

Re: Windows CE ABI

Source:

<http://www.tech-archive.net/Archive/WindowsCE/microsoft.public.windowsce.app.development/2004-05/0116.html>

From: Michael J. Salamone [eMVP] (mikesa#@#entrek#dot#com)

Date: 05/11/04

Date: Tue, 11 May 2004 07:17:20 -0700

Use dumpbin /imports to find out what DLLs an exe/DLL is importing, as well as the entrypoints it is calling in those DLLs. Use dumpbin /? to see other options. There is also a dumpbin reference in MSDN (you can search msdn.microsoft.com if you don't have MSDN Library installed).

The first question – how exe files access the OS – is a bit ambiguous. I think the answer you're looking for is through the OS APIs (again, we don't use ABI in the Windows world). You will see by using dumpbin any OS calls the application might be making. However, most of those APIs reside in coredll.dll, and imports by ordinal number instead of name (makes the applications smaller), so you would have to resolve the ordinal numbers to names manually. If you get the Platform Builder eval, you can see coredll.def which has the ordinals and corresponding names. For PB 4.20, it would be in \win420\private\winceos\coreos\core\dll.

If you mean how do exe files become processes, that would be by the CreateProcess() API. That invokes the loader, which gets the exe file into memory and executing.

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"Alessandro Santos" <alcarvalhal@yahoo.com> wrote in message
news:e\$cwaL1NEHA.268@TK2MSFTNGP11.phx.gbl...

> Thanks again Mike,

>

> Since I am trying to emulate the XScale processor and WindowsCE I will
need

> to know some other information that I expected to find in the ABI. Can you

> help me ?

>

> How the exe files access the OS ? Can I find this information in the

> Platform Builder help ?

> Which OS DLLs are linked in an exe file as default?

>

>

> "Michael J. Salamone [eMVP]" <mikesa#@#entrek#dot#com> wrote in message

> news:%23riKaMwNEHA.892@TK2MSFTNGP09.phx.gbl...

> > Well, it's not really called a binary interface - at least not in the

> > Windows world.

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> >
> > Most likely dumpbin.exe will give you what you want. It runs on the
> > desktop, but works on Windows CE binaries, too. It comes eVC, Visual
> > Studio, and PB I believe, so you should have it.
> > --
> >
> > Michael Salamone [eMVP]
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> >
> >
> > "Alessandro Santos" <alcarvalhal@yahoo.com> wrote in message
> > news:%2330T0asNEHA.3556@TK2MSFTNGP09.phx.gbl...
> > > Thanks Mike,
> > >
> > > But I need the binary interface also. I need to dump the binary file
> > (exe
> > > file) and get
> > > the XScale processor hexa/binary instructions.
> > >
> > > Do you know where I can find it ?
> > >
> > > "Michael J. Salamone [eMVP]" <mikesa#at#entrek#dot#com> wrote in
message
> > > news:OfRn4PrNEHA.644@tk2msftngpl3.phx.gbl...
> > > > You can find API (Application Programming Interface) in either
> > Platform
> > > > Builder help or any of the CE-based SDKs from Microsoft
> > > >
> > > > Platform Builder is a tool used to make a new platform based on
> > Windows
> > > CE.
> > > > There is a free eval of it you can download from Microsoft. In it,
> > you
> > > can
> > > > find help for APIs that *may* be included in a Windows CE-based
> > platform,
> > > > such as Pocket PC, Smartphone, WCeFA, or any other number of
platforms
> > > > derived from CE.
> > > >
> > > > You can also download free from Microsoft Pocket PC and Smartphone
> > SDKs.
> > > > The help includes some/most of the Windows CE APIs, especially those
> > > ones
> > > > included in the Pocket PC/Smartphone configs, as well as APIs
specific
> > > to
> > > > those platforms. That is, those platforms have additional APIs that
> > are
> > > not
> > > > part of the basic Windows CE APIs.
> > > > --
> > > >
> > > > Michael Salamone [eMVP]
> > > > Entrek Software, Inc.
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> > > >
> > > > "Alessandro Santos" <alcarvalhal@yahoo.com> wrote in message
> > > > news:uUb4DfpNEHA.2976@TK2MSFTNGP10.phx.gbl...
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> > > > Hi,  
> > > >  
> > > > for my thesis I'm working with Windows CE.  
> > > >  
> > > > And I am looking for Windows CE ABI (application binary interface)  
> > > >  
> > > > Does anybody know where I can find it ?  
> > > >  
> > > > Tks in advance,  
> > > > Alessandro  
> > > >  
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> > > >  
> > >  
> > >  
> >  
> >  
>  
>
```