

PalmOS Support for PC CW Pro4

What's here

This document is intended for Stanford students who are taking CS 110 or CS 194. It describes how to add PalmOS development support to Metrowerks CodeWarrior Pro 4 (and also a brief section for those people who own CodeWarrior for PalmOS 5). It's possible that you can use the information in this document and the resources on the CS 110 web page to update earlier versions of CodeWarrior (like Pro 3), but you're on your own—please don't send me e-mail asking about how to use an older version of CodeWarrior.

Updating CW Pro 4

Updating CodeWarrior Pro 4 should be fairly painless. First, make sure that you've installed 68K support with your version of CodeWarrior. If you did a full install of CodeWarrior, you should already have it. Otherwise, load up CodeWarrior CD and install for the 68K/PPC target.

Now, download (but **don't** yet decompress) the file "Palm SDK for Stanford.zip" (available from the web page). Put the file in the "CodeWarrior" folder. Now, extract the file using a zip extractor (such as WinZip). Make sure that the destination folder is your "CodeWarrior" folder. The extraction should take the SDK files and place them in the right locations in the CodeWarrior directory. You may now delete the zip file.

Updating CW PalmOS 5

If you already have CodeWarrior for PalmOS version 5, you have most of the utilities you need. However, there are a few updates available. For one thing, there is now a version of the PalmDebugger for Windows. This should be available from the web page in a file named "PalmDebugger.zip". You should also get a recent copy of the emulator from Palm at <http://www.palm.com/devzone/pose/seed.html>. The version distributed with the Stanford SDK is 2.1d26. You can put the debugger anywhere you want, but the place that it is located in the Stanford SDK is "Palm OS Extras/Unsupported/Debugger". The emulator should already be installed, so you can just replace it with the new version.

Where to go for help

I have attempted to test this distribution as much as possible. However, it's entirely possible that something slipped by me. If you are having problems (especially if you're getting started early), please e-mail cs110-staff@cs to let us know.

NOTE: There may be problems attaching the debugger to the emulator. We're working on it.