

# Re: Windows CE Splash and Shell

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<http://www.tech-archive.net/Archive/WindowsCE/microsoft.public.windowsce.embedded/2006-09/msg00118.html>

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- *From:* "Garratt" <[Christian.H.Mikkelsen@xxxxxxxx](mailto:Christian.H.Mikkelsen@xxxxxxxx)>
  - *Date:* Tue, 12 Sep 2006 16:40:53 +0200
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Hello

Ive written a small app displaying a splash screen, placing it at Launch96 (97-99 occupied by some small services of mine ) in my image and it works fine. Except! (always with the except I know :) it would appear that the splash screen (which is a very small and simple win32 app) is not always started or in other words it do not appear visible (about 1 out of 20 times).

Any clues as to why this is?

Im running without any shell (only added the command console and processor).

Am I trying to start a graphical app on the very edge of the system initialization or something like that?

Best regards  
Christian

"Yannick Chamming's [eMVP]" <[ychammings\\_nospam@xxxxxxxx](mailto:ychammings_nospam@xxxxxxxx)> wrote in message [news:%23eOUdCj1GHA.1252@xxxxxxxxxxxxxxxxxxxxxxxx](mailto:news:%23eOUdCj1GHA.1252@xxxxxxxxxxxxxxxxxxxxxxxx)

That's not a simple task. You might need to develop your own custom shell.

A first step would be to copy the HKLM\Init keys (Launch50 & Depends50) from shell.reg to the project.reg of your OSDesign and replace explorer.exe by your own app.

If you plan to do multi applications, with multiple windows, you'll probably need to implement shell support in your application.

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## Re: Windows CE Splash and Shell

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"Garratt" <Christian.H.Mikkelsen@xxxxxxxx> a écrit dans le message de news: u8X6s6a1GHA.4648@xxxxxxxxxxxxxxxxxxxxxxxxxxxx

Hello

Im currently using the "Standard Shell" in my Windows CE 5.0 image. Ive been reading about the different shells but im a little confused. Here's what im trying to acheive:

1.

I want to remove the desktop icon, background, taskbar and have a black screen(or splash screen pref) until i start my app.

This is so that the user do not start wondering about the icon etc. and to give a more professional look :).

Thats the first step.

2.

The next step i would like to be able to do one or both of the following:

1. Display a splash screen until my app i loaded and ready to take over. Effectivily hiding all the initialization that takes place behind. This screen would then be displayed as soon as the display driver has been initialized.

2. Redirect my std output to NULL or cyberspace :). I got some initial loading which currently pops up with all my printf directly to the screen in a command console. I would like to get rid of those by redirecting to null or something like that. Is that possible?

Followup:

I managede to get a blank screen by removing all of the shell components except the console and command proc, so that part i think is ok now, but im not sure that my approach is correct. I still want to be able to call for example the network setup dialog, but that should be possible now right?

So the real question in this post is actually how do I insert a splash screen as fast as possible that can be shown until my app (CF2.0) starts running?

Best regards

Re: Windows CE Splash and Shell

Christian