

CS257: Applied Robotics & Embedded Programming

Lesson 5

Ebox Activity #3: Deploying Our Custom App

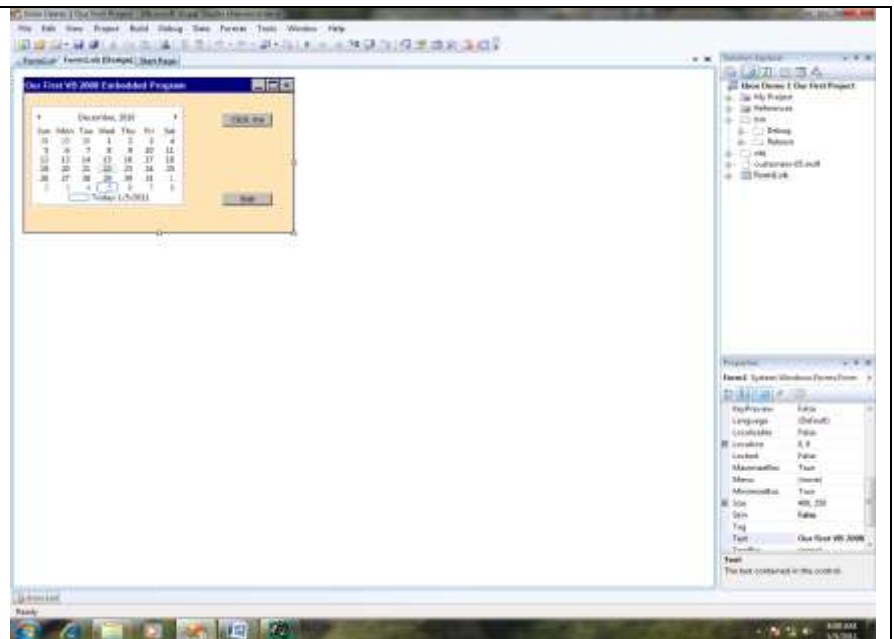
Overview

In this activity, we will configure Visual Studio to communicate with our Ebox. We need to pass it the IP address of the Ebox and then make a connection to it. So, after you create your VB/C#/C++ app, this is how you would send it to the Ebox.

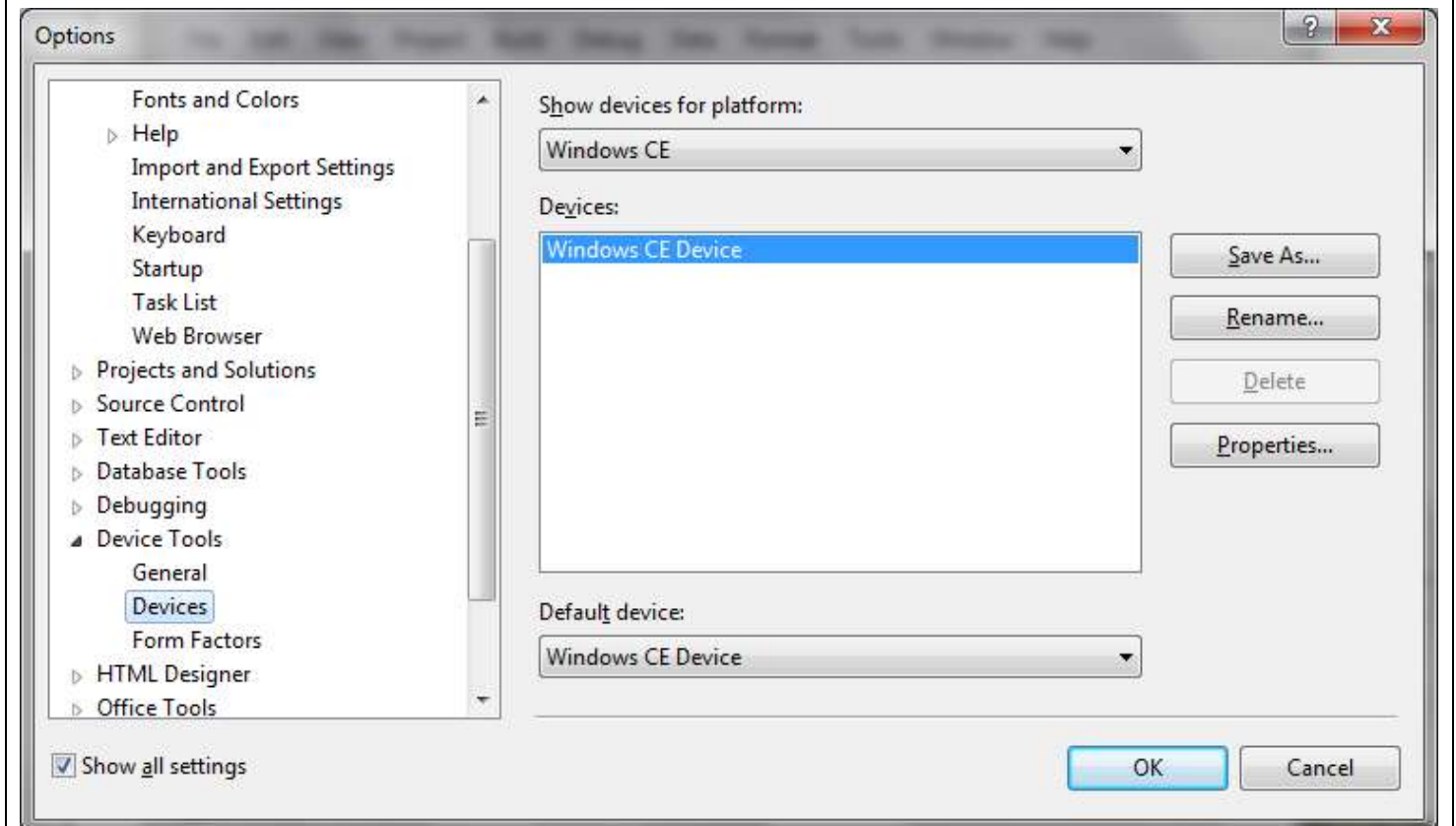
1. Connect your Ebox to your desktop as we did in Ebox Activity #1. Your Ebox desktop should be displayed on your classroom/desktop computer.
2. Find the IP address of your Ebox. Refer to Activity #1 if you forgot how. Write this IP down.
3. When this is working, switch back to Visual Studio and make sure your application is ready to go.

1. We will be using the “Ebox Demo 1: Our First Project” for this activity.

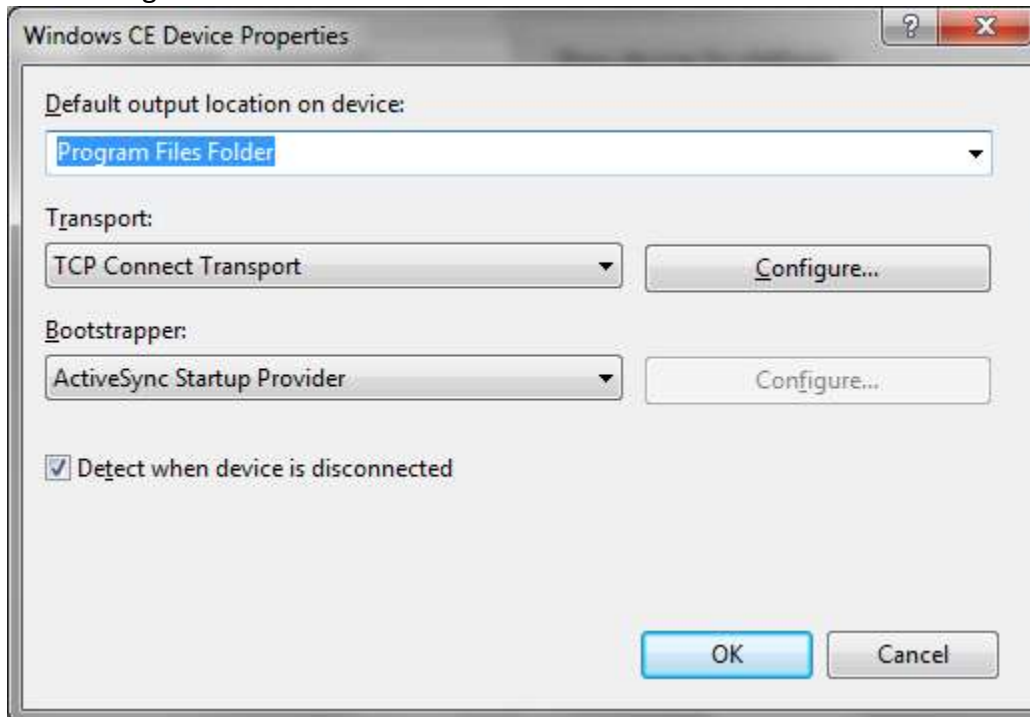
This is how the form looks in VB.



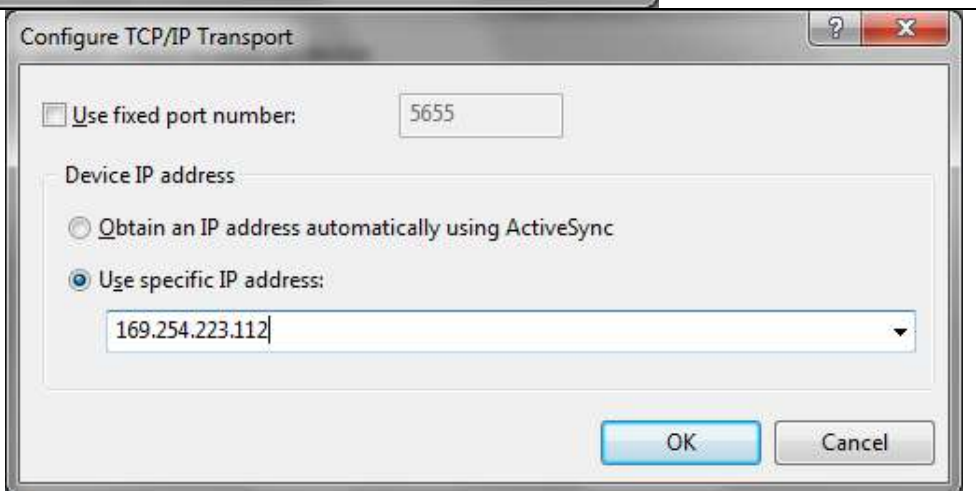
2. Choose Project | Change Target Platform. Make sure it shows Windows CE. If not, make it so!
3. Now choose Tools | Options from VS.
4. Find Device Tools | Devices and highlight it to bring up this window. Make sure it shows Windows CE



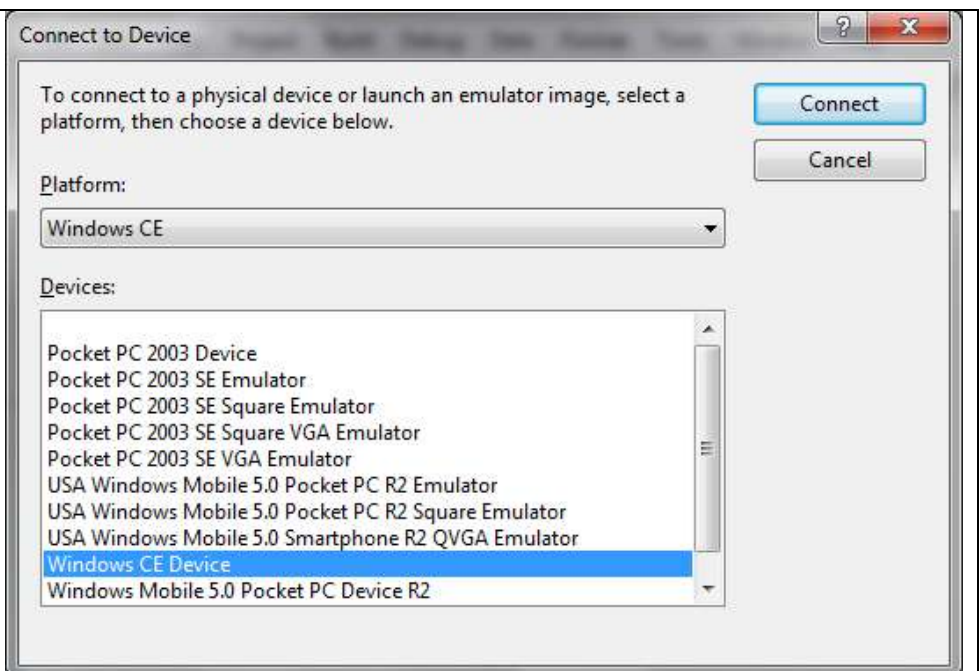
5. Now click Properties and make sure your screen looks like mine.
6. Click Configure.



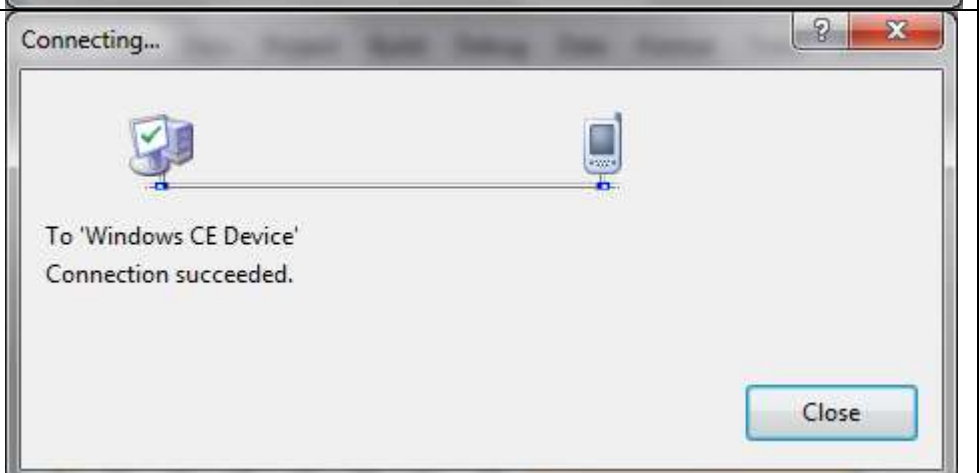
7. In the textbox, type in the IP address that matches the one for the Ebox. This will tell VB which device to deploy to.
8. Click OK three times to return to your project.



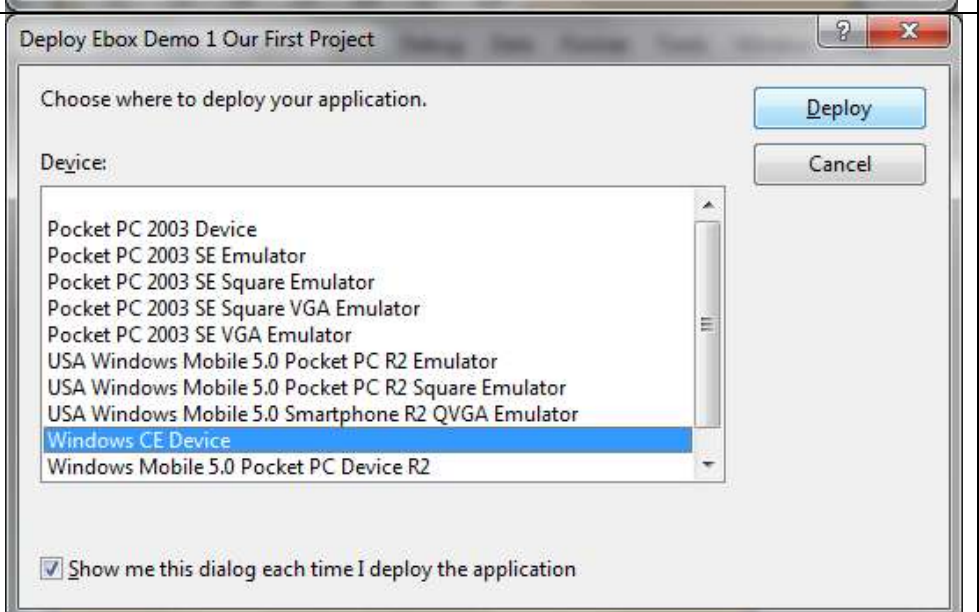
9. Now we need to make our connection to the Ebox. After that, we can deploy it. In VS, choose Tools | Connect to Device to bring up the dialog at the right. Make sure it looks like mine and click Connect.



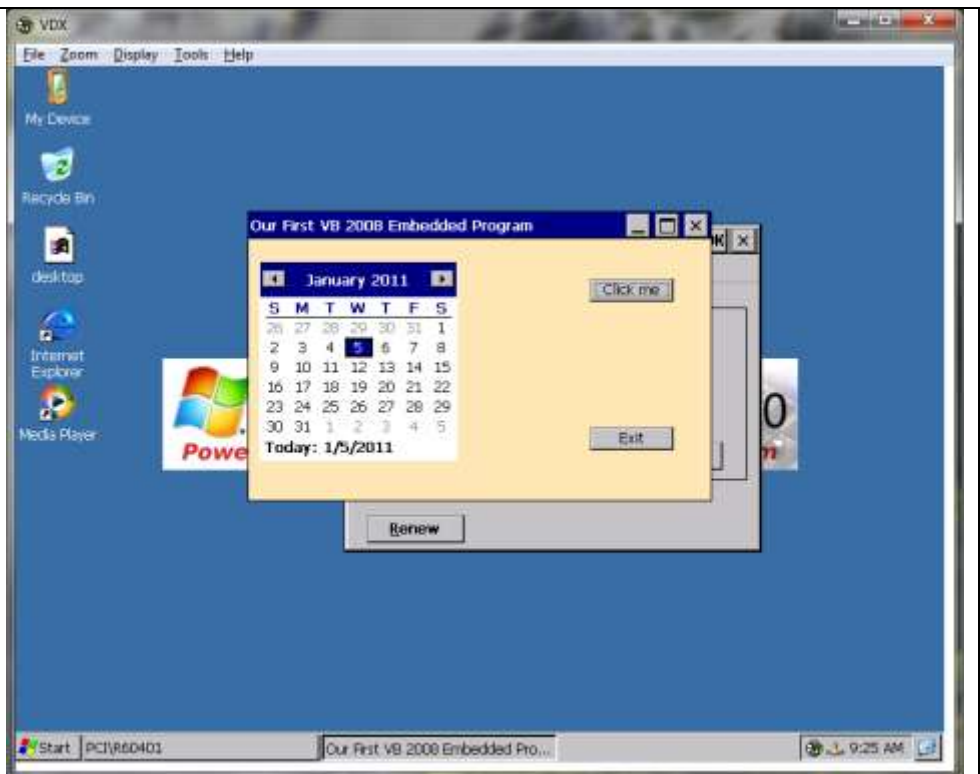
10. Almost instantly, you should see a confirmation screen. If not, go back and make sure VS has the correct IP address for the Ebox and make sure the Ebox is running and you can control it from your desktop.



11. There are two ways to deploy. The easiest is what we will do first. From VS, press CTL-F5 to start your app in non-debug mode. When you do, you should see this dialog. Make sure it says Windows CE device, and click deploy.
12. The program will be compiled (using build) and when it finishes, your app should show up on the Ebox and it should be running.



13. Verify you can control your app from your desktop. Your VB form should be centered on the screen... remember how we did that in our Load event?
14. When you are finished, close your app from the ebox by clicking the Exit button we made.
15. Now go to My device, choose Program Files, and launch your app again.



16. Your app will have its own folder. Open the folder and double-click the .exe file and your program should start again. Remember, if you turn off the Ebox, your program will be deleted and will have to be deployed again.



17. Now let's deploy using the second method. Here, we are simply going to deploy the app from VS but not run it. To actually run it, we will have to do so like we did in Step #16 above.

From VB, choose Debug | Deploy Ebox Demo 1 project (of whatever the app name is).

Then choose Deploy as we did before. After it has finished, you won't see the program run. Repeat steps 15 and 16 above to launch your app.

