

Windows XP Embedded Advanced Table of Contents

1	WELCOME TO WINDOWS XP EMBEDDED
1.1	A brief history
1.2	What's New
1.3	XPe a Business Case
1.4	About This Book
2	DEVELOPMENT REQUIREMENTS
2.1	Prerequisites
2.2	Software Requirements Development Environment
2.3	Hardware Requirements
2.4	Network Requirements
2.5	Installation Overview
2.6	Quick Start
3	XPE TOOLS OVERVIEW
3.1	Architecture Overview
3.2	Development Overview
3.3	Hardware for the Exercises
3.4	Gathering Target System Information
4	TARGET ANALYZER (TA.EXE AND TAP.EXE)
4.1	Target Analyzer tools
4.2	Exercise 1: Using Target Analyzer
4.3	XML Notepad
5	TARGET DESIGNER
5.1	Menu, Tool Bar, and Status Bar
5.2	Exercise 2: Creating a New Configuration and Importing a PMQ file
5.3	A look around the Application Window
5.4	Working with a Configuration
5.5	Building Images: Go-Build-Go
5.6	Exercise 4: Editing and Building the Run Time Image
5.7	Exercise 4 Supplemental: Footprint Estimator
6	COMPONENT DESIGNER
6.1	Introduction
6.2	Component Designer: Menus and Tool Bars
6.3	Creating a New Component: Jumping Right In
6.4	To Component or Not to Component
6.5	Architecting SLD and Relationships Between Components and Groups
6.6	Gathering Information
6.7	XP Registry Basics
6.8	Exercise 5: Importing Target Analyzer to Create a Platform/Macro Component
6.9	Exercise 6: Importing a KDF

- 6.10 Exercise 7: Creating an Application Component
- 6.11 Exercise 8: Creating a Device Driver Component

- 7 COMPONENT DATABASE MANAGER
 - 7.1 Opening CDM
 - 7.2 Database Tab
 - 7.3 Platforms Tab
 - 7.4 Packages Tab
 - 7.5 Components Tab
 - 7.6 Repositories Tab
 - 7.7 Groups Tab
 - 7.8 Importing
 - 7.9 Exercise 9 Importing SLD files
 - 7.10 Exercise 10 Updating a Component

- 8 DEPLOYING IMAGES TO TARGET SYSTEMS
 - 8.1 Introduction
 - 8.2 Disk Basics
 - 8.3 Deployment Tools
 - 8.4 Methods to Deploy an Image to the Target
 - 8.5 Exercise 11: Installing SDI and Implementing a SDI Disk
 - 8.6 Exercise 12: Local Dual Boot
 - 8.7 Exercise 13: Remote Hard/Flash drive Installation
 - 8.8 Exercise 14: Using Remote Boot Service

- 9 HEADLESS SYSTEMS & REMOTE MANAGEMENT
 - 9.1 Headless VGA Driver
 - 9.2 Remote Management
 - 9.3 Administrator and User Accounts
 - 9.4 Exercise 15: Headless VGA Process

- 10 ENHANCED WRITE FILTER (EWF)
 - 10.1 Introduction
 - 10.2 EWF Architecture
 - 10.3 Types of Overlays
 - 10.4 EWF Components and Tools
 - 10.5 Configuring EWF and the Overlays
 - 10.6 Disk Setup and other Considerations
 - 10.7 EWF Trouble Shooting
 - 10.8 Exercise 16: Implementing EWF on an IDE Harddrive

- 11 BOOTING XPE FROM CD-ROM
 - 11.1 Overview
 - 11.2 El-Torito Driver Summarized
 - 11.3 Process to create an El-Torito CD
 - 11.4 Trouble Shooting

- 11.5 Exercise 17 Creating an El-Torito CD
- 11.6 Exercise 18. Add a ISO9660 Data as 2nd Partition (Optional)

- 12 DEVICE UPDATE MANAGER
- 13 ERROR RECOVERY

- 14 CLONING
 - 14.1 Introduction
 - 14.2 From Development to Manufacturing
 - 14.3 Cloning Process
 - 14.4 Exercise 21 - Deployment of the Clones
 - 14.5 Summary

- 15 FIRST BOOT AGENT
 - 15.1 What is FBA?
 - 15.2 How Does It Work?
 - 15.3 FBA Directives
 - 15.4 Shutdown and Reboot Commands
 - 15.5 Common Errors
 - 15.6 Exercise 22 – Take control of FBA
 - 15.7 Summary

- 16 SHELLS
 - 16.1 Explorer Shell
 - 16.2 Exercise 23 Explorer Shell
 - 16.3 Custom Shell
 - 16.4 Exercise 24 Reggie Shell
 - 16.5 Summary

- 17 SMALLER IMAGES AND BOOT-TIME
 - 17.1 Image Size
 - 17.2 Boot-Time
 - 17.3 Exercise 25 Smaller, Faster, Better...
 - 17.3.4 CMIEXP
 - 17.4 Summary

- 18 REMOTE DEBUGGING
 - 18.1 Application Development
 - 18.2 Kernel Level Debugging
 - 18.3 Exercises 26 – Remote Application Debugging
 - 18.4 Summary

- 19 BOOTING FROM FLASH AND OTHER MEDIA
 - 19.1 Introduction
 - 19.2 CompactFlash
 - 19.3 Exercise 26 CompactFlash Boot with EWF

19.4	DiskOnChip
19.5	USB Flash Disk Keys
19.6	IBM Microdrives
20	MULTIPROCESSING
20.1	Multiprocessors and the Windows Operating System
20.2	Intel Hyper Threading
20.3	Hardware Abstraction Layer - HAL
20.4	Exercise 28 – XP Embedded on Multiprocessor System
20.5	Summary
21	MULTIPLE MONITORS
21.1	Multi-Monitors Guidelines
21.2	Desktop Setup
21.3	Exercise 29 Two Adapters
21.4	Summary
22	Putting it All Together
23	Tips-n-Tricks
A	SYSTEM LEVEL DEFINITION FILES
B	DEVICE UPDATE AGENT COMMAND LANGUAGE
C	CMI EXPLORER
D	BIBLIOGRAPHY
E	RESOURCES