com/en-us/library/aa451458.aspx
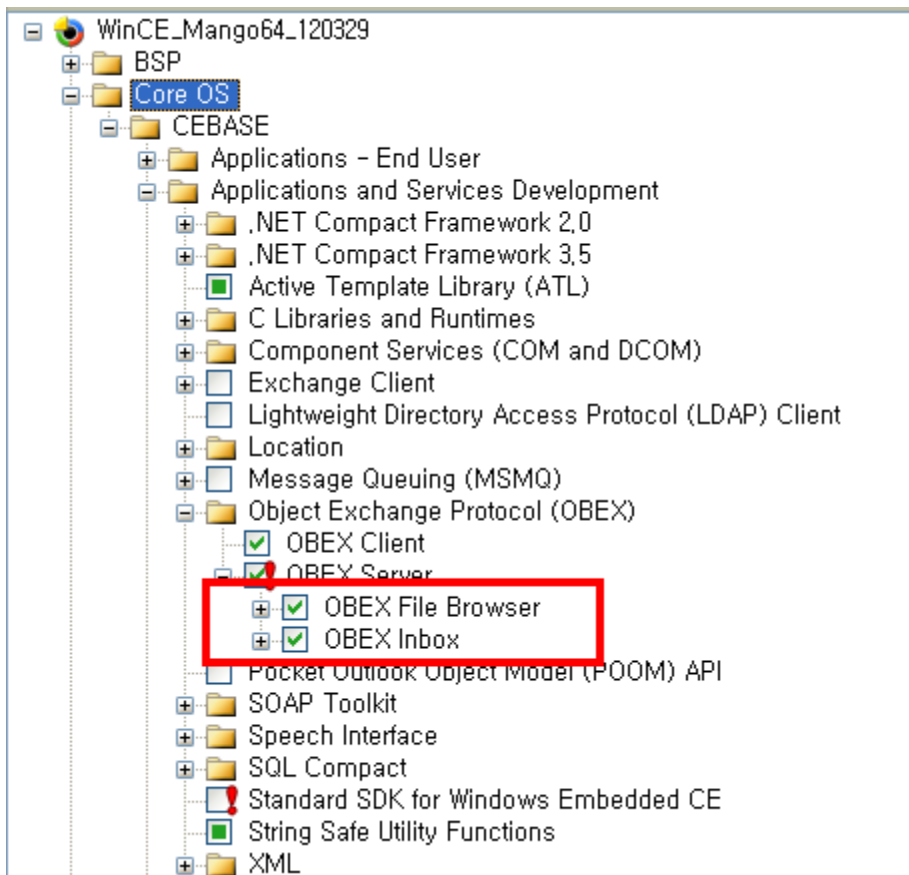
4) Windows Media Player 는 기본 디폴트로 넣도록 하겠습니다.

Catalog Items View 화면의 "Core OS -> CEBASE -> Core OS Services -> USB Host Support" 에서 다음 선택

USB Function Driver

USB Host Support

USB Human Input Device(HID) Class Driver

USB Human Input Device(HID) Class Driver -> USB HID Keyboard and Mouse

USB Storage Class Driver
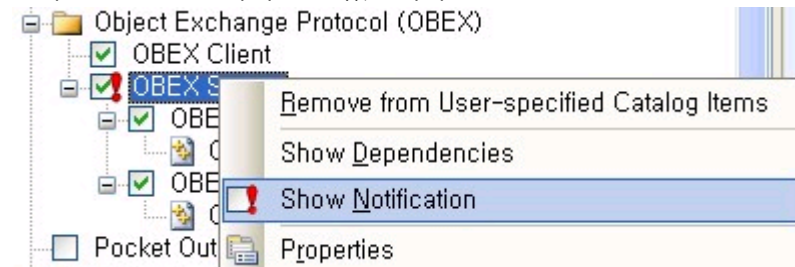
HID는 Human interface Device의 약자입니다.

관련된 자세한 내용은

http://msdn.microsoft.com/en-us/library/ms923723.aspx

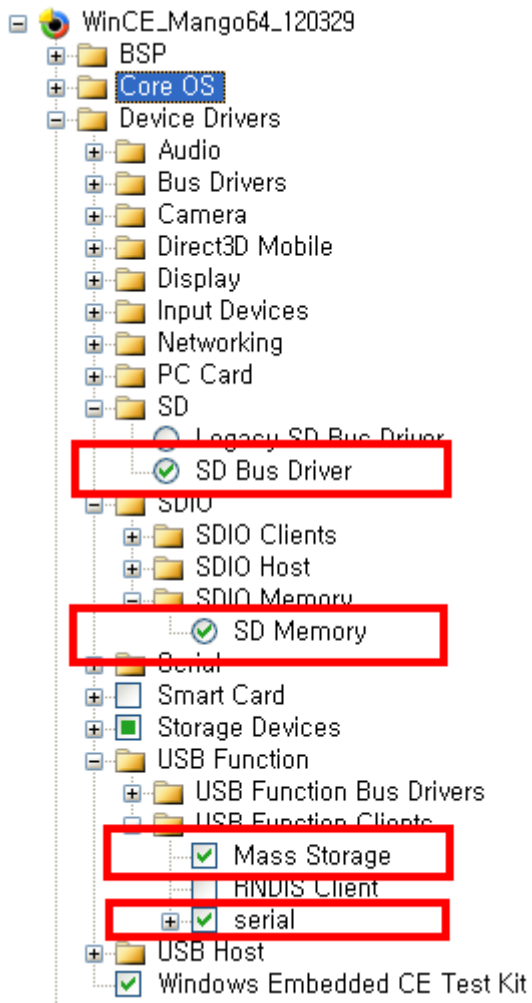관련 참고 사항은 http://msdn.microsoft.com/en-us/library/ee494899.aspx
입니다.

간단하게 설명하면, Bluetooth와 IRDA 작업을 하기 위해 추가한 것입니다.

그리고 "!OBEX Server" 는 보안 관련하여 경고를 알려주는 것입니다.

없애는 방법은 정확히 모르겠습니다.

"Show Notification"을 선택하면, 경고문을 보여줍니다.

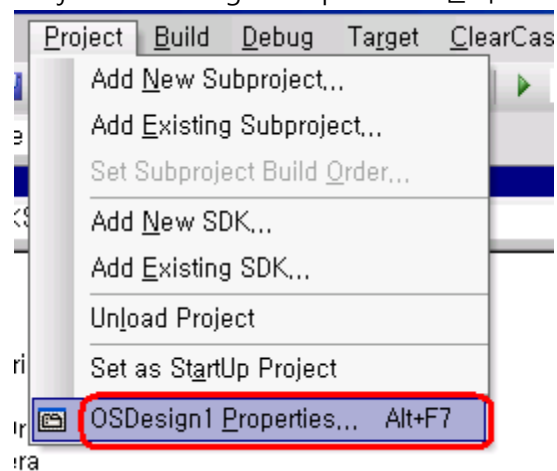http://msdn.microsoft.com/en-us/library/ee482478.aspx 에 있습니다.

소스는

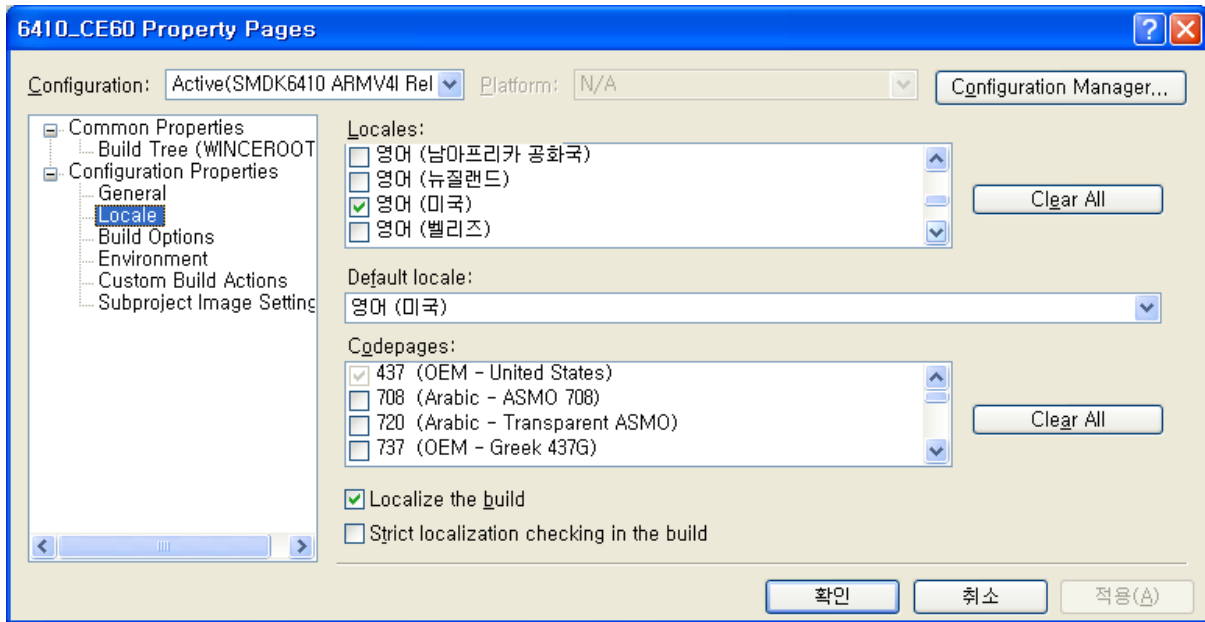Source code for the SD bus can be found in the following directories:

- SD 1.1 bus - %_WINCEROOT%\Public\Common\OAK\Drivers\SDCard\SDBusdriver

- SD 2.0 bus - %_WINCEROOT%\Public\Common\OAK\Drivers\SDCard\SDBus

Device Drivers->Networking->Personal Area Networking(PAN) devices-.>

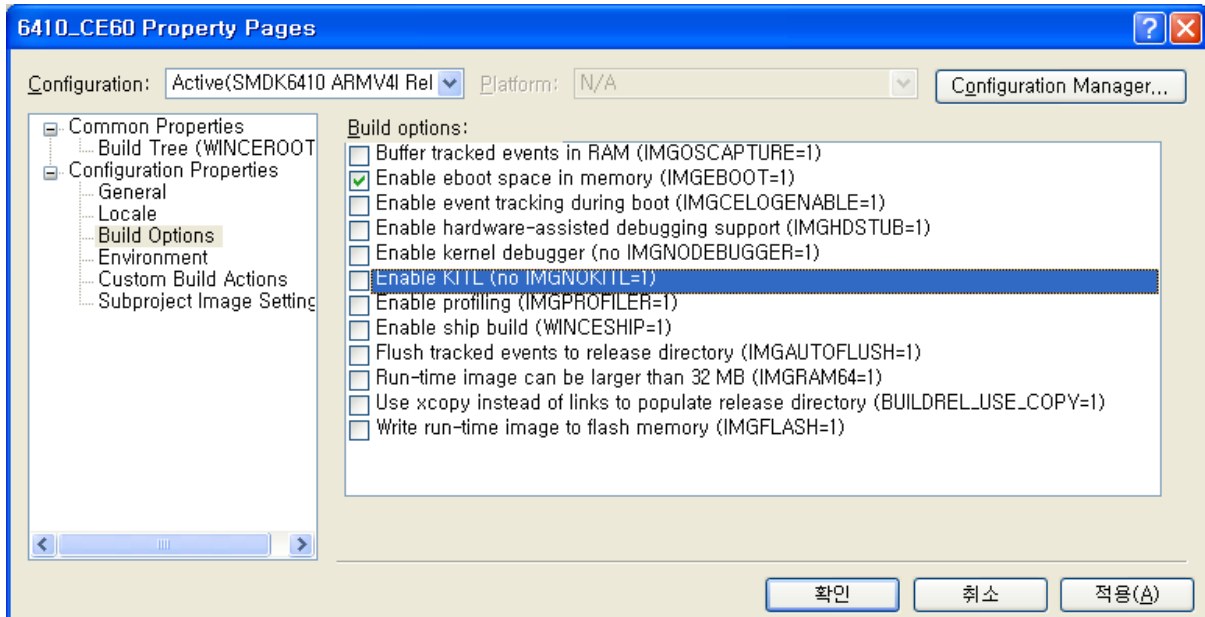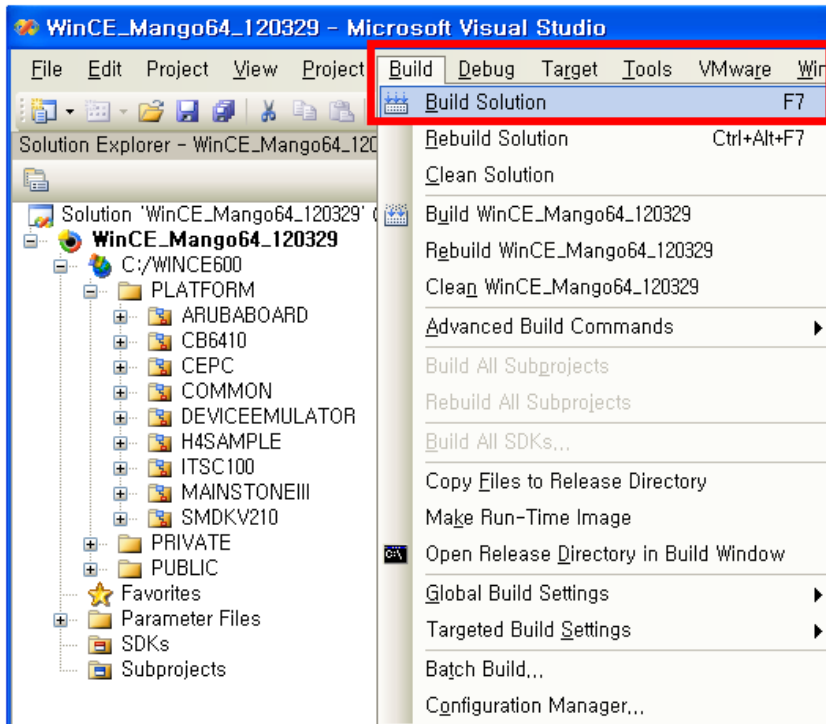Serial Infrared(SIR)선택

Prorject > OSDesign1 Properties.... 클릭

Configuration Proerties->Locale "에서

"Locales"에서 Clear all 한 후 "영어","한국어" 선택

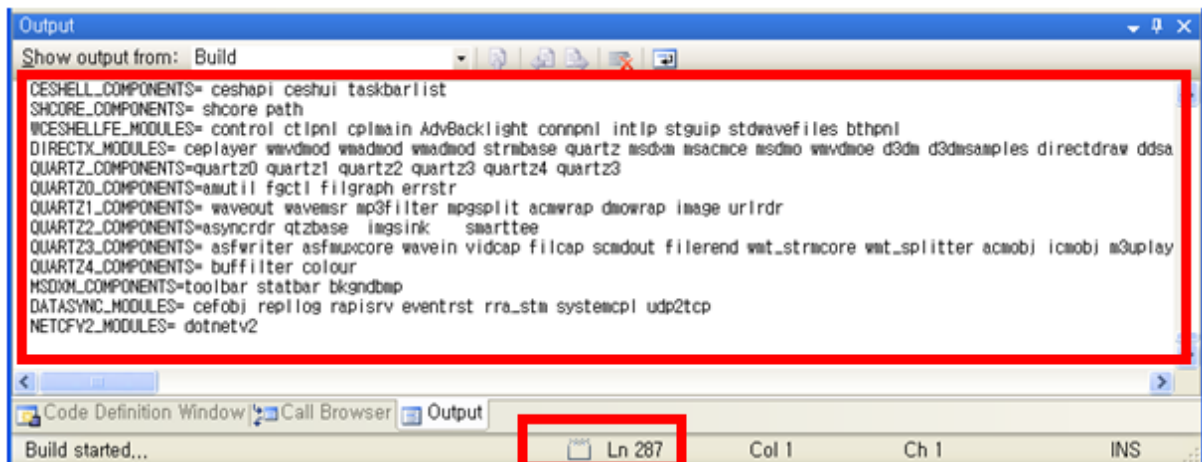"Default locale"에서 "한국어"선택

Configuration Proerties ->Build Options" 선택 "Enable KITL(no IMGNOKITL=1)" 체크하지 마세요.

Build > Build Solution 클릭

위처럼 빌드가 됩니다.

빌드 완료 후

c:₩WINCE600₩OSDesigns₩wince_mango64_120329₩RelDir₩Mango64_CB6410_Release₩

stepldr,eboot,nk 이미지가 만들어 집니다.