

Re: Windows CE ABI

Source:

<http://www.tech-archive.net/Archive/WindowsCE/microsoft.public.windowsce.app.development/2004-05/0124.html>

From: Alessandro Santos (*alcarvalhal_at_yahoo.com*)

Date: 05/11/04

Date: Tue, 11 May 2004 19:29:01 -0300

Thanks once again.

I think now I can start to walk by my self.

Alessandro

"Michael J. Salamone [eMVP]" <mikesa#at#entrek#dot#com> escreveu na mensagem news:eYXOZJ2NEHA.1392@TK2MSFTNGP09.phx.gbl...

> *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.*

> --

>

> *Michael Salamone [eMVP]*

> *Entrek Software, Inc.*

> *www.entrek.com*

>

>
>
> *"Alessandro Santos" <alcarvalhal@yahoo.com> wrote in message
> news:e\$CwaLINEHA.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#at#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.*
>>>
>>> *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]*
>>> *Entrek Software, Inc.*
>>> *www.entrek.com*
>>>
>>>
>>> *"Alessandro Santos" <alcarvalhal@yahoo.com> wrote in message
>>> news:%23330T0asNEHA.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@tk2msftngp13.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.*
> > > > *www.entrek.com*
> > > >
> > > >
> > > >
> > > > *"Alessandro Santos" <alcarvalhal@yahoo.com> wrote in message*
> > > > *news:uUb4DfpNEHA.2976@TK2MSFTNGP10.phx.gbl...*
> > > > > *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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> > > > >

microsoft.public.windowsce.app.development: Re: Windows CE ABI

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