

Re: Develop file system filter for windows mobile 6

Source:

<http://www.tech-archive.net/Archive/WindowsCE/microsoft.public.windowsce.platbuilder/2007-07/msg00624.html>

- *From:* justy <justy.2ud2gn@xxxxxxxxxxxxxxxxxxxxx>
 - *Date:* Thu, 26 Jul 2007 23:49:27 -0400
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Thanks for your help.

I tried to use Platform Builder for CE 6.0 (inside VS2005) to create a BSP for Device Emulator (ARMV4I) and included fsdspy in the project. I can compile the fsdspy.dll file. I tried to copy this fsdspy.dll file to Windows Mobile 6 SDK's Emulator (\Windows) and added registry key : [HKEY_LOCAL_MACHINE\System\StorageManager\Filters\fsdspy] with value DLL=fsdspy.dll & Order=DWORD:1

After soft reset the emulator, I used Remote Process viewer to check but can't see my fsdspy.dll used by filesys.exe.

Which part did I go wrong? Thanks for your help again!

Justy

GraemeW Wrote:

If you're using PB, copy the FSDspy folder from public to the platform directory, edit the 'sources' file to link to a dll like this:

```
TARGETNAME=fsdspy
RELEASETYPE=PLATFORM
DLENTY=DllMain
TARGETTYPE=DYNLINK

INCLUDES= \
$( _TARGETPLATROOT )\src\inc

TARGETLIBS=\
$( _SYSGENSDKROOT )\lib\$( _CPUINDPATH )\coredll.lib \
$( _PROJECTROOT )\cesysgen\oak\lib\$( _CPUINDPATH )\FSDMGR.LIB

SOURCES=\
file.cpp \
main.cpp \
path.cpp \
```

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find.cpp

and use 'build' from the command line. Else build it in EVC/VS2005 and create a DLL project, link to the lib's above.

Careful as well as on WM you will have to edit the registry to include your driver as a filter, this registry editing is not in the pre-hive section and so the filesystem will be initialised before your register changes take effect. You *can* test your filter by using an sdcard as the filesystem for that is initialised when you plug in the card, so update the registry to add your filter, add the filter.dll, then insert the sdcard and it'll load !

Good luck
Graeme

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GraemeW
Blog - <http://ce4all.blogspot.com>

"justy" <justy.2ubpun@xxxxxxxxxxxxxxxxxxxxxxxxxxxx> wrote in message news:justy.2ubpun@xxxxxxxxxxxxxxxxxxxxxxxxxxxx

Hi all,

I tried to develop file system filter by using fsdspe as starting point. All I want is build a fsdspe.dll and test it on Windows

Mobile

6 Device Emulator.

However, I'm quite confuse with the PB and WM6 SDK and don't know

how

to compile the fsdspe.dll which can be used in WM6's emulator.

Thanks!!!

Justy

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