

# Re: compiling windows CE kernel

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*Source:*

<http://www.tech-archive.net/Archive/WindowsCE/microsoft.public.windowsce.platbuilder/2006-09/msg00045.html>

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- *From:* dk <[dk@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx](mailto:dk@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx)>
  - *Date:* Sat, 2 Sep 2006 02:58:02 -0700
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yes Agreed ,  
I did install the shared code in PRIVATE folder but when we try to compile the PRIVATE folder files lots of files are not there and we cannot build the nk.lib . Is the shared source licence easily available to all or we need to be a big OEM and Gold partner of MS or something .....

"Anthony Pellerin" wrote:

Note that all the code is not available. You can install some of the private code when installing PB (and agree the shared source licence). You can have more sources (almost all) with the shared source premium program but you have to contact MS for that.

HTH

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dk wrote:

I am trying to compile the existing source code of winCE 5.00 specifically the kernel implementation and folders  
D:\WINCE500\PRIVATE\WINCEOS\COREOS\NK\KERNEL but am finding that lot of files seems to be missing like if I compile the NKNORMAL folder which results in the creation of the nkmain.lib but I found that the files #include

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<KmodeEntries.hpp>  
#include <GweApiSet1.hpp> seem to be missing and the folder  
#include "../core/acl/accchk.c" doesnot seems to be there ,  
somehow I tried removed the functions like  
DoAccessCheck,DoPrivilegeCheck in  
the file D:\WINCE500\PRIVATE\WINCEOS\COREOS\NK\KERNEL and  
was able to move  
ahead but the #include <KmodeEntries.hpp>  
#include <GweApiSet1.hpp> were missing and these file seem to contain the  
structure KmodeEntries\_t , If I disable and go ahead I am some how able to  
compile and build the nkmain.lib and then SYSGEN to get the Nk.bin but I  
find  
that the filysys.exe and verifier call KmodeEntries possibly to get the hooks  
to the functions implemented ( SC\_EventModify ... ) in NK.exe ,and it the  
system starts to generate the unhandled exceptions and DataAborts

- 1) Is there a way I can get the header files specifically the #include  
<KmodeEntries.hpp> and #include <GweApiSet1.hpp> so that atleast the  
filysys.exe can use the calls provided through KmodeEntries\_t .
- 2) It seems that possibily the nk.exe gets generated by combiantion of the  
(nk.lib= nkmain.lib + nkcomp.lib+nomapfile.lib ) , Is it possible that I can  
use the Nmake to compile nkmain.lib + nkcomp.lib+nomapfile.lib to generate  
the Nk.lib and then compile to get the NK.exe and then do a MakeImage ,  
because the Sysgen seems to consume a lot of time .

what should be the arguments for Nmake or any other Tool