

Archived:Using Visual Studio 6.0 with S60 3rd Edition

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Following the withdrawal of Carbide.vs, Nokia Developer no longer supports the Microsoft Visual Studio IDE for Symbian C++ development. This article is probably unusable as it refers to resources that are no longer available on the Internet.

Ever since Nokia released the first 3rd Edition [SDK](#), a lot of the "old-timers" asked again and again the same question: can I use Visual Studio 6.0 with the new [SDK](#)? And the answer was always no.

Well it seems that there is actually a way of using Visual Studio 6.0 (without any type of add-ons like [Archived:Carbide vs Overview](#) or something like that) to develop and debug applications for the 3rd Edition [SDK](#).

I have only tried this method with Nokia's [3rd Edition Maintenance Release SDK](#) but I have no reason to believe that it won't work with all the others (including the UIQ [SDKs](#)).

Besides the [SDK](#) and Visual Studio 6.0, you will also need the [Nokia x86 compiler](#) (same used by [Code Warrior](#)). This is due to the fact that the 3rd Edition SDKs come only in the WINSCW variant and thus the Microsoft compiler cannot be used.

The [Nokia x86 compiler](#) can be found, strangely enough, in the UIQ 3.X [SDK](#). Maybe you can find it also in some other places, but for me the easiest method was to download and install the UIQ SDK. So head over to [developer.uiq.com](#), download and install it (you will need a username and a password but registration is free). During setup, you will notice that one of the items that is going to be installed is called "x86 VS2003". This is the [Nokia x86 compiler](#).

After the installation, you will find a folder called `nokia_compiler` in `C:\Symbian\UIQ3.1SDK\epoc32\tools\`. Copy it to `C:\Symbian\9.1\S60_3rd_MR\epoc32\tools`.

You can also find the installation kit for the [Nokia x86 compiler](#) here:

`C:\Symbian\UIQ3.1SDK\epoc32\tools\distrib\nokia_x86_compiler_3_2_3.exe` (it is good to save it for future reference).

The next step is to run `env_update.exe` from `C:\Symbian\9.1\S60_3rd_MR\epoc32\tools\nokia_compiler\bin`. You have to select the 3.2.x compiler (option number 2) and to select y add this compiler to the PATH.

I have also set the [EPOCHROOT](#) variable to be a system environment variable, I think that Visual Studio will complain if it is not set.

Afterwards go to the group folder of your 3rd edition application and type the following:

```
bldmake bldfiles  
  
abld makefile vs6
```

This command will generate a Visual Studio workspace for the project in `epoc32\build\<SOURCE_PATH>\<PROJECT_NAME>WINSCW`.

Open Visual Studio and open this workspace. Now you should be able to compile and run/debug your application from within the [IDE](#). Please note that the executable for the debug session in the project's options has to be the name of the executable itself, and not `epoc.exe`! (It is like this for default, just don't change it to `epoc.exe`).

One annoying thing that happens to me is that, in debug mode, everytime I want to step into a function that is not defined in the current file, Visual Studio prompts me to point it to the `.cpp` or `.h` file where that function is defined. But I can live with that.

The information presented here is official (not a hack) and it was originally found on the [Developer Library](#).

Migrating from Visual Studio

Note: The referred document (deprecated) is no longer available at the Nokia Developer website.

Download the *Switching to Carbide.c++* document to compare features supporting Symbian C++ development in Microsoft Visual Studio .NET 2003, Metrowerks CodeWarrior® Developer Studio for Symbian OS, and Carbide.c++. By providing key information on the differences among these tools, it is designed to help developers switching to Carbide.c++ from Visual Studio or

References

[Thread on Nokia Developer DiBo](#) 