

Re: custom shell starts before all services loaded

Source:

<http://www.tech-archive.net/Archive/WinXP/microsoft.public.windowsxp.embedded/2004-03/1032.html>

From: KM (*konstmor_at_nospam.yahoo.com*)

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Greg,

I did not quite get what your requirement is. Do you just want to launch your shell app and know when user input is available in it?

Then you should look at WaitForInputIdle API. You may end up launching a very small app as your shell.

The app will run your heavy

shell through CreateProcess and during the launching time it may show a splash screen. If you call to WaitForInputIdle with the

handle from CreateProcess, then you know for sure when user is able to do anything within the shell UI.

More detail, "... the calling thread can use the WaitForInputIdle function to wait until the new process has finished its

initialization and is waiting for user input with no input pending. This can be useful for synchronization between parent and child

processes, because CreateProcess returns without waiting for the new process to finish its initialization. For example, the creating

process would use WaitForInputIdle before trying to find a window associated with the new process."

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KM,
BSquare Corporation
> I found other posts similar to this on google, but no responses...
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> My custom shell starts, but no user input is available for several seconds.
> I guess I could use EnumProcesses to wait until something starts, but not
> sure what to wait for. The only thing I saw resembling a reply was a
> suggestion that the startup app just wait 'a bit' until it started the
> actual gui. I was hoping for something a little more deterministic.
>
> Thanks,
>
> Greg