

# Howto implement catalog feature dependency?

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*Source:*

<http://www.tech-archive.net/Archive/WindowsCE/microsoft.public.windowsce.platbuilder/2005-07/msg00682.html>

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- *From:* "Voidcoder" <[voidcoder@xxxxxxxxx](mailto:voidcoder@xxxxxxxxx)>
  - *Date:* Wed, 20 Jul 2005 14:00:40 -0700
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And another catalog related question: how do I implement the catalog feature dependency? Too much words around this in documentation and nothing concrete. How do I create a dependency in such way that adding one of my BSP features to os design will automatically include some other dependent BSP features or just native CE features? And of course it would be great to have dependency explorer working with this features as well and showing dependencies .

I'm getting again and again the same problem from BSP to BSP with my customers. I have to explain each time why for example they have to include "Device Manager" feature to the os design in order to use device drivers; why they need to add "Graphics Shell" in order to see desktop; etc etc etc.

So I'm looking for a way to automate this process using the catalog item dependencies. Eg. if user added the "Compact Flash Support" feature from the BSP this will force STOREMGR, MSPART, FATFS etc to be added automatically to the OS design as well.

Many thanks for any input.

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- *Follow-Ups:*
  - ◆ ***Re: Howto implement catalog feature dependency?***
    - ◇ *From:* sajid
  - ◆ ***Re: Howto implement catalog feature dependency?***
    - ◇ *From:* andreolkovisky
- *References:*
  - ◆ ***Multiple catalog features, one binary***

## Howto implement catalog feature dependency?

◇ *From:* Voidcoder

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