

# Re: Windows CE Splash and Shell

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*Source:*

<http://www.tech-archive.net/Archive/WindowsCE/microsoft.public.windowsce.embedded/2006-09/msg00139.html>

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- *From:* "Yannick Chamming's [eMVP]" <[yhammings\\_nospam@xxxxxxxxxxx](mailto:yhammings_nospam@xxxxxxxxxxx)>
  - *Date:* Thu, 14 Sep 2006 07:27:38 +0200
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1. Yes
2. Yes
3. Not exactly : for each Launch key windows CE checks signal started dependencies before launching the App. Therefore, Launch0-99 are not "started at the same time"

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"Garratt" <[Christian.H.Mikkelsen@xxxxxxxxxx](mailto:Christian.H.Mikkelsen@xxxxxxxxxx)> a écrit dans le message de news:  
uYGQ7nz1GHA.4972@xxxxxxxxxxxxxxxxxxxxxxxxxxxx

I did as you asked me to and so far the splashscreen has run everytime :).  
Thanks a lot :).

I have just one more tiny question since i think i might have  
misunderstood something about the launch keys.

1. Each Launch is started one by one starting by Launch0 - 99 in that order and as separate processes.
2. If then there's is a Depend value for a Launch, then the Launch will not commence until SignalStarted has been sent from the dependency described by the Depend key(Launch).
3. This means that each Launch0-99 is "more or less" started at the same time but then each Launch waits for its dependencies to signal complete before they themselves can continue.

Please correct me if im wrong.

Re: Windows CE Splash and Shell

Best regards  
Christian

"Yannick Chamming's [eMVP]" <yhammings\_nospam@xxxxxxxxxxx> wrote in message [news:ugAxpV1GHA.3656@xxxxxxxxxxxxxxxxxxxxxxxxxxxx](mailto:news:ugAxpV1GHA.3656@xxxxxxxxxxxxxxxxxxxxxxxxxxxx)

Are you sure to have the complete graphical stack.

I'd suggest you to do the following

- have a Windows CE image with standard shell working (ie explorer.exe)
- duplicate launch50 key in your project.reg to launch your app in place of explorer.exe
- once it works, remove explorer standard shell component

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"Garratt" <Christian.H.Mikkelsen@xxxxxxxx> a écrit dans le message de news: OSdmdlN1GHA.1252@xxxxxxxxxxxxxxxxxxxxxxxxxxxx

Hello

I've 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?

Re: Windows CE Splash and Shell

Best regards  
Christian

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

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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"Garratt"  
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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:

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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

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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  
Christian