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Programmers Guide Winswup-GUI Reference Manual

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Chapter 1

Programmers Guide Winswup-GUI Module Index

1.1 Programmers Guide Winswup-GUI Modules

Here is a list of all modules:

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Chapter 2

Programmers Guide Winswup-GUI Data Structure Index

2.1 Programmers Guide Winswup-GUI Data Structures

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Programmers Guide Winswup-GUI File Index

3.1 Programmers Guide Winswup-GUI File List

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Chapter 4

Programmers Guide Winswup-GUI Page Index

4.1 Programmers Guide Winswup-GUI Related Pages

Here is a list of all related documentation pages:

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Chapter 5

Programmers Guide Winswup-GUI Module Documentation

5.1 Functionality responsible for Flash-Erase

Data Structures

- struct [tagBlocksToErase](#)

Linked list with information about blocks to erase in Flash.

Typedefs

- typedef [tagBlocksToErase](#) [t_EraseBlocks](#)

Linked list with information about blocks to erase in Flash.

5.1.1 Typedef Documentation

5.1.1.1 typedef struct [tagBlocksToErase](#) [t_EraseBlocks](#)

Linked list with information about blocks to erase in Flash.

This list is created dynamically with help from the mobile-part, depending on the flashes in this mobile.

Chapter 6

Programmers Guide Winswup-GUI Data Structure Documentation

6.1 t_DebugInfo Struct Reference

defines the debug information (which is saved into registry)

```
#include <registry.h>
```

Data Fields

- char [szDebugFile](#) [512]
- BOOL [fDebugEnabled](#)
- WORD [wDebugGroups](#)
- t_DebugLevel [DebugLevel](#)

6.1.1 Detailed Description

defines the debug information (which is saved into registry)

6.1.2 Field Documentation

6.1.2.1 t_DebugLevel [t_DebugInfo::DebugLevel](#)

6.1.2.2 BOOL [t_DebugInfo::fDebugEnabled](#)

6.1.2.3 char [t_DebugInfo::szDebugFile](#)[512]

6.1.2.4 WORD [t_DebugInfo::wDebugGroups](#)

The documentation for this struct was generated from the following file:

- [registry.h](#)

6.2 t_DlgComConf Struct Reference

structure to show the current serial port configuration

```
#include <config.h>
```

Data Fields

- t_SwupCom [PortForLib](#)
the used port in the library
- WORD [PortInDialog](#)
the port-number in the dialog

6.2.1 Detailed Description

structure to show the current serial port configuration

6.2.2 Field Documentation

6.2.2.1 t_SwupCom [t_DlgComConf::PortForLib](#)

the used port in the library

6.2.2.2 WORD [t_DlgComConf::PortInDialog](#)

the port-number in the dialog

The documentation for this struct was generated from the following file:

- [config.h](#)

6.3 *t_DlgSpeedConf* Struct Reference

structure to convert from Dialog-Speed-Info to Library-Speed

```
#include <config.h>
```

Data Fields

- unsigned long [ulSpeedForLib](#)
the speed used in the library
- WORD [SpeedInDialog](#)
the speed-number in the dialog

6.3.1 Detailed Description

structure to convert from Dialog-Speed-Info to Library-Speed

6.3.2 Field Documentation

6.3.2.1 WORD [t_DlgSpeedConf::SpeedInDialog](#)

the speed-number in the dialog

6.3.2.2 unsigned long [t_DlgSpeedConf::ulSpeedForLib](#)

the speed used in the library

The documentation for this struct was generated from the following file:

- [config.h](#)

6.4 t_DlgUsbComConf Struct Reference

structure to convert from Dialog-UsbPortNumber-Info to Library-UsbPortNumber

```
#include <config.h>
```

Data Fields

- t_USBNr [UsbPortForLib](#)
the used USB port (OMAP Application) in the library
- WORD [UsbPortInDialog](#)
the usb-port-number in the dialog

6.4.1 Detailed Description

structure to convert from Dialog-UsbPortNumber-Info to Library-UsbPortNumber

6.4.2 Field Documentation

6.4.2.1 t_USBNr [t_DlgUsbComConf::UsbPortForLib](#)

the used USB port (OMAP Application) in the library

6.4.2.2 WORD [t_DlgUsbComConf::UsbPortInDialog](#)

the usb-port-number in the dialog

The documentation for this struct was generated from the following file:

- [config.h](#)

6.5 **t_DlgUsbSerialSwitchConf Struct Reference**

structure to convert from Dialog-UsbSerialSwitch-Info to Library-UsbSerialSwitch-Info

```
#include <config.h>
```

Data Fields

- `t_USB_Serial_Switch` [UsbSerialSwitchForLib](#)
the used usb-serial switch in the library
- `WORD` [wUsbSerialSwitchInDialog](#)
the usb-serial-switch number in the dialog window

6.5.1 Detailed Description

structure to convert from Dialog-UsbSerialSwitch-Info to Library-UsbSerialSwitch-Info

6.5.2 Field Documentation

6.5.2.1 `t_USB_Serial_Switch` [t_DlgUsbSerialSwitchConf::UsbSerialSwitchForLib](#)

the used usb-serial switch in the library

6.5.2.2 `WORD` [t_DlgUsbSerialSwitchConf::wUsbSerialSwitchInDialog](#)

the usb-serial-switch number in the dialog window

The documentation for this struct was generated from the following file:

- [config.h](#)

6.6 t_RecentFiles Struct Reference

Data Fields

- char [cFileNumber](#)
- char [szRecentFiles](#) [1000]

6.6.1 Field Documentation

6.6.1.1 char [t_RecentFiles::cFileNumber](#)

6.6.1.2 char [t_RecentFiles::szRecentFiles](#)[1000]

The documentation for this struct was generated from the following file:

- [recent.c](#)

6.7 t_UpdateInfo Struct Reference

struct with all Info for one update-dialog

```
#include <config.h>
```

Data Fields

- unsigned int [unUpdateNumber](#)
the running number of the update
- HWND [hWndUpdateDlg](#)
handle of the dialog
- WORD [unCurrentBaudForDlg](#)
Baudrate to be shown in Dialog.
- WORD [unCurrentComForDlg](#)
ComPort to be shown in Dialog.
- unsigned int [unCurrentUsbComForDlg](#)
USB ComPort to be shown in Dialog.
- BOOL [fForceUsbPort](#)
do I force the current USB-Port chosen, or can I try a free one?
- t_USB_Serial_Switch [stUsbSerialSwitch](#)
Configuration to chose between USB and serial.
- WORD [unAmountFlashBlocks](#)
Flash-Blocks for this flash.
- time_t [StartTime](#)
time when this update was started
- unsigned long [ulLastTime](#)
last time when a display-update was performed
- unsigned long [ulLastVal](#)
last value with which a display-update was performed
- unsigned long [ulLastSpeed](#)
value for speed of preceding screen update
- unsigned long [ulLastRemainingTime](#)
value for remaining time of preceding screen update
- clock_t [LastClock](#)
number of clocks when a display-update was performed

- COLORREF [crBkgnd](#)
Background Color.
- HBRUSH [hbrBkgnd](#)
handle to the Windows GDI object ???

6.7.1 Detailed Description

struct with all Info for one update-dialog

6.7.2 Field Documentation

6.7.2.1 COLORREF [t_UpdateInfo::crBkgnd](#)

Background Color.

6.7.2.2 BOOL [t_UpdateInfo::fForceUsbPort](#)

do I force the current USB-Port chosen, or can I try a free one?

6.7.2.3 HBRUSH [t_UpdateInfo::hbrBkgnd](#)

handle to the Windows GDI object ???

6.7.2.4 HWND [t_UpdateInfo::hWndUpdateDlg](#)

handle of the dialog

6.7.2.5 clock_t [t_UpdateInfo::LastClock](#)

number of clocks when a display-update was performed

6.7.2.6 time_t [t_UpdateInfo::StartTime](#)

time when this update was started

6.7.2.7 t_USB.Serial.Switch [t_UpdateInfo::stUsbSerialSwitch](#)

Configuration to chose between USB and serial.

6.7.2.8 unsigned long [t_UpdateInfo::ulLastRemainingTime](#)

value for remaining time of preceding screen update

6.7.2.9 unsigned long [t_UpdateInfo::ulLastSpeed](#)

value for speed of preceding screen update

6.7.2.10 unsigned long [t_UpdateInfo::ulLastTime](#)

last time when a display-update was performed

6.7.2.11 unsigned long [t_UpdateInfo::ulLastVal](#)

last value with which a display-update was performed

6.7.2.12 WORD [t_UpdateInfo::unAmountFlashBlocks](#)

Flash-Blocks for this flash.

6.7.2.13 WORD [t_UpdateInfo::unCurrentBaudForDlg](#)

Baudrate to be shown in Dialog.

6.7.2.14 WORD [t_UpdateInfo::unCurrentComForDlg](#)

ComPort to be shown in Dialog.

6.7.2.15 unsigned int [t_UpdateInfo::unCurrentUsbComForDlg](#)

USB ComPort to be shown in Dialog.

6.7.2.16 unsigned int [t_UpdateInfo::unUpdateNumber](#)

the running number of the update

The documentation for this struct was generated from the following file:

- [config.h](#)

6.8 tag_BotBlock Struct Reference

```
#include <wsw_dllh.h>
```

Data Fields

- unsigned char * [pData](#)
- unsigned char [ucLen](#)

6.8.1 Field Documentation

6.8.1.1 unsigned char* [tag_BotBlock::pData](#)

6.8.1.2 unsigned char [tag_BotBlock::ucLen](#)

The documentation for this struct was generated from the following file:

- [wsw_dllh.h](#)

6.9 tag_FileReadInfo Struct Reference

A structure for passing information from the file-read-function to the file-read-thread.

Data Fields

- unsigned long [ulBytesToRead](#)
total amount of bytes to read
- FILE * [fp](#)
already opened FILE-pointer
- unsigned char * [pucMemory](#)
pointer to the already allocated memory

6.9.1 Detailed Description

A structure for passing information from the file-read-function to the file-read-thread.

6.9.2 Field Documentation

6.9.2.1 FILE* [tag_FileReadInfo::fp](#)

already opened FILE-pointer

6.9.2.2 unsigned char* [tag_FileReadInfo::pucMemory](#)

pointer to the already allocated memory

6.9.2.3 unsigned long [tag_FileReadInfo::ulBytesToRead](#)

total amount of bytes to read

The documentation for this struct was generated from the following file:

- [winswup.c](#)

6.10 tag_HashListData Struct Reference

Structure to store the Hash data.

```
#include <wswlibv1.h>
```

Data Fields

- unsigned char [ucHashAlgID](#)
- unsigned char [ucHashEntrySize](#)
- unsigned short [usMaxHashClusterSize](#)
- unsigned short [usClusterNumber](#)
- unsigned long [ulHashDataSize](#)
- unsigned char * [pHashData](#)

6.10.1 Detailed Description

Structure to store the Hash data.

6.10.2 Field Documentation

6.10.2.1 unsigned char* [tag_HashListData::pHashData](#)

6.10.2.2 unsigned char [tag_HashListData::ucHashAlgID](#)

6.10.2.3 unsigned char [tag_HashListData::ucHashEntrySize](#)

6.10.2.4 unsigned long [tag_HashListData::ulHashDataSize](#)

6.10.2.5 unsigned short [tag_HashListData::usClusterNumber](#)

6.10.2.6 unsigned short [tag_HashListData::usMaxHashClusterSize](#)

The documentation for this struct was generated from the following file:

- [wswlibv1.h](#)

6.11 tag_SGoldBotBlock Struct Reference

```
#include <wsw_dllh.h>
```

Data Fields

- unsigned char * [pData](#)
- unsigned int [uiLen](#)

6.11.1 Field Documentation

6.11.1.1 unsigned char* [tag_SGoldBotBlock::pData](#)

6.11.1.2 unsigned int [tag_SGoldBotBlock::uiLen](#)

The documentation for this struct was generated from the following file:

- [wsw_dllh.h](#)

6.12 tag_SignatureData Struct Reference

```
#include <wswlibv1.h>
```

Data Fields

- unsigned int [uiEntries](#)
- unsigned long [ulDataStart](#)
- unsigned long [ulDataSize](#)
- [tu_SigData](#) [aList](#)

6.12.1 Field Documentation

6.12.1.1 [tu_SigData](#) [tag_SignatureData::aList](#)

6.12.1.2 unsigned int [tag_SignatureData::uiEntries](#)

6.12.1.3 unsigned long [tag_SignatureData::ulDataSize](#)

6.12.1.4 unsigned long [tag_SignatureData::ulDataStart](#)

The documentation for this struct was generated from the following file:

- [wswlibv1.h](#)

6.13 tag_tSignatureItem Struct Reference

Structure to store the Signature data.

```
#include <wswlibv1.h>
```

Data Fields

- unsigned long [ulKeyID](#)
- unsigned short [usSigSize](#)
- unsigned long [ulBinSize](#)
- unsigned char * [pucBinData](#)

6.13.1 Detailed Description

Structure to store the Signature data.

6.13.2 Field Documentation

6.13.2.1 unsigned char* [tag_tSignatureItem::pucBinData](#)

6.13.2.2 unsigned long [tag_tSignatureItem::ulBinSize](#)

6.13.2.3 unsigned long [tag_tSignatureItem::ulKeyID](#)

6.13.2.4 unsigned short [tag_tSignatureItem::usSigSize](#)

The documentation for this struct was generated from the following file:

- [wswlibv1.h](#)

6.14 tag_tuSigData Union Reference

```
#include <wswlibv1.h>
```

Data Fields

- [T_SignatureItem](#) [aEntry](#) [1]
- unsigned char [ucData](#) [sizeof([T_SignatureItem](#))]

6.14.1 Field Documentation

6.14.1.1 [T_SignatureItem](#) [tag_tuSigData::aEntry](#)[1]

6.14.1.2 unsigned char [tag_tuSigData::ucData](#)[sizeof([T_SignatureItem](#))]

The documentation for this union was generated from the following file:

- [wswlibv1.h](#)

6.15 tagBlocksToErase Struct Reference

Linked list with information about blocks to erase in Flash.

```
#include <wswlibv1.h>
```

Data Fields

- unsigned int [unFirst](#)
First Block to Erase.
- unsigned int [unLast](#)
Last Block to Erase.
- [tagBlocksToErase](#) * [pstNext](#)
linked list, ptr to next entry

6.15.1 Detailed Description

Linked list with information about blocks to erase in Flash.

This list is created dynamically with help from the mobile-part, depending on the flashes in this mobile.

6.15.2 Field Documentation

6.15.2.1 struct [tagBlocksToErase](#)* [tagBlocksToErase::pstNext](#)

linked list, ptr to next entry

6.15.2.2 unsigned int [tagBlocksToErase::unFirst](#)

First Block to Erase.

6.15.2.3 unsigned int [tagBlocksToErase::unLast](#)

Last Block to Erase.

The documentation for this struct was generated from the following file:

- [wswlibv1.h](#)

6.16 tagCommandToString Struct Reference

Data Fields

- int [nCommand](#)
- BOOL [bAlternate](#)
- char * [szString](#)

6.16.1 Field Documentation

6.16.1.1 BOOL [tagCommandToString::bAlternate](#)

6.16.1.2 int [tagCommandToString::nCommand](#)

6.16.1.3 char* [tagCommandToString::szString](#)

The documentation for this struct was generated from the following file:

- [toolbar.c](#)

6.17 tagHH_AKLINK Struct Reference

```
#include <htmlhelp.h>
```

Data Fields

- int [cbStruct](#)
- BOOL [fReserved](#)
- LPCTSTR [pszKeywords](#)
- LPCTSTR [pszUrl](#)
- LPCTSTR [pszMsgText](#)
- LPCTSTR [pszMsgTitle](#)
- LPCTSTR [pszWindow](#)
- BOOL [fIndexOnFail](#)

6.17.1 Field Documentation

6.17.1.1 int [tagHH_AKLINK::cbStruct](#)

6.17.1.2 BOOL [tagHH_AKLINK::fIndexOnFail](#)

6.17.1.3 BOOL [tagHH_AKLINK::fReserved](#)

6.17.1.4 LPCTSTR [tagHH_AKLINK::pszKeywords](#)

6.17.1.5 LPCTSTR [tagHH_AKLINK::pszMsgText](#)

6.17.1.6 LPCTSTR [tagHH_AKLINK::pszMsgTitle](#)

6.17.1.7 LPCTSTR [tagHH_AKLINK::pszUrl](#)

6.17.1.8 LPCTSTR [tagHH_AKLINK::pszWindow](#)

The documentation for this struct was generated from the following file:

- [htmlhelp.h](#)

6.18 tagHH_ENUM_CAT Struct Reference

```
#include <htmlhelp.h>
```

Data Fields

- int [cbStruct](#)
- LPCSTR [pszCatName](#)
- LPCSTR [pszCatDescription](#)

6.18.1 Field Documentation

6.18.1.1 int [tagHH_ENUM_CAT::cbStruct](#)

6.18.1.2 LPCSTR [tagHH_ENUM_CAT::pszCatDescription](#)

6.18.1.3 LPCSTR [tagHH_ENUM_CAT::pszCatName](#)

The documentation for this struct was generated from the following file:

- [htmlhelp.h](#)

6.19 tagHH_ENUM_IT Struct Reference

```
#include <htmlhelp.h>
```

Data Fields

- int [cbStruct](#)
- int [iType](#)
- LPCSTR [pszCatName](#)
- LPCSTR [pszITName](#)
- LPCSTR [pszITDescription](#)

6.19.1 Field Documentation

6.19.1.1 int [tagHH_ENUM_IT::cbStruct](#)

6.19.1.2 int [tagHH_ENUM_IT::iType](#)

6.19.1.3 LPCSTR [tagHH_ENUM_IT::pszCatName](#)

6.19.1.4 LPCSTR [tagHH_ENUM_IT::pszITDescription](#)

6.19.1.5 LPCSTR [tagHH_ENUM_IT::pszITName](#)

The documentation for this struct was generated from the following file:

- [htmlhelp.h](#)

6.20 tagHH_FTS_QUERY Struct Reference

```
#include <htmlhelp.h>
```

Data Fields

- int [cbStruct](#)
- BOOL [fUnicodeStrings](#)
- LPCTSTR [pszSearchQuery](#)
- LONG [iProximity](#)
- BOOL [fStemmedSearch](#)
- BOOL [fTitleOnly](#)
- BOOL [fExecute](#)
- LPCTSTR [pszWindow](#)

6.20.1 Field Documentation

6.20.1.1 int [tagHH_FTS_QUERY::cbStruct](#)

6.20.1.2 BOOL [tagHH_FTS_QUERY::fExecute](#)

6.20.1.3 BOOL [tagHH_FTS_QUERY::fStemmedSearch](#)

6.20.1.4 BOOL [tagHH_FTS_QUERY::fTitleOnly](#)

6.20.1.5 BOOL [tagHH_FTS_QUERY::fUnicodeStrings](#)

6.20.1.6 LONG [tagHH_FTS_QUERY::iProximity](#)

6.20.1.7 LPCTSTR [tagHH_FTS_QUERY::pszSearchQuery](#)

6.20.1.8 LPCTSTR [tagHH_FTS_QUERY::pszWindow](#)

The documentation for this struct was generated from the following file:

- [htmlhelp.h](#)

6.21 tagHH_POPUP Struct Reference

```
#include <htmlhelp.h>
```

Data Fields

- int [cbStruct](#)
- HINSTANCE [hinst](#)
- UINT [idString](#)
- LPCTSTR [pszText](#)
- POINT [pt](#)
- COLORREF [clrForeground](#)
- COLORREF [clrBackground](#)
- RECT [rcMargins](#)
- LPCTSTR [pszFont](#)

6.21.1 Field Documentation

6.21.1.1 int [tagHH_POPUP::cbStruct](#)

6.21.1.2 COLORREF [tagHH_POPUP::clrBackground](#)

6.21.1.3 COLORREF [tagHH_POPUP::clrForeground](#)

6.21.1.4 HINSTANCE [tagHH_POPUP::hinst](#)

6.21.1.5 UINT [tagHH_POPUP::idString](#)

6.21.1.6 LPCTSTR [tagHH_POPUP::pszFont](#)

6.21.1.7 LPCTSTR [tagHH_POPUP::pszText](#)

6.21.1.8 POINT [tagHH_POPUP::pt](#)

6.21.1.9 RECT [tagHH_POPUP::rcMargins](#)

The documentation for this struct was generated from the following file:

- [htmlhelp.h](#)

6.22 tagHH_SET_INFOTYPE Struct Reference

```
#include <htmlhelp.h>
```

Data Fields

- int [cbStruct](#)
- LPCSTR [pszCatName](#)
- LPCSTR [pszInfoTypeName](#)

6.22.1 Field Documentation

6.22.1.1 int [tagHH_SET_INFOTYPE::cbStruct](#)

6.22.1.2 LPCSTR [tagHH_SET_INFOTYPE::pszCatName](#)

6.22.1.3 LPCSTR [tagHH_SET_INFOTYPE::pszInfoTypeName](#)

The documentation for this struct was generated from the following file:

- [htmlhelp.h](#)

6.23 tagHH_WINTYPE Struct Reference

```
#include <htmlhelp.h>
```

Data Fields

- int [cbStruct](#)
- BOOL [fUnicodeStrings](#)
- LPCTSTR [pszType](#)
- DWORD [fsValidMembers](#)
- DWORD [fsWinProperties](#)
- LPCTSTR [pszCaption](#)
- DWORD [dwStyles](#)
- DWORD [dwExStyles](#)
- RECT [rcWindowPos](#)
- int [nShowState](#)
- HWND [hwndHelp](#)
- HWND [hwndCaller](#)
- HH_INFOTYPE * [paInfoTypes](#)
- HWND [hwndToolBar](#)
- HWND [hwndNavigation](#)
- HWND [hwndHTML](#)
- int [iNavWidth](#)
- RECT [rcHTML](#)
- LPCTSTR [pszToc](#)
- LPCTSTR [pszIndex](#)
- LPCTSTR [pszFile](#)
- LPCTSTR [pszHome](#)
- DWORD [fsToolBarFlags](#)
- BOOL [fNotExpanded](#)
- int [curNavType](#)
- int [tabpos](#)
- int [idNotify](#)
- BYTE [tabOrder](#) [HH_MAX_TABS+1]
- int [cHistory](#)
- LPCTSTR [pszJump1](#)
- LPCTSTR [pszJump2](#)
- LPCTSTR [pszUrlJump1](#)
- LPCTSTR [pszUrlJump2](#)
- RECT [rcMinSize](#)
- int [cbInfoTypes](#)
- LPCTSTR [pszCustomTabs](#)

6.23.1 Field Documentation

- 6.23.1.1 int [tagHH_WINTYPE::cbInfoTypes](#)
- 6.23.1.2 int [tagHH_WINTYPE::cbStruct](#)
- 6.23.1.3 int [tagHH_WINTYPE::cHistory](#)
- 6.23.1.4 int [tagHH_WINTYPE::curNavType](#)
- 6.23.1.5 DWORD [tagHH_WINTYPE::dwExStyles](#)
- 6.23.1.6 DWORD [tagHH_WINTYPE::dwStyles](#)
- 6.23.1.7 BOOL [tagHH_WINTYPE::fNotExpanded](#)
- 6.23.1.8 DWORD [tagHH_WINTYPE::fsToolBarFlags](#)
- 6.23.1.9 DWORD [tagHH_WINTYPE::fsValidMembers](#)
- 6.23.1.10 DWORD [tagHH_WINTYPE::fsWinProperties](#)
- 6.23.1.11 BOOL [tagHH_WINTYPE::fUnicodeStrings](#)
- 6.23.1.12 HWND [tagHH_WINTYPE::hwndCaller](#)
- 6.23.1.13 HWND [tagHH_WINTYPE::hwndHelp](#)
- 6.23.1.14 HWND [tagHH_WINTYPE::hwndHTML](#)
- 6.23.1.15 HWND [tagHH_WINTYPE::hwndNavigation](#)
- 6.23.1.16 HWND [tagHH_WINTYPE::hwndToolBar](#)
- 6.23.1.17 int [tagHH_WINTYPE::idNotify](#)
- 6.23.1.18 int [tagHH_WINTYPE::iNavWidth](#)
- 6.23.1.19 int [tagHH_WINTYPE::nShowState](#)
- 6.23.1.20 HH_INFOTYPE* [tagHH_WINTYPE::paInfoTypes](#)
- 6.23.1.21 LPCTSTR [tagHH_WINTYPE::pszCaption](#)
- 6.23.1.22 LPCTSTR [tagHH_WINTYPE::pszCustomTabs](#)
- 6.23.1.23 LPCTSTR [tagHH_WINTYPE::pszFile](#)
- 6.23.1.24 LPCTSTR [tagHH_WINTYPE::pszHome](#)
- 6.23.1.25 LPCTSTR [tagHH_WINTYPE::pszIndex](#)
- 6.23.1.26 LPCTSTR [tagHH_WINTYPE::pszJump1](#)
- 6.23.1.27 LPCTSTR [tagHH_WINTYPE::pszJump2](#)
- 6.23.1.28 LPCTSTR [tagHH_WINTYPE::pszToc](#)
- 6.23.1.29 LPCTSTR [tagHH_WINTYPE::pszType](#)
- 6.23.1.30 LPCTSTR [tagHH_WINTYPE::pszUrlJump1](#)

- [htmlhelp.h](#)

6.24 tagHHN_NOTIFY Struct Reference

```
#include <htmlhelp.h>
```

Data Fields

- NMHDR [hdr](#)
- PCSTR [pszUrl](#)

6.24.1 Field Documentation

6.24.1.1 NMHDR [tagHHN_NOTIFY::hdr](#)

6.24.1.2 PCSTR [tagHHN_NOTIFY::pszUrl](#)

The documentation for this struct was generated from the following file:

- [htmlhelp.h](#)

6.25 tagHHNTRACK Struct Reference

```
#include <htmlhelp.h>
```

Data Fields

- NMHDR [hdr](#)
- PCSTR [pszCurUrl](#)
- int [idAction](#)
- HH_WINTYPE * [phhWinType](#)

6.25.1 Field Documentation

6.25.1.1 NMHDR [tagHHNTRACK::hdr](#)

6.25.1.2 int [tagHHNTRACK::idAction](#)

6.25.1.3 [HH_WINTYPE*](#) [tagHHNTRACK::phhWinType](#)

6.25.1.4 PCSTR [tagHHNTRACK::pszCurUrl](#)

The documentation for this struct was generated from the following file:

- [htmlhelp.h](#)

Chapter 7

Programmers Guide Winswup-GUI File Documentation

7.1 about.c File Reference

Contains the about-boxes, part of the GUI WINSWUP.

```
#include <windows.h>
#include "resource.h"
#include "winswup.h"
#include "about.h"
#include "wswuplib.h"
#include "conf_ui.h"
```

Defines

- #define [WINSWUP_DEVELOPPERS](#) "JK/JR/DD/US/FW/WH/JG/RB/MM"

Functions

- void [WriteWinswupVersionInformation](#) (HANDLE hWnd)
This function writes the version-information about the WINSWUP-Program to the Version-Dialog.
- void [WriteVersionInformation](#) (HANDLE hWnd, t_VersionInformation *pInfo)
This function writes the version-information about the DLL-contents to the Version-Dialog.
- void [WriteInformationNotAvailable](#) (HANDLE hWnd, char *szDesc)
This function writes a "not available"-string to the different parts of the Version-Dialog.
- BOOL CALLBACK [VersionsDlgProc](#) (HWND hDlg, UINT msg, WPARAM wParam, LPARAM lParam)
Dialog-Function for the Version-Information-Dialog-Box.

7.1.1 Detailed Description

Contains the about-boxes, part of the GUI WINSWUP.

Contains the about-box with the version of the GUI (Winswup) and also the Dialog-Box where then user can retrieve informations about the versions of the different DLLs.

Todo

Comments, and make them doxygen-conform

7.1.2 Define Documentation

7.1.2.1 #define WINSWUP_DEVELOPPERS "JK/JR/DD/US/FW/WH/JG/RB/MM"

7.1.3 Function Documentation

7.1.3.1 BOOL CALLBACK VersionsDlgProc (HWND *hDlg*, UINT *msg*, WPARAM *wParam*, LPARAM *lParam*)

Dialog-Function for the Version-Information-Dialog-Box.

This function shows in Dialog-Box the version-Information about the different parts of winswup. These are mostly retrieved from inside the library via function WSwup_GiveVersionInformation() except the Version-Information about the whole winswup-programm (the GUI-part). The information shown in this dialog includes:

- The Winswup-Program
- The complete underlying library (DLL)
- The Serial-DLL
- The DLL containing the update-SW
- The update-SW itself

The user can select the part about which he wants to see information with 5 radio-buttons.

Parameters:

all params are standard-Windows-Dialog-Box params

Returns:

BOOL, depending on handling of the sent messages

Return values:

TRUE -> message was handled by dialog-box-function

FALSE -> message was not handled by dialog-box-function

7.1.3.2 void WriteInformationNotAvailable (HANDLE *hWnd*, char * *szDesc*)

This function writes a "not available"-string to the different parts of the Version-Dialog.

If for some reason (ex. Update-DLL not yet loaded) the function WSwup_GiveVersionInformation() does not return information about the DLL, this function is called to show the enduser that there is no information available about the selected item.

Parameters:

hWnd -> a HANDLE to the Version-Dialog-Window

szDesc -> a pointer to a string describing for which part there is no information available

Returns:

void

7.1.3.3 void WriteVersionInformation (HANDLE *hWnd*, t_VersionInformation **pInfo*)

This function writes the version-information about the DLL-contents to the Version-Dialog.

The information to write is given via a pointer *pInfo* to a -struct, which is derived via function WSwup_-GiveVersionInformation() from the library

Parameters:

hWnd -> a HANDLE to the Version-Dialog-Window

pInfo -> a pointer to a -struct

Returns:

void

7.1.3.4 void WriteWinswupVersionInformation (HANDLE *hWnd*)

This function writes the version-information about the WINSWUP-Program to the Version-Dialog.

Parameters:

hWnd a HANDLE to the Version-Dialog-Window

Returns:

void

7.2 about.h File Reference

Functions

- **BOOL CALLBACK** [AboutDlgProc](#) (HWND hDlg, UINT msg, WPARAM wParam, LPARAM lParam)
- **BOOL CALLBACK** [VersionsDlgProc](#) (HWND hDlg, UINT msg, WPARAM wParam, LPARAM lParam)

Dialog-Function for the Version-Information-Dialog-Box.

7.2.1 Function Documentation

7.2.1.1 BOOL CALLBACK [AboutDlgProc](#) (HWND *hDlg*, UINT *msg*, WPARAM *wParam*, LPARAM *lParam*)

7.2.1.2 BOOL CALLBACK [VersionsDlgProc](#) (HWND *hDlg*, UINT *msg*, WPARAM *wParam*, LPARAM *lParam*)

Dialog-Function for the Version-Information-Dialog-Box.

This function shows in Dialog-Box the version-Information about the different parts of winswup. These are mostly retrieved from inside the library via function WSwup_GiveVersionInformation() except the Version-Information about the whole winswup-programm (the GUI-part). The information shown in this dialog includes:

- The Winswup-Program
- The complete underlying library (DLL)
- The Serial-DLL
- The DLL containing the update-SW
- The update-SW itself

The user can select the part about which he wants to see information with 5 radio-buttons.

Parameters:

all params are standard-Windows-Dialog-Box params

Returns:

BOOL, depending on handling of the sent messages

Return values:

TRUE -> message was handled by dialog-box-function

FALSE -> message was not handled by dialog-box-function

7.3 *conf_ui.h* File Reference

```
#include <commctrl.h>
#include "comcthl.h"
```

Functions

- char * [ConfUI_GiveVersionString](#) (void)
- char * [ConfUI_GiveMenuName](#) (void)
Returns a string containing the Menu-Name for loading in the GUI .
- BOOL [ConfUI_CheckForAutoloadFeature](#) (char *pszFileNameToLoad, BOOL *pfPerformForCompleteSwup, char *pszCmdLine)
Checks the Autoload-Feature and returns a filename.
- char * [ConfUI_GetHelpFileName](#) (void)

Variables

- TBBUTTON [tbb](#) []

7.3.1 Function Documentation

7.3.1.1 **BOOL** [ConfUI_CheckForAutoloadFeature](#) (char * *pszFileNameToLoad*, **BOOL** * *pfPerformForCompleteSwup*, char * *pszCmdLine*)

Checks the Autoload-Feature and returns a filename.

7.3.1.2 **char*** [ConfUI_GetHelpFileName](#) (void)

7.3.1.3 **char*** [ConfUI_GiveMenuName](#) (void)

Returns a string containing the Menu-Name for loading in the GUI .

7.3.1.4 **char*** [ConfUI_GiveVersionString](#) (void)

7.3.2 Variable Documentation

7.3.2.1 **TBBUTTON** [tbb](#) []

7.4 conf_ui_devl.c File Reference

User-Interface : Configuration for the Development-Version.

```
#include <windows.h>
#include <commctrl.h>
#include "comctlhlp.h"
#include "toolbar.h"
#include "resource.h"
#include "conf_ui.h"
#include "winswup.h"
```

Defines

- #define [TB_NOSTYLE_AND_DISABLED](#) 0

Functions

- char * [ConfUI_GetHelpFileName](#) (void)
- char * [ConfUI_GiveVersionString](#) (void)
- char * [ConfUI_GiveMenuName](#) (void)

Returns a string containing the Menu-Name for loading in the GUI .

- BOOL [ConfUI_CheckForAutoloadFeature](#) (char *pszFileNameToLoad, BOOL *pfPerformFor-CompleteSwup, char *pszCmdLine)

Checks the Autoload-Feature and returns a filename.

Variables

- TBBUTTON [tbb](#) []

7.4.1 Detailed Description

User-Interface : Configuration for the Development-Version.

To avoid a too excessive usage of the (still needed) define to distinguish between complete version for Service and Network- Providers and the version for development, this file is created. There are two "versions" of this file available, one that configures behavior for the development-winswup and one that configures the version for network-providers. And: kind of this configuration also exists for the lower parts, all contained in the library.

Todo

Attention : In the moment, both variants are in this module ! But (hopefully) ALL IFDEFS are contained in this module, so it is prepared for beeing splitted into two parts

7.4.2 Define Documentation

7.4.2.1 #define TB_NOSTYLE_AND_DISABLED 0

7.4.3 Function Documentation

7.4.3.1 **BOOL** ConfUI_CheckForAutoloadFeature (char * *pszFileNameToLoad*, **BOOL** * *pfPerformForCompleteSwup*, char * *pszCmdLine*)

Checks the Autoload-Feature and returns a filename.

7.4.3.2 char* ConfUI_GetHelpFileName (void)

7.4.3.3 char* ConfUI_GiveMenuName (void)

Returns a string containing the Menu-Name for loading in the GUI .

7.4.3.4 char* ConfUI_GiveVersionString (void)

7.4.4 Variable Documentation

7.4.4.1 TBBUTTON [tbb](#) []

Initial value:

```
{
    0, 0, TBSTATE_ENABLED, TBSTYLE_SEP, 0, 0, 0, 0,

    0, IDM_OPENFILE, TBSTATE_ENABLED, TBSTYLE_BUTTON, 0, 0, 0, 0,
    1, IDM_RELOAD, TB_NOSTYLE_AND_DISABLED , TBSTYLE_BUTTON, 0, 0, 0, 1,
    0, 0, TBSTATE_ENABLED, TBSTYLE_SEP, 0, 0, 0, 0,
    7, IDM_FAV1, TBSTATE_ENABLED , TBSTYLE_BUTTON, 0, 0, 0, 7,
    8, IDM_FAV2, TBSTATE_ENABLED , TBSTYLE_BUTTON, 0, 0, 0, 8,
    9, IDM_FAV3, TBSTATE_ENABLED , TBSTYLE_BUTTON, 0, 0, 0, 9,
    10, IDM_FAV4, TBSTATE_ENABLED , TBSTYLE_BUTTON, 0, 0, 0, 10,
    12, IDM_FAV5, TBSTATE_ENABLED , TBSTYLE_BUTTON, 0, 0, 0, 10,
    13, IDM_FAV6, TBSTATE_ENABLED , TBSTYLE_BUTTON, 0, 0, 0, 10,

    0, 0, TBSTATE_ENABLED, TBSTYLE_SEP, 0, 0, 0, 0,
    2, IDM_QUIT, TBSTATE_ENABLED , TBSTYLE_BUTTON, 0, 0, 0, 2,
    0, 0, TBSTATE_ENABLED, TBSTYLE_SEP, 0, 0, 0, 0,
    0, 0, TBSTATE_ENABLED, TBSTYLE_SEP, 0, 0, 0, 0,
    3, IDM_CONFIGALL, TBSTATE_ENABLED , TBSTYLE_BUTTON, 0, 0, 0, 3,
    0, 0, TBSTATE_ENABLED, TBSTYLE_SEP, 0, 0, 0, 0,
    0, 0, TBSTATE_ENABLED, TBSTYLE_SEP, 0, 0, 0, 0,
    4, IDM_ABOUT, TBSTATE_ENABLED , TBSTYLE_BUTTON, 0, 0, 0, 4,
    5, IDM_NEWS, TBSTATE_ENABLED , TBSTYLE_BUTTON, 0, 0, 0, 5,
    6, IDM_HELP, TBSTATE_ENABLED , TBSTYLE_BUTTON, 0, 0, 0, 6,
    11, IDM_VERSIONS, TBSTATE_ENABLED , TBSTYLE_BUTTON, 0, 0, 0, 11,
}
```

7.5 config.c File Reference

Contains the two config-dialog-boxes, part of the GUI (when you press "Serial Config").

```
#include <windows.h>
#include "conf_ui.h"
#include "htmlhelp.h"
#include "resource.h"
#include "wswuplib.h"
#include "cxrfapi.h"
#include "config.h"
#include "wsw_ser_i.h"
#include "registry.h"
#include "USB_Swup.h"
#include "ws_filedlg.h"
```

Defines

- #define [DEFAULT_USB_SERIAL_SWITCH_CONFIG](#) enUsbSerialAutoSwitch

Functions

- unsigned long [DlgSpeed2LibSpeed](#) (WORD unDlgSpeed)
returns the speed used for the lib in dependency of the value used in the dialog-box
- WORD [LibSpeed2DlgSpeed](#) (unsigned long ulLibSpeed)
returns the speed used for the dialog in dependency of the value used in the lib
- t_SwupCom [DlgCom2LibCom](#) (WORD unDlgPort)
returns the comport used for the lib in dependency of the value used in the dialog-box
- WORD [LibCom2DlgCom](#) (t_SwupCom SwupCom)
returns the comport used for the dialog in dependency of the value used in the library
- t_USBNr [DlgUsbCom2LibUsbCom](#) (WORD unDlgPort)
returns the USB comport used for the lib in dependency of the value used in the dialog-box
- WORD [LibUsbCom2DlgUsbCom](#) (t_USBNr stUsbCom)
returns the USB comport used for the dialog in dependency of the value used in the library
- t_USB_Serial_Switch [DlgSwitch2LibSwitch](#) (WORD unDlgSwitch)
returns the USB comport used for the lib in dependency of the value used in the dialog-box
- WORD [LibSwitch2DlgSwitch](#) (t_USB_Serial_Switch stUSSwitch)
returns the USB comport used for the dialog in dependency of the value used in the library

- BOOL CALLBACK [ConfigDlgProc](#) (HWND hDlg, UINT msg, WPARAM wParam, LPARAM lParam)
configures all possible ports for one parallel update if some parameters not changed (com, speed,...), is automatically taken from the registry library
- BOOL CALLBACK [ConfigAllDlgProc](#) (HWND hDlg, UINT msg, WPARAM wParam, LPARAM lParam)
configures the parallel updates Ports configuration
- void [GetCurrentConfig](#) (t_Ports stPortSettings, unsigned char *ConfigText)
sets the current interface config into char string

Variables

- HWND [hwMain](#)
Handle to main-window.
- BOOL [fOmapApplicationSw](#)
type of the input File, initialized with "not only an EGold File, but OMAP also"
- HWND [hCxfContentDlg](#)
Handle to the Combination-File-Dlg.
- t_UpdateMode [MyUpdateMode](#)
- unsigned int [unCxfHelpFlags](#)
- [t_DlgComConf DlgToLibComport](#) []
dialog com port configuration (lib number associated with Dialog number)
- [t_DlgSpeedConf DlgToLibSpeed](#) []
dialog com port speed configuration (lib number associated with Dialog number)
- [t_DlgUsbComConf DlgToLibUsbComPort](#) []
dialog usb com port configuration (lib number associated with Dialog number)
- [t_DlgUsbSerialSwitchConf DlgToLibUsbSerialSwitchConf](#) []
usb-serial switch configuration (lib number associated with Dialog number)

7.5.1 Detailed Description

Contains the two config-dialog-boxes, part of the GUI (when you press "Serial Config").

Todo

Change USB-Ports-, Com-Ports- and Speed-configuration into combo or list boxes !!! USB-Force : if one set, then set the other (in parallel update) also

7.5.2 Define Documentation

7.5.2.1 #define DEFAULT_USB_SERIAL_SWITCH_CONFIG enUsbSerialAutoSwitch

7.5.3 Function Documentation

7.5.3.1 BOOL CALLBACK ConfigAllDlgProc (HWND *hDlg*, UINT *msg*, WPARAM *wParam*, LPARAM *lParam*)

configures the parallel updates Ports configuration

Parameters:

as usual for a Dialog-Box

msg : message sent from the dialog window when any dialog button has been activated

wParam : first parameter, meaning either close or number of parallel update

lParam : not used

Returns:

a boolean, FALSE if any problem is encountered

7.5.3.2 BOOL CALLBACK ConfigDlgProc (HWND *hDlg*, UINT *msg*, WPARAM *wParam*, LPARAM *lParam*)

configures all possible ports for one parallel update if some parameters not changed (com, speed,...), is automatically taken from the registry library

Parameters:

as usual for a Dialog-Box

msg : message sent from the dialog window when any dialog button has been activated either INIT_-DIALOG, or SYS_COMMAND or any COMMAND from the user

wParam : message sent from the dialog window, either change speed or port or usb port, or switch usb-serial switch

lParam : pointer on the update information (speed, update number, port configuration...)

Returns:

a boolean, FALSE if any problem is encountered

7.5.3.3 t_SwupCom DlgCom2LibCom (WORD *unDlgPort*)

returns the comport used for the lib in dependency of the value used in the dialog-box

Parameters:

unDlgSpeed : the comport used in the dialog (IDC number)

Returns:

comport for usage in lib

7.5.3.4 unsigned long DlgSpeed2LibSpeed (WORD *unDlgSpeed*)

returns the speed used for the lib in dependency of the value used in the dialog-box

Parameters:

unDlgSpeed : the speed used in the dialog (IDC number)

Returns:

long-value with speed for usage in lib

7.5.3.5 t_USB_Serial_Switch DlgSwitch2LibSwitch (WORD *unDlgSwitch*)

returns the USB comport used for the lib in dependency of the value used in the dialog-box

Parameters:

unDlgSwitch : the usb-serial switch number used in the dialog (IDC number)

Returns:

the usb-serial switch used in the library

7.5.3.6 t_USBNr DlgUsbCom2LibUsbCom (WORD *unDlgPort*)

returns the USB comport used for the lib in dependency of the value used in the dialog-box

Parameters:

unDlgPort : the usb port number used in the dialog (IDC number)

Returns:

the usb port used in the library

7.5.3.7 void GetCurrentConfig (t_Ports *stPortSettings*, unsigned char * *ConfigText*)

sets the current interface config into char string

Parameters:

stPortSettings : structure with current settings for child dialog window

ConfigText : pointer to char string

Returns:

void

7.5.3.8 WORD LibCom2DlgCom (t_SwupCom *SwupCom*)

returns the comport used for the dialog in dependency of the value used in the library

Parameters:

SwupCom : the comport used in the library

Returns:

comport for usage in dialog (IDC number)

7.5.3.9 WORD LibSpeed2DlgSpeed (unsigned long *ulLibSpeed*)

returns the speed used for the dialog in dependency of the value used in the lib

Parameters:

unDlgSpeed : the speed used in the dialog (IDC number)

Returns:

long-value with speed for usage in lib

7.5.3.10 WORD LibSwitch2DlgSwitch (t_USB_Serial_Switch *stUSSwitch*)

returns the USB comport used for the dialog in dependency of the value used in the library

Parameters:

stUSSwitch : the usb-serial switch used in the library

Returns:

the usb-serial switch number used in the dialog (IDC number)

7.5.3.11 WORD LibUsbCom2DlgUsbCom (t_USBNr *stUsbCom*)

returns the USB comport used for the dialog in dependency of the value used in the library

Parameters:

stUsbCom : the usb port used in the library

Returns:

the usb port number used in the dialog (IDC number)

7.5.4 Variable Documentation

7.5.4.1 t_DlgComConf DlgToLibComport[]

Initial value:

```
{
    { SwupCom1, IDC_COM1 },
    { SwupCom2, IDC_COM2 },
    { SwupCom3, IDC_COM3 },
    { SwupCom4, IDC_COM4 },
    { SwupCom5, IDC_COM5 },
    { SwupCom6, IDC_COM6 },
    { SwupCom7, IDC_COM7 },
    { SwupCom8, IDC_COM8 },
    { SwupCom9, IDC_COM9 },
    { SwupCom10, IDC_COM10 },
    { SwupCom11, IDC_COM11 },
    { SwupCom12, IDC_COM12 },

    { SwupUsb0, IDC_USB0 },
    { SwupUsb1, IDC_USB1 },
    { SwupUsb2, IDC_USB2 },
    { SwupUsb3, IDC_USB3 }
}
```

dialog com port configuration (lib number associated with Dialog number)

7.5.4.2 **t_DlgSpeedConf DlgToLibSpeed[]**

Initial value:

```
{
    { 9600L, IDC_9600 },
    { 19200L, IDC_19200 },
    { 28800L, IDC_28800 },
    { 57600L, IDC_57600 },
    { 101500L, IDC_101500 },
    { 115200L, IDC_115200 },
    { 203000L, IDC_203000 },
    { 230400L, IDC_230400 },
    { 406000L, IDC_406000 },
    { 460800L, IDC_460800 }
}
```

dialog com port speed configuration (lib number associated with Dialog number)

7.5.4.3 **t_DlgUsbComConf DlgToLibUsbComPort[]**

Initial value:

```
{
    { enUSB0, IDC_USB0 },
    { enUSB1, IDC_USB1 },
    { enUSB2, IDC_USB2 },
    { enUSB3, IDC_USB3 }
}
```

dialog usb com port configuration (lib number associated with Dialog number)

7.5.4.4 **t_DlgUsbSerialSwitchConf DlgToLibUsbSerialSwitchConf[]**

Initial value:

```
{
    { enUsbSerialAutoSwitch, IDC_SWITCH_AUTO },
    { enUsbSerialManualSwitch, IDC_SWITCH_MANUAL },
    { enUsbOnly, IDC_SWITCH_USB }
}
```

usb-serial switch configuration (lib number associated with Dialog number)

7.5.4.5 **BOOL fOmapApplicationSw**

type of the input File, initialized with "not only an EGold File, but OMAP also"

7.5.4.6 **HWND hCxfContentDlg**

Handle to the Combination-File-Dlg.

7.5.4.7 HWND [hwMain](#)

Handle to main-window.

7.5.4.8 t_UpdateMode [MyUpdateMode](#)**7.5.4.9 unsigned int [unCxfHelpFlags](#)**

7.6 config.h File Reference

```
#include <time.h>
#include "USB_swup.h"
```

Data Structures

- struct [t_DlgComConf](#)
structure to show the current serial port configuration
- struct [t_DlgSpeedConf](#)
structure to convert from Dialog-Speed-Info to Library-Speed
- struct [t_DlgUsbComConf](#)
structure to convert from Dialog-UsbPortNumber-Info to Library-UsbPortNumber
- struct [t_DlgUsbSerialSwitchConf](#)
structure to convert from Dialog-UsbSerialSwitch-Info to Library-UsbSerialSwitch-Info
- struct [t_UpdateInfo](#)
struct with all Info for one update-dialog

Defines

- #define [MYWM_CONFIGAMOUNT](#) (WM_USER + 9)

Functions

- BOOL CALLBACK [ConfigDlgProc](#) (HWND hDlg, UINT msg, WPARAM wParam, LPARAM lParam)
configures all possible ports for one parallel update if some parameters not changed (com, speed,...), is automatically taken from the registry library
- BOOL CALLBACK [ConfigAllDlgProc](#) (HWND hDlg, UINT msg, WPARAM wParam, LPARAM lParam)
configures the parallel updates Ports configuration
- unsigned long [DlgSpeed2LibSpeed](#) (WORD unDlgSpeed)
returns the speed used for the lib in dependency of the value used in the dialog-box
- WORD [LibSpeed2DlgSpeed](#) (unsigned long ulLibSpeed)
returns the speed used for the dialog in dependency of the value used in the lib
- t_SwupCom [DlgCom2LibCom](#) (WORD unDlgPort)
returns the comport used for the lib in dependency of the value used in the dialog-box
- WORD [LibCom2DlgCom](#) (t_SwupCom SwupCom)

returns the comport used for the dialog in dependency of the value used in the library

- t_USBNr [DlgUsbCom2LibUsbCom](#) (WORD unDlgPort)
returns the USB comport used for the lib in dependency of the value used in the dialog-box
- WORD [LibUsbCom2DlgUsbCom](#) (t_USBNr stUsbCom)
returns the USB comport used for the dialog in dependency of the value used in the library
- t_USB.Serial_Switch [DlgSwitch2LibSwitch](#) (WORD unDlgSwitch)
returns the USB comport used for the lib in dependency of the value used in the dialog-box
- WORD [LibSwitch2DlgSwitch](#) (t_USB.Serial_Switch stUSSwitch)
returns the USB comport used for the dialog in dependency of the value used in the library

7.6.1 Define Documentation

7.6.1.1 #define MYWM_CONFIGAMOUNT (WM_USER + 9)

7.6.2 Function Documentation

7.6.2.1 BOOL CALLBACK ConfigAllDlgProc (HWND *hDlg*, UINT *msg*, WPARAM *wParam*, LPARAM *lParam*)

configures the parallel updates Ports configuration

Parameters:

- as* : usual for a Dialog-Box
- msg* : message sent from the dialog window when any dialog button has been activated
- wParam* : first parameter, meaning either close or number of parallel update
- lParam* : not used

Returns:

a boolean, FALSE if any problem is encountered

7.6.2.2 BOOL CALLBACK ConfigDlgProc (HWND *hDlg*, UINT *msg*, WPARAM *wParam*, LPARAM *lParam*)

configures all possible ports for one parallel update if some parameters not changed (com, speed,...), is automatically taken from the registry library

Parameters:

- as* : usual for a Dialog-Box
- msg* : message sent from the dialog window when any dialog button has been activated either INIT_DIALOG, or SYS_COMMAND or any COMMAND from the user
- wParam* : message sent from the dialog window, either change speed or port or usb port, or switch usb-serial switch
- lParam* : pointer on the update information (speed, update number, port configuration...)

Returns:

a boolean, FALSE if any problem is encountered

7.6.2.3 t_SwupCom DlgCom2LibCom (WORD *unDlgPort*)

returns the comport used for the lib in dependency of the value used in the dialog-box

Parameters:

unDlgSpeed : the comport used in the dialog (IDC number)

Returns:

comport for usage in lib

7.6.2.4 unsigned long DlgSpeed2LibSpeed (WORD *unDlgSpeed*)

returns the speed used for the lib in dependency of the value used in the dialog-box

Parameters:

unDlgSpeed : the speed used in the dialog (IDC number)

Returns:

long-value with speed for usage in lib

7.6.2.5 t_USB_Serial_Switch DlgSwitch2LibSwitch (WORD *unDlgSwitch*)

returns the USB comport used for the lib in dependency of the value used in the dialog-box

Parameters:

unDlgSwitch : the usb-serial switch number used in the dialog (IDC number)

Returns:

the usb-serial switch used in the library

7.6.2.6 t_USBNr DlgUsbCom2LibUsbCom (WORD *unDlgPort*)

returns the USB comport used for the lib in dependency of the value used in the dialog-box

Parameters:

unDlgPort : the usb port number used in the dialog (IDC number)

Returns:

the usb port used in the library

7.6.2.7 WORD LibCom2DlgCom (t_SwupCom *SwupCom*)

returns the comport used for the dialog in dependency of the value used in the library

Parameters:

SwupCom : the comport used in the library

Returns:

comport for usage in dialog (IDC number)

7.6.2.8 WORD LibSpeed2DlgSpeed (unsigned long *ulLibSpeed*)

returns the speed used for the dialog in dependency of the value used in the lib

Parameters:

unDlgSpeed : the speed used in the dialog (IDC number)

Returns:

long-value with speed for usage in lib

7.6.2.9 WORD LibSwitch2DlgSwitch (t_USB_Serial_Switch *stUSSwitch*)

returns the USB comport used for the dialog in dependency of the value used in the library

Parameters:

stUSSwitch : the usb-serial switch used in the library

Returns:

the usb-serial switch number used in the dialog (IDC number)

7.6.2.10 WORD LibUsbCom2DlgUsbCom (t_USBNr *stUsbCom*)

returns the USB comport used for the dialog in dependency of the value used in the library

Parameters:

stUsbCom : the usb port used in the library

Returns:

the usb port number used in the dialog (IDC number)

7.7 fopen.c File Reference

Contains the Dialog and Procedure that is called on opening a file, Part of the GUI.

```
#include <windows.h>
#include "fopen.h"
#include "wswuplib.h"
#include "registry.h"
```

Functions

- **UINT APIENTRY OFNHookProc** (HWND hDlg, UINT uiMsg, WPARAM wParam, LPARAM lParam)
A HookProcedure for the OPENFILE-Dialog.
- **int FileOpenFromDialog** (HWND hWnd, char *pszFileName, int nMaxFileNameLen)
shows the standard open-file-dialog for user-input of the XBI-File-Name

7.7.1 Detailed Description

Contains the Dialog and Procedure that is called on opening a file, Part of the GUI.

Todo

7.7.2 Function Documentation

7.7.2.1 int FileOpenFromDialog (HWND hWnd, char * pszFileName, int nMaxFileNameLen)

shows the standard open-file-dialog for user-input of the XBI-File-Name

Parameters:

hWnd: Handle of the calling window
nMaxFileNameLen : Len of reserved buffer for Filename
pszFileName (param out): pointer to the buffer for the filename

Returns:

0 -> ok

7.7.2.2 UINT APIENTRY OFNHookProc (HWND hDlg, UINT uiMsg, WPARAM wParam, LPARAM lParam)

A HookProcedure for the OPENFILE-Dialog.

Its called everytime something happens in the Dialog-BOX. This Procedure only detects Folderchanges (CDN_FOLDERCHANGE) and uses its info to set the Window-Text of the Dialog-Box to the current active folder (something that Microsoft should have done for standard, you never know where you are in an File-Dialog ! ...)

Parameters:

hDlg, uiMsg, wParam, lParam, as usual

Returns:

0 -> ok

7.8 **fileopen.h** File Reference

Functions

- `int FileOpenFromDialog` (HWND *hWnd*, char **pszFileName*, int *nMaxFileNameLen*)
shows the standard open-file-dialog for user-input of the XBI-File-Name

7.8.1 Function Documentation

7.8.1.1 `int FileOpenFromDialog (HWND hWnd, char * pszFileName, int nMaxFileNameLen)`

shows the standard open-file-dialog for user-input of the XBI-File-Name

Parameters:

hWnd: Handle of the calling window

nMaxFileNameLen : Len of reserved buffer for Filename

pszFileName (param out): pointer to the buffer for the filename

Returns:

0 -> ok

7.9 heha.h File Reference

```
#include "xbi_info.h"
```

Functions

- unsigned int [InitHeapLib](#) (unsigned char *pucMem, unsigned long ulBytesInHeap)
you have to call this function with the ptr to heap information (xbifile) to initialise the library functions.
- unsigned int [ReadXbiHeaderInHeap](#) (unsigned long *pulAnzXbiBytes, t_ExtendedInfo *ptrWohin, unsigned char *pucMem)
reads XBI informations from heap and stores it in struct
- unsigned int [ReadsAndCheckXbiDatenFromHeap](#) (unsigned int *punGesamtHeapBytes, unsigned int *punGesamtBloেকে, unsigned char *pucMem)
reads and checks XBI data in heap called functions: CheckXbiBlock()
- unsigned char * [GivePtrToBinDataInHeap](#) (void)
returns a ptr to start of bin data in heap
- BOOL [SkipControlBlocksInHeap](#) (unsigned int *unNewTotalBytes)
Modify the ptr to bin data in heap to skip the Control (erase and more) commands.
- void [ReleaseXbiHeaderHeapData](#) (t_ExtendedInfo *ptrWohin)
Gives the malloced Area free.
- int [GetSignatureSize](#) (unsigned long *ulSignatureSize)
returns the size of the signature area

7.9.1 Function Documentation

7.9.1.1 int GetSignatureSize (unsigned long * ulSignatureSize)

returns the size of the signature area

Parameters:

(out)*Signature* length in bytes

Returns:

error

7.9.1.2 unsigned char* GivePtrToBinDataInHeap (void)

returns a ptr to start of bin data in heap

Returns:

NULL : library not initialized

7.9.1.3 unsigned int InitHeapLib (unsigned char * *pucMem*, unsigned long *ulBytesInHeap*)

you have to call this function with the ptr to heap information (xbifile) to initialise the library functions.

Function calls : InitHeapData() EraseExtendedInformationBlock() GibXbiLen() ReadXbiHeader()

Parameters:

**pucMem* ptr to heap

ulBytesInHeap number of bytes in heap ("file size")

7.9.1.4 unsigned int ReadsAndCheckXbiDatenFromHeap (unsigned int * *punGesamtHeapBytes*, unsigned int * *punGesamtBloecke*, unsigned char * *pucMem*)

reads and checks XBI data in heap called functions: CheckXbiBlock()

Parameters:

pucMem - ptr to start of data in heap

(out)*punGesamtHeapBytes* - read bytes

(out)*punGesamtBloecke* - read blocks

Return values:

0: Daten im Heap ok.

1: Fehler in CheckXbiBlock()

2: HeapLib not initialized, call InitHeapLib first !

3: data len in heap zero, call to InitHeapLib ok ?

7.9.1.5 unsigned int ReadXbiHeaderInHeap (unsigned long * *pulAnzXbiBytes*, t_ExtendedInfo * *ptrWohin*, unsigned char * *pucMem*)

reads XBI informations from heap and stores it in struct

Parameters:

pucMem ptr to xbi data in heap

(out)*plAnzXbiBytes* amount of XBI-header-bytes

(out)*t_ExtendedInfo* ptr to info struct

Return values:

0: XBI-Header successfully read

1: CHK-error reading header

2: HeapLib not initialized, call InitHeapLib first !

3: data len in heap zero, call to InitHeapLib ok ?

5: SwitchCase-Error

7: error in list

7.9.1.6 void ReleaseXbiHeaderHeapData (t_ExtendedInfo * *ptrWohin*)

Gives the malloped Area free.

Parameters:

Pointer on the struct

Returns:

void

7.9.1.7 BOOL SkipControlBlocksInHeap (unsigned int * *unNewTotalBytes*)

Modify the ptr to bin data in heap to skip the Control (erase and more) commands.

Parameters:

(*out*)*unNewTotalBytes,correction* of data size.

Returns:

FALSE , heap not located

7.10 htmlhelp.h File Reference

Data Structures

- struct [tagHH_AKLINK](#)
- struct [tagHH_ENUM_CAT](#)
- struct [tagHH_ENUM_IT](#)
- struct [tagHH_FTS_QUERY](#)
- struct [tagHH_POPUP](#)
- struct [tagHH_SET_INFOTYPE](#)
- struct [tagHH_WINTYPE](#)
- struct [tagHHN_NOTIFY](#)
- struct [tagHHNTRACK](#)

Defines

- #define [DWORD_PTR](#) DWORD
- #define [HH_DISPLAY_TOPIC](#) 0x0000
- #define [HH_HELP_FINDER](#) 0x0000
- #define [HH_DISPLAY_TOC](#) 0x0001
- #define [HH_DISPLAY_INDEX](#) 0x0002
- #define [HH_DISPLAY_SEARCH](#) 0x0003
- #define [HH_SET_WIN_TYPE](#) 0x0004
- #define [HH_GET_WIN_TYPE](#) 0x0005
- #define [HH_GET_WIN_HANDLE](#) 0x0006
- #define [HH_ENUM_INFO_TYPE](#) 0x0007
- #define [HH_SET_INFO_TYPE](#) 0x0008
- #define [HH_SYNC](#) 0x0009
- #define [HH_RESERVED1](#) 0x000A
- #define [HH_RESERVED2](#) 0x000B
- #define [HH_RESERVED3](#) 0x000C
- #define [HH_KEYWORD_LOOKUP](#) 0x000D
- #define [HH_DISPLAY_TEXT_POPUP](#) 0x000E
- #define [HH_HELP_CONTEXT](#) 0x000F
- #define [HH_TP_HELP_CONTEXTMENU](#) 0x0010
- #define [HH_TP_HELP_WM_HELP](#) 0x0011
- #define [HH_CLOSE_ALL](#) 0x0012
- #define [HH_ALINK_LOOKUP](#) 0x0013
- #define [HH_GET_LAST_ERROR](#) 0x0014
- #define [HH_ENUM_CATEGORY](#) 0x0015
- #define [HH_ENUM_CATEGORY_IT](#) 0x0016
- #define [HH_RESET_IT_FILTER](#) 0x0017
- #define [HH_SET_INCLUSIVE_FILTER](#) 0x0018
- #define [HH_SET_EXCLUSIVE_FILTER](#) 0x0019
- #define [HH_INITIALIZE](#) 0x001C
- #define [HH_UNINITIALIZE](#) 0x001D
- #define [HH_PRETRANSLATEMESSAGE](#) 0x00fd
- #define [HH_SET_GLOBAL_PROPERTY](#) 0x00fc
- #define [HHWIN_PROP_TAB_AUTOHIDESHOW](#) (1 << 0)
- #define [HHWIN_PROP_ONTOP](#) (1 << 1)

- #define HHWIN_PROP_NOTITLEBAR (1 << 2)
- #define HHWIN_PROP_NODEF_STYLES (1 << 3)
- #define HHWIN_PROP_NODEF_EXSTYLES (1 << 4)
- #define HHWIN_PROP_TRI_PANE (1 << 5)
- #define HHWIN_PROP_NOTB_TEXT (1 << 6)
- #define HHWIN_PROP_POST_QUIT (1 << 7)
- #define HHWIN_PROP_AUTO_SYNC (1 << 8)
- #define HHWIN_PROP_TRACKING (1 << 9)
- #define HHWIN_PROP_TAB_SEARCH (1 << 10)
- #define HHWIN_PROP_TAB_HISTORY (1 << 11)
- #define HHWIN_PROP_TAB_FAVORITES (1 << 12)
- #define HHWIN_PROP_CHANGE_TITLE (1 << 13)
- #define HHWIN_PROP_NAV_ONLY_WIN (1 << 14)
- #define HHWIN_PROP_NO_TOOLBAR (1 << 15)
- #define HHWIN_PROP_MENU (1 << 16)
- #define HHWIN_PROP_TAB_ADVSEARCH (1 << 17)
- #define HHWIN_PROP_USER_POS (1 << 18)
- #define HHWIN_PROP_TAB_CUSTOM1 (1 << 19)
- #define HHWIN_PROP_TAB_CUSTOM2 (1 << 20)
- #define HHWIN_PROP_TAB_CUSTOM3 (1 << 21)
- #define HHWIN_PROP_TAB_CUSTOM4 (1 << 22)
- #define HHWIN_PROP_TAB_CUSTOM5 (1 << 23)
- #define HHWIN_PROP_TAB_CUSTOM6 (1 << 24)
- #define HHWIN_PROP_TAB_CUSTOM7 (1 << 25)
- #define HHWIN_PROP_TAB_CUSTOM8 (1 << 26)
- #define HHWIN_PROP_TAB_CUSTOM9 (1 << 27)
- #define HHWIN_TB_MARGIN (1 << 28)
- #define HHWIN_PARAM_PROPERTIES (1 << 1)
- #define HHWIN_PARAM_STYLES (1 << 2)
- #define HHWIN_PARAM_EXSTYLES (1 << 3)
- #define HHWIN_PARAM_RECT (1 << 4)
- #define HHWIN_PARAM_NAV_WIDTH (1 << 5)
- #define HHWIN_PARAM_SHOWSTATE (1 << 6)
- #define HHWIN_PARAM_INFOTYPES (1 << 7)
- #define HHWIN_PARAM_TB_FLAGS (1 << 8)
- #define HHWIN_PARAM_EXPANSION (1 << 9)
- #define HHWIN_PARAM_TABPOS (1 << 10)
- #define HHWIN_PARAM_TABORDER (1 << 11)
- #define HHWIN_PARAM_HISTORY_COUNT (1 << 12)
- #define HHWIN_PARAM_CUR_TAB (1 << 13)
- #define HHWIN_BUTTON_EXPAND (1 << 1)
- #define HHWIN_BUTTON_BACK (1 << 2)
- #define HHWIN_BUTTON_FORWARD (1 << 3)
- #define HHWIN_BUTTON_STOP (1 << 4)
- #define HHWIN_BUTTON_REFRESH (1 << 5)
- #define HHWIN_BUTTON_HOME (1 << 6)
- #define HHWIN_BUTTON_BROWSE_FWD (1 << 7)
- #define HHWIN_BUTTON_BROWSE_BCK (1 << 8)
- #define HHWIN_BUTTON_NOTES (1 << 9)
- #define HHWIN_BUTTON_CONTENTS (1 << 10)

- `#define HHWIN_BUTTON_SYNC` (1 << 11)
- `#define HHWIN_BUTTON_OPTIONS` (1 << 12)
- `#define HHWIN_BUTTON_PRINT` (1 << 13)
- `#define HHWIN_BUTTON_INDEX` (1 << 14)
- `#define HHWIN_BUTTON_SEARCH` (1 << 15)
- `#define HHWIN_BUTTON_HISTORY` (1 << 16)
- `#define HHWIN_BUTTON_FAVORITES` (1 << 17)
- `#define HHWIN_BUTTON_JUMP1` (1 << 18)
- `#define HHWIN_BUTTON_JUMP2` (1 << 19)
- `#define HHWIN_BUTTON_ZOOM` (1 << 20)
- `#define HHWIN_BUTTON_TOC_NEXT` (1 << 21)
- `#define HHWIN_BUTTON_TOC_PREV` (1 << 22)
- `#define HHWIN_DEF_BUTTONS`
- `#define IDTB_EXPAND` 200
- `#define IDTB_CONTRACT` 201
- `#define IDTB_STOP` 202
- `#define IDTB_REFRESH` 203
- `#define IDTB_BACK` 204
- `#define IDTB_HOME` 205
- `#define IDTB_SYNC` 206
- `#define IDTB_PRINT` 207
- `#define IDTB_OPTIONS` 208
- `#define IDTB_FORWARD` 209
- `#define IDTB_NOTES` 210
- `#define IDTB_BROWSE_FWD` 211
- `#define IDTB_BROWSE_BACK` 212
- `#define IDTB_CONTENTS` 213
- `#define IDTB_INDEX` 214
- `#define IDTB_SEARCH` 215
- `#define IDTB_HISTORY` 216
- `#define IDTB_FAVORITES` 217
- `#define IDTB_JUMP1` 218
- `#define IDTB_JUMP2` 219
- `#define IDTB_CUSTOMIZE` 221
- `#define IDTB_ZOOM` 222
- `#define IDTB_TOC_NEXT` 223
- `#define IDTB_TOC_PREV` 224
- `#define HHN_FIRST` (0U-860U)
- `#define HHN_LAST` (0U-879U)
- `#define HHN_NAVCOMPLETE` (HHN_FIRST-0)
- `#define HHN_TRACK` (HHN_FIRST-1)
- `#define HHN_WINDOW_CREATE` (HHN_FIRST-2)
- `#define HH_MAX_TABS` 19
- `#define HH_MAX_TABS_CUSTOM` (HH.TAB_CUSTOM_LAST - HH.TAB_CUSTOM_FIRST + 1)
- `#define HH_FTS_DEFAULT_PROXIMITY` (-1)
- `#define HtmlHelp` HtmlHelpA
- `#define ATOM_HTMLHELP_API_ANSI` (LPTSTR)((DWORD)((WORD)(14)))
- `#define ATOM_HTMLHELP_API_UNICODE` (LPTSTR)((DWORD)((WORD)(15)))

Typedefs

- typedef tagHHN_NOTIFY HHN_NOTIFY
- typedef tagHH_POPUP HH_POPUP
- typedef tagHH_AKLINK HH_AKLINK
- typedef tagHH_ENUM_IT HH_ENUM_IT
- typedef tagHH_ENUM_IT * PHH_ENUM_IT
- typedef tagHH_ENUM_CAT HH_ENUM_CAT
- typedef tagHH_ENUM_CAT * PHH_ENUM_CAT
- typedef tagHH_SET_INFOTYPE HH_SET_INFOTYPE
- typedef tagHH_SET_INFOTYPE * PHH_SET_INFOTYPE
- typedef DWORD HH_INFOTYPE
- typedef HH_INFOTYPE * PHH_INFOTYPE
- typedef tagHH_FTS_QUERY HH_FTS_QUERY
- typedef tagHH_WINTYPE HH_WINTYPE
- typedef tagHH_WINTYPE * PHH_WINTYPE
- typedef tagHHNTRACK HHNTRACK
- typedef enum tagHH_GPROPID HH_GPROPID

Enumerations

- enum {
 HHWIN_NAVTYPE_TOC, HHWIN_NAVTYPE_INDEX, HHWIN_NAVTYPE_SEARCH, HHWIN_NAVTYPE_FAVORITES,
 HHWIN_NAVTYPE_HISTORY, HHWIN_NAVTYPE_AUTHOR, HHWIN_NAVTYPE_CUSTOM_FIRST = 11 }
- enum { IT_INCLUSIVE, IT_EXCLUSIVE, IT_HIDDEN }
- enum { HHWIN_NAVTAB_TOP, HHWIN_NAVTAB_LEFT, HHWIN_NAVTAB_BOTTOM }
- enum {
 HH_TAB_CONTENTS, HH_TAB_INDEX, HH_TAB_SEARCH, HH_TAB_FAVORITES,
 HH_TAB_HISTORY, HH_TAB_AUTHOR, HH_TAB_CUSTOM_FIRST = 11, HH_TAB_CUSTOM_LAST = HH_MAX_TABS }
- enum {
 HHACT_TAB_CONTENTS, HHACT_TAB_INDEX, HHACT_TAB_SEARCH, HHACT_TAB_HISTORY,
 HHACT_TAB_FAVORITES, HHACT_EXPAND, HHACT_CONTRACT, HHACT_BACK,
 HHACT_FORWARD, HHACT_STOP, HHACT_REFRESH, HHACT_HOME,
 HHACT_SYNC, HHACT_OPTIONS, HHACT_PRINT, HHACT_HIGHLIGHT,
 HHACT_CUSTOMIZE, HHACT_JUMP1, HHACT_JUMP2, HHACT_ZOOM,
 HHACT_TOC_NEXT, HHACT_TOC_PREV, HHACT_NOTES, HHACT_LAST_ENUM }
- enum tagHH_GPROPID {
 HH_GPROPID_SINGLETHREAD = 1, HH_GPROPID_TOOLBAR_MARGIN = 2, HH_GPROPID_UILANGUAGE = 3,
 HH_GPROPID_CURRENT_SUBSET = 4,
 HH_GPROPID_CONTENT_LANGUAGE = 5 }

Functions

- HWND WINAPI [HtmlHelpA](#) (HWND hwndCaller, LPCSTR pszFile, UINT uCommand, DWORD_PTR dwData)

- HWND WINAPI [HtmlHelpW](#) (HWND hwndCaller, LPCWSTR pszFile, UINT uCommand, DWORD_PTR dwData)

7.10.1 Define Documentation

7.10.1.1 `#define ATOM_HTMLHELP_API_ANSI (LPTSTR)((DWORD)((WORD)(14)))`

7.10.1.2 `#define ATOM_HTMLHELP_API_UNICODE (LPTSTR)((DWORD)((WORD)(15)))`

7.10.1.3 `#define DWORD_PTR DWORD`

7.10.1.4 `#define HH_ALINK_LOOKUP 0x0013`

7.10.1.5 `#define HH_CLOSE_ALL 0x0012`

7.10.1.6 `#define HH_DISPLAY_INDEX 0x0002`

7.10.1.7 `#define HH_DISPLAY_SEARCH 0x0003`

7.10.1.8 `#define HH_DISPLAY_TEXT_POPUP 0x000E`

7.10.1.9 `#define HH_DISPLAY_TOC 0x0001`

7.10.1.10 `#define HH_DISPLAY_TOPIC 0x0000`

7.10.1.11 `#define HH_ENUM_CATEGORY 0x0015`

7.10.1.12 `#define HH_ENUM_CATEGORY_IT 0x0016`

7.10.1.13 `#define HH_ENUM_INFO_TYPE 0x0007`

7.10.1.14 `#define HH_FTS_DEFAULT_PROXIMITY (-1)`

7.10.1.15 `#define HH_GET_LAST_ERROR 0x0014`

7.10.1.16 `#define HH_GET_WIN_HANDLE 0x0006`

7.10.1.17 `#define HH_GET_WIN_TYPE 0x0005`

7.10.1.18 `#define HH_HELP_CONTEXT 0x000F`

7.10.1.19 `#define HH_HELP_FINDER 0x0000`

7.10.1.20 `#define HH_INITIALIZE 0x001C`

7.10.1.21 `#define HH_KEYWORD_LOOKUP 0x000D`

7.10.1.22 `#define HH_MAX_TABS 19`

7.10.1.23 `#define HH_MAX_TABS_CUSTOM (HH_TAB_CUSTOM_LAST -
HH_TAB_CUSTOM_FIRST + 1)`

7.10.1.24 `#define HH_PRETRANSLATEMESSAGE 0x00fd`

7.10.1.25 `#define HH_RESERVED1 0x000A`

7.10.1.26 `#define HH_RESERVED2 0x000B`

7.10.1.27 `#define HH_RESERVED3 0x000C`

7.10.1.28 `#define HH_RESET_IT_FILTER 0x0017`

7.10.1.29 `#define HH_SET_EXCLUSIVE_FILTER 0x0019`

```
(HHWIN_BUTTON_EXPAND | \
    HHWIN_BUTTON_BACK | \
    HHWIN_BUTTON_OPTIONS | \
    HHWIN_BUTTON_PRINT)
```


7.10.1.66 `#define HHWIN_PARAM_CUR_TAB (1 << 13)`

7.10.1.67 `#define HHWIN_PARAM_EXPANSION (1 << 9)`

7.10.1.68 `#define HHWIN_PARAM_EXSTYLES (1 << 3)`

7.10.1.69 `#define HHWIN_PARAM_HISTORY_COUNT (1 << 12)`

7.10.1.70 `#define HHWIN_PARAM_INFOTYPES (1 << 7)`

7.10.1.71 `#define HHWIN_PARAM_NAV_WIDTH (1 << 5)`

7.10.1.72 `#define HHWIN_PARAM_PROPERTIES (1 << 1)`

7.10.1.73 `#define HHWIN_PARAM_RECT (1 << 4)`

7.10.1.74 `#define HHWIN_PARAM_SHOWSTATE (1 << 6)`

7.10.1.75 `#define HHWIN_PARAM_STYLES (1 << 2)`

7.10.1.76 `#define HHWIN_PARAM_TABORDER (1 << 11)`

7.10.1.77 `#define HHWIN_PARAM_TABPOS (1 << 10)`

7.10.1.78 `#define HHWIN_PARAM_TB_FLAGS (1 << 8)`

7.10.1.79 `#define HHWIN_PROP_AUTO_SYNC (1 << 8)`

7.10.1.80 `#define HHWIN_PROP_CHANGE_TITLE (1 << 13)`

7.10.1.81 `#define HHWIN_PROP_MENU (1 << 16)`

7.10.1.82 `#define HHWIN_PROP_NAV_ONLY_WIN (1 << 14)`

7.10.1.83 `#define HHWIN_PROP_NO_TOOLBAR (1 << 15)`

7.10.1.84 `#define HHWIN_PROP_NODEF_EXSTYLES (1 << 4)`

7.10.1.85 `#define HHWIN_PROP_NODEF_STYLES (1 << 3)`

7.10.1.86 `#define HHWIN_PROP_NOTB_TEXT (1 << 6)`

7.10.1.87 `#define HHWIN_PROP_NOTITLEBAR (1 << 2)`

7.10.1.88 `#define HHWIN_PROP_ONTOP (1 << 1)`

7.10.1.89 `#define HHWIN_PROP_POST_QUIT (1 << 7)`

7.10.1.90 `#define HHWIN_PROP_TAB_ADVSEARCH (1 << 17)`

7.10.1.91 `#define HHWIN_PROP_TAB_AUTOHIDESHOW (1 << 0)`

7.10.1.92 `#define HHWIN_PROP_TAB_CUSTOM1 (1 << 19)`

7.10.1.93 `#define HHWIN_PROP_TAB_CUSTOM2 (1 << 20)`

7.10.1.94 `#define HHWIN_PROP_TAB_CUSTOM3 (1 << 21)`

7.10.1.95 `#define HHWIN_PROP_TAB_CUSTOM4 (1 << 22)`

7.10.1.96 `#define HHWIN_PROP_TAB_CUSTOM5 (1 << 23)`

HHWIN_NAVTYPE_INDEX
HHWIN_NAVTYPE_SEARCH
HHWIN_NAVTYPE_FAVORITES
HHWIN_NAVTYPE_HISTORY
HHWIN_NAVTYPE_AUTHOR
HHWIN_NAVTYPE_CUSTOM_FIRST

7.10.3.2 anonymous enum

Enumeration values:

IT_INCLUSIVE
IT_EXCLUSIVE
IT_HIDDEN

7.10.3.3 anonymous enum

Enumeration values:

HHWIN_NAVTAB_TOP
HHWIN_NAVTAB_LEFT
HHWIN_NAVTAB_BOTTOM

7.10.3.4 anonymous enum

Enumeration values:

HH_TAB_CONTENTS
HH_TAB_INDEX
HH_TAB_SEARCH
HH_TAB_FAVORITES
HH_TAB_HISTORY
HH_TAB_AUTHOR
HH_TAB_CUSTOM_FIRST
HH_TAB_CUSTOM_LAST

7.10.3.5 anonymous enum

Enumeration values:

HHACT_TAB_CONTENTS
HHACT_TAB_INDEX
HHACT_TAB_SEARCH
HHACT_TAB_HISTORY
HHACT_TAB_FAVORITES
HHACT_EXPAND
HHACT_CONTRACT
HHACT_BACK

HHACT_FORWARD
HHACT_STOP
HHACT_REFRESH
HHACT_HOME
HHACT_SYNC
HHACT_OPTIONS
HHACT_PRINT
HHACT_HIGHLIGHT
HHACT_CUSTOMIZE
HHACT_JUMP1
HHACT_JUMP2
HHACT_ZOOM
HHACT_TOC_NEXT
HHACT_TOC_PREV
HHACT_NOTES
HHACT_LAST_ENUM

7.10.3.6 enum **tagHH_GPROPID**

Enumeration values:

HH_GPROPID_SINGLETHREAD
HH_GPROPID_TOOLBAR_MARGIN
HH_GPROPID_UI_LANGUAGE
HH_GPROPID_CURRENT_SUBSET
HH_GPROPID_CONTENT_LANGUAGE

7.10.4 Function Documentation

7.10.4.1 **HWND WINAPI HtmlHelpA** (HWND *hwndCaller*, LPCSTR *pszFile*, UINT *uCommand*,
DWORD_PTR *dwData*)

7.10.4.2 **HWND WINAPI HtmlHelpW** (HWND *hwndCaller*, LPCWSTR *pszFile*, UINT
uCommand, DWORD_PTR *dwData*)

7.11 **news.h** File Reference

Functions

- void [ShowNewsSinceVersion](#) (unsigned short *unLastVersion*)

7.11.1 Function Documentation

7.11.1.1 void `ShowNewsSinceVersion` (unsigned short *unLastVersion*)

7.12 recent.c File Reference

handles everything concerning the recentfiles-menu.

```
#include <windows.h>
#include "wswuplib.h"
#include "recent.h"
#include "resource.h"
#include "winswup.h"
#include "registry.h"
```

Data Structures

- struct [t_RecentFiles](#)

Defines

- #define [MAX_RECENT_FILES](#) 10

Functions

- void [InitDynamicRecentFilesMenu](#) (HANDLE hMenu)
This function sets up the dynamical "recent files" menu on startup from the registry.
- void [InsertNewFirstChar](#) (char *pszOldOrder, char chNewChar)
This function inserts/replaces the new char at the beginning of the string.
- void [GetRecentFileFromMemory](#) (char *pszFileName, char chWhich)
This function gets the file-name belonging to the given character from the memory.
- void [UpdateRecentFilesMenuWithNewFile](#) (HANDLE hMenu, char *pszFileJustLoad)
Inserts the given filename at the beginning of the recent-file-menu and in the registry.

Variables

- char [szRecentFilesOrder](#) [MAX_RECENT_FILES+2]
- [t_RecentFiles](#) [RecentFiles](#) [MAX_RECENT_FILES+1]
- unsigned int [unMaxCount](#) = 0
- HANDLE [hDynaMenu](#) = NULL

7.12.1 Detailed Description

handles everything concerning the recentfiles-menu.

7.12.2 Define Documentation

7.12.2.1 #define MAX_RECENT_FILES 10

7.12.3 Function Documentation

7.12.3.1 void GetRecentFileFromMemory (char * *pszFileName*, char *chWhich*)

This function gets the file-name belonging to the given character from the memory.

Parameters:

pszFileName : a pointer to filename that will be filled

chWhich : the character for which the filename is to be retrieved

Returns:

void

7.12.3.2 void InitDynamicRecentFilesMenu (HANDLE *hMenu*)

This function sets up the dynamical "recent files" menu on startup from the registry.

Therefore it reads out the order of recent files and then the given recent files from the registry. With this information it generates a dynamical menu with all recent files in the file-menu.

Parameters:

hMenu : a HANDLE to the Main-Menu

Returns:

void

7.12.3.3 void InsertNewFirstChar (char * *pszOldOrder*, char *chNewChar*)

This function inserts/replaces the new char at the beginning of the string.

The new character will only appear once in the string, which means that a old occurrence in the recent string will be skipped.

Parameters:

pszOldOrder : a pointer to the old (and new) string

chNewChar : the character to be inserted at the beginning of the string

Returns:

void

7.12.3.4 void UpdateRecentFilesMenuWithNewFile (HANDLE *hMenu*, char * *pszFileJustLoad*)

Inserts the given filename at the beginning of the recent-file-menu and in the registry.

Depending on "file already in list" only a reordering of the files or a new ordering of the list is performed. Therefore in all cases the menu itself is deleted, then it is detected if the file is already in the list or if the file has to be inserted at the beginning of the list. Due to this arrangement only one filename and the new order has to be saved in registry and in memory. Afterwards the new menu is built up.

Parameters:

hMenu : a HANDLE to the Main-Menu

pszFileName : a pointer to filename that was just read

Returns:

void

7.12.4 Variable Documentation

7.12.4.1 HANDLE *hDynaMenu* = NULL

7.12.4.2 *t_RecentFiles* *RecentFiles*[MAX_RECENT_FILES + 1]

7.12.4.3 char *szRecentFilesOrder*[MAX_RECENT_FILES + 2]

7.12.4.4 unsigned int *unMaxCount* = 0

7.13 recent.h File Reference

Functions

- void [InitDynamicRecentFilesMenu](#) (HANDLE hMenu)
This function sets up the dynamical "recent files" menu on startup from the registry.
- void [UpdateRecentFilesMenuWithNewFile](#) (HANDLE hMenu, char *pszFileJustLoad)
Inserts the given filename at the begining of the recent-file-menu and in the registry.

7.13.1 Function Documentation

7.13.1.1 void InitDynamicRecentFilesMenu (HANDLE hMenu)

This function sets up the dynamical "recent files" menu on startup from the registry.

Therefore it reads out the order of recent files and then the given recent files from the registry. With this information it generates a dynamical menu with all recent files in the file-menu.

Parameters:

hMenu : a HANDLE to the Main-Menu

Returns:

void

7.13.1.2 void UpdateRecentFilesMenuWithNewFile (HANDLE hMenu, char * pszFileJustLoad)

Inserts the given filename at the begining of the recent-file-menu and in the registry.

Depending on "file already in list" only a reordering of the files or a new ordering of the list is performed. Therefore in all cases the menu itself is deleted, then it is detected if the file is already in the list or if the file has to be inserted at the beginning of the list. Due to this arrangement only one filename and the new order has to be saved in registry and in memory. Afterwards the new menu is built up.

Parameters:

hMenu : a HANDLE to the Main-Menu

pszFileName : a pointer to filename that was just read

Returns:

void

7.14 registry.c File Reference

Contains all registry-accesses , Part of the GUI.

```
#include <windows.h>
#include <commctrl.h>
#include "wswuplib.h"
#include "registry.h"
#include "news.h"
```

Defines

- #define [DEFAULT_WINSWUP_CONFIGALLOWED](#) 1
- #define [DEFAULT_WINSWUP_AMOUNT_UPDATES](#) 1
- #define [DEFAULT_SYNCHSTATION](#) 0
- #define [DEFAULT_COMPORT](#) SwupCom3
- #define [DEFAULT_SPEED](#) 203000L
- #define [DEFAULT_USB_PORT](#) SwupUsb0
- #define [DEFAULT_USB_FORCE](#) FALSE
- #define [DEFAULT_USB_SERIAL_SWITCH](#) enUsbSerialAutoSwitch
- #define [DEFAULT_WINSWUP_DIR](#) "c:\\tmp"

Functions

- **BOOL** [InitWinswupRegistry](#) (WORD wCurrentVersion)
Initialises the Registry, retrieves key and does Version-Update.
- **BOOL** [DeactWinswupRegistry](#) (void)
Releases all resources needed for the registry-access.
- **BOOL** [GetSynchStationPresenceFromRegistry](#) (void)
Retrieves the current state of Synch-Station-Presence.
- **BOOL** [SetSynchStationPresenceToRegistry](#) (BOOL fSynchStationPresent)
Saves the current State of synch-Station-Presence the registry.
- **WORD** [GetInstalledVersionFromRegistry](#) (void)
Retrieves the current insatlled version from the registry.
- **WORD** [GetAmountUpdatesFromRegistry](#) (void)
Gets the current ammount of parallel updates from registry.
- **BOOL** [SetAmountUpdatesToRegistry](#) (WORD wAmount)
Sets the current ammount of parallel updates into the registry.
- **BOOL** [IsConfigMenuAllowedInRegistry](#) (void)
Reads the current state of config-allowed.

- BOOL [SetAutoStartToRegistry](#) (BOOL fDoAutoStart)
Dis- or Enables the Autostart-Feature (Start after new File is read).
- BOOL [IsAutoStartEnabledInRegistry](#) (void)
Looks (in registry) if autostart should be done.
- BOOL [GetInfoForUpdateFromRegistry](#) (WORD unUpdateNr, t_Ports *pPortSettings)
Retrieves information about the port-settings for the specified child-window (unUpdateNr) from the registry.
- BOOL [SetInfoForUpdateToRegistry](#) (WORD unUpdateNr, const t_Ports *pPortSettings)
Saves information about the com-settings for the specified child-window (unUpdateNr).
- BOOL [GetLastDirFromRegistry](#) (char *pszDirectoryName, int nLen)
Retrieves the directory of the last used file for pre-selection in the OpenFile-Dialog-Box.
- BOOL [SaveLastDirToRegistry](#) (char *pszDirectory)
Saves the directory name of the just read file to registry for access on the next start.
- BOOL [GetLastFileFromRegistry](#) (char *pszFileName, int nLen)
Retrieves the filename of the last used file for pre-selection in the OpenFile-Dialog-Box.
- BOOL [SaveLastFileToRegistry](#) (char *pszFileName)
Saves the name of the just read file to registry for access on the next start.
- BOOL [SaveFavouriteToRegistry](#) (int nNumber, char *pszFileName)
Saves the name of a favourite to registry for access on the next start.
- BOOL [GetFavouriteFromRegistry](#) (int nNumber, char *pszFileName, int nLen)
Retrieves the name of a favourite from the registry.
- BOOL [GetUnknownAndDerivedFromProjectsFromRegistry](#) (char *pszUnknownProject, unsigned short unUnknownLen, char *pszDerivedFromProject, unsigned short unDerivedLen)
Retrieves the names of an new unknow project and the name of a already known project from the registry.
- BOOL [SaveUnknownAndDerivedFromProjectsToRegistry](#) (char *pszUnknownProject, char *pszDerivedFromProject)
Saves the names of an new unknow project and the name of a already known project to the registry.
- BOOL [SaveUpdateModeToRegistry](#) (t_UpdateMode WhichMode)
saves update mode into registry
- BOOL [GetUpdateModeFromRegistry](#) (t_UpdateMode *pWhichMode)
gets update mode from registry
- BOOL [IsPreCheckSetInRegister](#) (void)
Looks (in registry) if precheck should be done.
- BOOL [IsPostCheckSetInRegister](#) (void)
Looks (in registry) if postcheck should be done.

- BOOL [SetPreCheckInRegister](#) (BOOL On_Off)

SAve (in registry) if postcheck should be done.

- BOOL [SetPostCheckInRegister](#) (BOOL On_Off)

Save (in registry) if postcheck should be done.

- BOOL [GetDebugInfoFromRegistry](#) (t_DebugInfo *pDebugInfo)

get debug information from the registry

- BOOL [SaveDebugInfoToRegistry](#) (t_DebugInfo *pDebugInfo)

saves debug information to the registry

- BOOL [GetRecentFileFromRegistry](#) (char *pszFileName, char cWhichRecent, unsigned short un-FileNameLen)

Retrieves the string for one recent file from the registry.

- BOOL [SaveRecentFileToRegistry](#) (char *pszFileName, char cWhichRecent)

Saves the string for one recent file to the registry.

- BOOL [GetRecentFilesOrderFromRegistry](#) (char *pszRecentOrder, unsigned short unOrderLen)

Retrieves the string containing the order of recent files from the registry.

- BOOL [SaveRecentFilesOrderToRegistry](#) (char *pszRecentOrder)

Saves the string containing the order of recent files to the registry.

7.14.1 Detailed Description

Contains all registry-accesses , Part of the GUI.

Todo

7.14.2 Define Documentation

7.14.2.1 `#define DEFAULT_COMPORT SwupCom3`

7.14.2.2 `#define DEFAULT_SPEED 203000L`

7.14.2.3 `#define DEFAULT_SYNCHSTATION 0`

7.14.2.4 `#define DEFAULT_USB_FORCE FALSE`

7.14.2.5 `#define DEFAULT_USB_PORT SwupUsb0`

7.14.2.6 `#define DEFAULT_USB_SERIAL_SWITCH enUsbSerialAutoSwitch`

7.14.2.7 `#define DEFAULT_WINSWUP_AMOUNT_UPDATES 1`

7.14.2.8 `#define DEFAULT_WINSWUP_CONFIGALLOWED 1`

7.14.2.9 `#define DEFAULT_WINSWUP_DIR "c:\\tmp"`

7.14.3 Function Documentation

7.14.3.1 `BOOL DeactWinswupRegistry (void)`

Releases all resources needed for the registry-access.

Parameters:

none

Return values:

TRUE -> Success

FALSE -> Error

7.14.3.2 `WORD GetAmountUpdatesFromRegistry (void)`

Gets the current ammount of parallel updates from registry.

Parameters:

none

Returns:

Amount of parallel updates

7.14.3.3 `BOOL GetDebugInfoFromRegistry (t_DebugInfo * pDebugInfo)`

get debug information from the registry

Parameters:

pDebugInfo : pointer on debug information structure

Return values:*TRUE* -> on success*FALSE* -> if error encountered**7.14.3.4 BOOL GetFavouriteFromRegistry (int *nNumber*, char * *pszFileName*, int *nLen*)**

Retrieves the name of a favourite from the registry.

Parameters:*nNumber* : Number of the favourite*nLen* : Len of the String that should hold the Name*pszFileName* (param out): pointer to the name of the file**Return values:***TRUE* -> Success*FALSE* -> Error**7.14.3.5 BOOL GetInfoForUpdateFromRegistry (WORD *unUpdateNr*, t_Ports * *pPortSettings*)**Retrieves information about the port-settings for the specified child-window (*unUpdateNr*) from the registry.**Parameters:***unUpdateNr* : the number of the child-window*pComSettings* (param out) : pointer to structure for the info**Return values:***TRUE* -> Success*FALSE* -> Error**7.14.3.6 WORD GetInstalledVersionFromRegistry (void)**

Retrieves the current installed version from the registry.

Parameters:*none***Returns:**

Version as a WORD (ex.: 113 -> 1.13)

7.14.3.7 BOOL GetLastDirFromRegistry (char * *pszDirectoryName*, int *nLen*)

Retrieves the directory of the last used file for pre-selection in the OpenFileDialog-Box.

Parameters:*nLen* : Reserved Bytes for the Name of the Directory

pszDirectoryName (param out) : pointer to space for the DirName

Return values:

TRUE -> Success

FALSE -> Error

7.14.3.8 **BOOL GetLastFileFromRegistry (char * *pszFileName*, int *nLen*)**

Retrieves the filename of the last used file for pre-selection in the OpenFile-Dialog-Box.

Parameters:

nLen : Reserved Bytes for the Name of the File

pszFileName (param out) : pointer to place for the FileName

Return values:

TRUE -> Success

FALSE -> Error

7.14.3.9 **BOOL GetRecentFileFromRegistry (char * *pszFileName*, char *cWhichRecent*, unsigned short *unFileNameLen*)**

Retrieves the string for one recent file from the registry.

Parameters:

pszFileName : pointer to a string that will contain the name of the recent files

cWhichRecent : character describing the number which filename to retrieve

unFileNameLen : len of string to write to

Return values:

TRUE -> everything fine, string *pszFileName* contains a valid string

FALSE -> some error occurred, string *pszFileName* contains NO valid string

7.14.3.10 **BOOL GetRecentFilesOrderFromRegistry (char * *pszRecentOrder*, unsigned short *unOrderLen*)**

Retrieves the string containing the order of recent files from the registry.

The order of recent files is stored in the registry via characters from 'a' to 'j' for 10 recent files. If a new recent-file has to be stored, only one file has to be replaced and the string has to be reordered instead of shifting all filenames.

Parameters:

pszRecentOrder : pointer to a string that will contain the order of the recent files

unOrderLen : len of string to write to

Return values:

TRUE -> everything fine, string *pszRecentOrder* contains a valid string

FALSE -> some error occurred, string *pszRecentOrder* contains NO valid string

7.14.3.11 BOOL GetSynchStationPresenceFromRegistry (void)

Retrieves the current state of Synch-Station-Presence.

Parameters:

none

Return values:

TRUE: Update via Synch-Station

FALSE : Normal Update

7.14.3.12 BOOL GetUnknownAndDerivedFromProjectsFromRegistry (char * pszUnknownProject, unsigned short unUnknownLen, char * pszDerivedFromProject, unsigned short unDerivedLen)

Retrieves the names of an new unknow project and the name of a already known project from the registry.

These two names are used to "simulate" a known project in the library. This is done because since several months the project-name must be known to the library, so that the library knows which update-sw to load. Since our KM generates new projects faster than we can compile the names into the DLLs, a new Simulation-Function was introduced into the Library.

Parameters:

pszUnknownProject pointer to the Name that will hold the name of the unknown project

unUnknownLen len of the array for this Name

pszDerivedFromProject pointer to the Name that will hold the name of the project from which the unknown project was derived and so its update-SW can be used.

unDerivedLen len of the array for this Name

Return values:

TRUE -> Success

FALSE -> Error

7.14.3.13 BOOL GetUpdateModeFromRegistry (t.UpdateMode * pWhichMode)

gets update mode from registry

Parameters:

pWhichMode : pointer on Behaviour of the Library concerning the new Update-Concept

Returns:

TRUE

7.14.3.14 BOOL InitWinswupRegistry (WORD wCurrentVersion)

Initialises the Registry, retrieves key and does Version-Update.

Parameters:

Current SW-Version in the EXE

Return values:*TRUE* -> ok*FALSE* -> Error Handle to Registry-Key**7.14.3.15 BOOL IsAutoStartEnabledInRegistry (void)**

Looks (in registry) if autostart should be done.

Parameters:*none***Return values:***TRUE* -> Autostart is Enabled*FALSE* -> Autostart is not enabled**7.14.3.16 BOOL IsConfigMenuAllowedInRegistry (void)**

Reads the current state of config-allowed.

Parameters:*none***Return values:***TRUE* -> Allowed*FALSE* -> Not Allowed**7.14.3.17 BOOL IsPostCheckSetInRegister (void)**

Looks (in registry) if postcheck should be done.

Parameters:*none***Return values:***TRUE* -> postcheck is Enabled*FALSE* -> postcheck is not enabled**7.14.3.18 BOOL IsPreCheckSetInRegister (void)**

Looks (in registry) if precheck should be done.

Parameters:*none***Return values:***TRUE* -> precheck is Enabled*FALSE* -> precheck is not enabled

7.14.3.19 BOOL SaveDebugInfoToRegistry (t.DebugInfo * pDebugInfo)

saves debug information to the registry

Parameters:

pDebugInfo : pointer on debug information structure

Return values:

TRUE -> on success

FALSE -> if error encountered

7.14.3.20 BOOL SaveFavouriteToRegistry (int nNumber, char * pszFileName)

Saves the name of a favourite to registry for access on the next start.

Parameters:

nNumber : Number of the favourite

pszFileName : the name of the file

Return values:

TRUE -> Success

FALSE -> Error

7.14.3.21 BOOL SaveLastDirToRegistry (char * pszDirectory)

Saves the directory name of the just read file to registry for access on the next start.

Parameters:

pszDirectory : the name of the Directory

Return values:

TRUE -> Success

FALSE -> Error

7.14.3.22 BOOL SaveLastFileToRegistry (char * pszFileName)

Saves the name of the just read file to registry for access on the next start.

Parameters:

pszFileName : the name of the file

Return values:

TRUE -> Success

FALSE -> Error

7.14.3.23 BOOL SaveRecentFilesOrderToRegistry (char * *pszRecentOrder*)

Saves the string containing the order of recent files to the registry.

The order of recent files is stored in the registry via characters from 'a' to 'j' for 10 recent files. If a new recent-file has to be stored, only one file has to be replaced and the string has to be reordered instead of shifting all filenames.

Parameters:

pszRecentOrder : pointer to a string that contains the order of the recent files

Return values:

TRUE -> everything fine

FALSE -> some error occurred, pszRecentOrder not saved

7.14.3.24 BOOL SaveRecentFileToRegistry (char * *pszFileName*, char *cWhichRecent*)

Saves the string for one recent file to the registry.

Parameters:

pszFileName : pointer to a string that contains the name of the recent files

cWhichRecent : character describing the number of the filename

Return values:

TRUE -> everything fine

FALSE -> some error occurred, pszRecentOrder not saved

7.14.3.25 BOOL SaveUnknownAndDerivedFromProjectsToRegistry (char * *pszUnknownProject*, char * *pszDerivedFromProject*)

Saves the names of an new unknown project and the name of a already known project to the registry.

To find a description about the purposes of these names jump to function [GetUnknownAndDerivedFromProjectsFromRegistry\(\)](#)

Parameters:

pszUnknownProject pointer to the Name that holds the name of the unknown project

pszDerivedFromProject pointer to the Name that holds the name of the project from which the unknown project was derived.

Return values:

TRUE -> Success

FALSE -> Error

7.14.3.26 BOOL SaveUpdateModeToRegistry (t_UpdateMode *WhichMode*)

saves update mode into registry

Parameters:

WhichMode : Behaviour of the Library concerning the new Update-Concept

Returns:

TRUE

7.14.3.27 BOOL SetAmountUpdatesToRegistry (WORD *wAmount*)

Sets the current ammount of parallel updates into the registry.

Parameters:

wAmount : How many Child-Windows / Updates in parallel

Return values:

TRUE -> Success

FALSE -> Error

7.14.3.28 BOOL SetAutoStartToRegistry (BOOL *fDoAutoStart*)

Dis- or Enables the Autostart-Feature (Start after new File is read).

Parameters:

fDoAutoStart

Return values:

TRUE -> Success

FALSE -> Error

7.14.3.29 BOOL SetInfoForUpdateToRegistry (WORD *unUpdateNr*, const t_Ports * *pPortSettings*)

Saves information about the com-settings for the specified child-window (*unUpdateNr*).

Parameters:

unUpdateNr : the number of the child-window

pComSettings : pointer to structure with the info

Return values:

TRUE -> Success

FALSE -> Error

7.14.3.30 BOOL SetPostCheckInRegister (BOOL *On_Off*)

Save (in registry) if postcheck should be done.

Parameters:

Status

Returns:

TRUE -> postcheck is Enabled

7.14.3.31 BOOL SetPreCheckInRegister (BOOL *On_Off*)

SAve (in registry) if postcheck should be done.

Parameters:

Status

Returns:

TRUE -> postcheck is Enabled

7.14.3.32 BOOL SetSynchStationPresenceToRegistry (BOOL *fSynchStationPresent*)

Saves the current State of synch-Station-Presence the registry.

Parameters:

fSynchStationPresent : TRUE / FALSE

Return values:

TRUE -> Success

FALSE -> Error

7.15 registry.h File Reference

Data Structures

- struct [t_DebugInfo](#)
defines the debug information (which is saved into registry)

Defines

- #define [WINSWUP_MAINKEY](#) HKEY_LOCAL_MACHINE
- #define [WINSWUP_SUBKEY](#) "SOFTWARE\\Siemens\\WinSwup32"
- #define [WINSWUP_AMOUNT_UPDATES](#) "AmountParallelUpdates"
- #define [WINSWUP_VERSION](#) "InstalledVersion"
- #define [WINSWUP_CONFIGALLOWED](#) "ConfigAllowed"
- #define [WINSWUP_AUTOSTART](#) "AutStart"
- #define [WINSWUP_UPDATE_NR](#) "UpDateNr_"
- #define [WINSWUP_PORT](#) "ComPort"
- #define [WINSWUP_API_BAUD](#) "BaudRate"
- #define [WINSWUP_OMAPUSB_PORT](#) "OmapUsbPort"
- #define [WINSWUP_OMAPUSB_FORCE](#) "OmapUsbForce"
- #define [WINSWUP_USB_SERIAL_SWITCH](#) "UsbSerialSwitch"
- #define [WINSWUP_LAST_DIR](#) "LastDir"
- #define [WINSWUP_LAST_FILE](#) "LastFile"
- #define [WINSWUP_SYNCH_STATION](#) "SynchStation"
- #define [WINSWUP_FAVOURITE](#) "Favourite_"
- #define [WINSWUP_UNKNOWN_PROJECT](#) "UnknownProject"
- #define [WINSWUP_DERIVED_FROM_PROJECT](#) "DerivedFromProject"
- #define [WINSWUP_DEBUG_FILE](#) "DebugFile"
- #define [WINSWUP_DEBUG_GROUPS](#) "DebugGroups"
- #define [WINSWUP_DEBUG_LEVEL](#) "DebugLevel"
- #define [WINSWUP_DEBUG_ENABLED](#) "DebugEnabled"
- #define [WINSWUP_RECENT_FILE_BASE](#) "RecentFile_"
- #define [WINSWUP_RECENT_ORDER](#) "RecentOrder"
- #define [WINSWUP_UPDATE_MODE](#) "UpdateMode"
- #define [WINSWUP_PRECHECK](#) "Precheck"
- #define [WINSWUP_POSTCHECK](#) "PostCheck"
- #define [WINSWUP_SHOWNONEWS](#) "DontShowNews"

Functions

- BOOL [InitWinswupRegistry](#) (WORD wCurrentVersion)
Initialises the Registry, retrieves key and does Version-Update.
- BOOL [DeactWinswupRegistry](#) (void)
Releases all resources needed for the registry-access.
- WORD [GetInstalledVersionFromRegistry](#) (void)
Retrieves the current insatllled version from the registry.

- WORD [GetAmountUpdatesFromRegistry](#) (void)
Gets the current ammount of parallel updates from registry.
- BOOL [SetAmountUpdatesToRegistry](#) (WORD wAmount)
Sets the current ammount of parallel updates into the registry.
- BOOL [IsConfigMenuAllowedInRegistry](#) (void)
Reads the current state of config-allowed.
- BOOL [GetInfoForUpdateFromRegistry](#) (WORD unUpdateNr, t_Ports *pPortSettings)
Retrieves information about the port-settings for the specified child-window (unUpdateNr) from the registry.
- BOOL [SetInfoForUpdateToRegistry](#) (WORD unUpdateNr, const t_Ports *pPortSettings)
Saves information about the com-settings for the specified child-window (unUpdateNr).
- BOOL [GetLastDirFromRegistry](#) (char *pszDest, int nLen)
Retrieves the directory of the last used file for pre-selection in the OpenFileDialog-Box.
- BOOL [SaveLastDirToRegistry](#) (char *pszDest)
Saves the directory name of the just read file to registry for access on the next start.
- BOOL [GetLastFileFromRegistry](#) (char *pszDest, int nLen)
Retrieves the filename of the last used file for pre-selection in the OpenFileDialog-Box.
- BOOL [SaveLastFileToRegistry](#) (char *pszDest)
Saves the name of the just read file to registry for access on the next start.
- BOOL [IsAutoStartEnabledInRegistry](#) (void)
Looks (in registry) if autostart should be done.
- BOOL [SetAutoStartToRegistry](#) (BOOL fDoAutoStart)
Dis- or Enables the Autostart-Feature (Start after new File is read).
- BOOL [GetSynchStationPresenceFromRegistry](#) (void)
Retrieves the current state of Synch-Station-Presence.
- BOOL [SetSynchStationPresenceToRegistry](#) (BOOL fSynchStationPresent)
Saves the current State of synch-Station-Presence the registry.
- BOOL [GetFavouriteFromRegistry](#) (int nNumber, char *pszFileName, int nLen)
Retrieves the name of a favourite from the registry.
- BOOL [SaveFavouriteToRegistry](#) (int nNumber, char *pszFileName)
Saves the name of a favourite to registry for access on the next start.
- BOOL [GetUnknownAndDerivedFromProjectsFromRegistry](#) (char *pszUnknownProject, unsigned short unUnknownLen, char *pszDerivedFromProject, unsigned short unDerivedLen)
Retrieves the names of an new unknow project and the name of a already known project from the registry.

- **BOOL [SaveUnknownAndDerivedFromProjectsToRegistry](#)** (char *pszUnknownProject, char *psz-DerivedFromProject)
Saves the names of an new unknow project and the name of a already known project to the registry.
- **BOOL [SaveUpdateModeToRegistry](#)** (t_UpdateMode WhichMode)
saves update mode into registry
- **BOOL [GetUpdateModeFromRegistry](#)** (t_UpdateMode *pWhichMode)
gets update mode from registry
- **BOOL [IsPreCheckSetInRegister](#)** (void)
Looks (in registry) if precheck should be done.
- **BOOL [IsPostCheckSetInRegister](#)** (void)
Looks (in registry) if postcheck should be done.
- **BOOL [SetPreCheckInRegister](#)** (BOOL On_Off)
SAve (in registry) if postcheck should be done.
- **BOOL [SetPostCheckInRegister](#)** (BOOL On_Off)
Save (in registry) if postcheck should be done.
- **BOOL [GetDebugInfoFromRegistry](#)** (t_DebugInfo *pDebugInfo)
get debug information from the registry
- **BOOL [SaveDebugInfoToRegistry](#)** (t_DebugInfo *pDebugInfo)
saves debug information to the registry
- **BOOL [GetRecentFileFromRegistry](#)** (char *pszFileName, char cWhichRecent, unsigned short un-FileNameLen)
Retrieves the string for one recent file from the registry.
- **BOOL [SaveRecentFileToRegistry](#)** (char *pszFileName, char cWhichRecent)
Saves the string for one recent file to the registry.
- **BOOL [GetRecentFilesOrderFromRegistry](#)** (char *pszRecentOrder, unsigned short unOrderLen)
Retrieves the string containing the order of recent files from the registry.
- **BOOL [SaveRecentFilesOrderToRegistry](#)** (char *pszRecentOrder)
Saves the string containing the order of recent files to the registry.

7.15.1 Define Documentation

- 7.15.1.1 `#define WINSWUP_AMOUNT_UPDATES "AmountParallelUpdates"`
- 7.15.1.2 `#define WINSWUP_API_BAUD "BaudRate"`
- 7.15.1.3 `#define WINSWUP_AUTOSTART "AutStart"`
- 7.15.1.4 `#define WINSWUP_CONFIGALLOWED "ConfigAllowed"`
- 7.15.1.5 `#define WINSWUP_DEBUG_ENABLED "DebugEnabled"`
- 7.15.1.6 `#define WINSWUP_DEBUG_FILE "DebugFile"`
- 7.15.1.7 `#define WINSWUP_DEBUG_GROUPS "DebugGroups"`
- 7.15.1.8 `#define WINSWUP_DEBUG_LEVEL "DebugLevel"`
- 7.15.1.9 `#define WINSWUP_DERIVED_FROM_PROJECT "DerivedFromProject"`
- 7.15.1.10 `#define WINSWUP_FAVOURITE "Favourite_"`
- 7.15.1.11 `#define WINSWUP_LAST_DIR "LastDir"`
- 7.15.1.12 `#define WINSWUP_LAST_FILE "LastFile"`
- 7.15.1.13 `#define WINSWUP_MAINKEY HKEY_LOCAL_MACHINE`
- 7.15.1.14 `#define WINSWUP_OMAPUSB_FORCE "OmapUsbForce"`
- 7.15.1.15 `#define WINSWUP_OMAPUSB_PORT "OmapUsbPort"`
- 7.15.1.16 `#define WINSWUP_PORT "ComPort"`
- 7.15.1.17 `#define WINSWUP_POSTCHECK "PostCheck"`
- 7.15.1.18 `#define WINSWUP_PRECHECK "Precheck"`
- 7.15.1.19 `#define WINSWUP_RECENT_FILE_BASE "RecentFile_"`
- 7.15.1.20 `#define WINSWUP_RECENT_ORDER "RecentOrder"`
- 7.15.1.21 `#define WINSWUP_SHOWNONEWS "DontShowNews"`
- 7.15.1.22 `#define WINSWUP_SUBKEY "SOFTWARE\\Siemens\\WinSwup32"`
- 7.15.1.23 `#define WINSWUP_SYNCH_STATION "SynchStation"`
- 7.15.1.24 `#define WINSWUP_UNKNOWN_PROJECT "UnknownProject"`
- 7.15.1.25 `#define WINSWUP_UPDATE_MODE "UpdateMode"`
- 7.15.1.26 `#define WINSWUP_UPDATE_NR "UpDateNr_"`
- 7.15.1.27 `#define WINSWUP_USB_SERIAL_SWITCH "UsbSerialSwitch"`
- 7.15.1.28 `#define WINSWUP_VERSION "InstalledVersion"`

7.15.2 Function Documentation

7.15.2.1 `BOOL DeactWinswupRegistry (void)`

Parameters:*none***Return values:***TRUE* -> Success*FALSE* -> Error**7.15.2.2 WORD GetAmountUpdatesFromRegistry (void)**

Gets the current ammount of parallel updates from registry.

Parameters:*none***Returns:**

Amount of parallel updates

7.15.2.3 BOOL GetDebugInfoFromRegistry (t_DebugInfo * pDebugInfo)

get debug information from the registry

Parameters:*pDebugInfo* : pointer on debug information structure**Return values:***TRUE* -> on success*FALSE* -> if error encountered**7.15.2.4 BOOL GetFavouriteFromRegistry (int nNumber, char * pszFileName, int nLen)**

Retrieves the name of a favourite from the registry.

Parameters:*nNumber* : Number of the favourite*nLen* : Len of the String that should hold the Name*pszFileName* (param out): pointer to the name of the file**Return values:***TRUE* -> Success*FALSE* -> Error

7.15.2.5 BOOL GetInfoForUpdateFromRegistry (WORD *unUpdateNr*, t_Ports * *pPortSettings*)

Retrieves information about the port-settings for the specified child-window (*unUpdateNr*) from the registry.

Parameters:

unUpdateNr : the number of the child-window

pComSettings (param out) : pointer to structure for the info

Return values:

TRUE -> Success

FALSE -> Error

7.15.2.6 WORD GetInstalledVersionFromRegistry (void)

Retrieves the current installed version from the registry.

Parameters:

none

Returns:

Version as a WORD (ex.: 113 -> 1.13)

7.15.2.7 BOOL GetLastDirFromRegistry (char * *pszDirectoryName*, int *nLen*)

Retrieves the directory of the last used file for pre-selection in the OpenFileDialog-Box.

Parameters:

nLen : Reserved Bytes for the Name of the Directory

pszDirectoryName (param out) : pointer to space for the DirName

Return values:

TRUE -> Success

FALSE -> Error

7.15.2.8 BOOL GetLastFileFromRegistry (char * *pszFileName*, int *nLen*)

Retrieves the filename of the last used file for pre-selection in the OpenFileDialog-Box.

Parameters:

nLen : Reserved Bytes for the Name of the File

pszFileName (param out) : pointer to place for the FileName

Return values:

TRUE -> Success

FALSE -> Error

7.15.2.9 BOOL GetRecentFileFromRegistry (char * *pszFileName*, char *cWhichRecent*, unsigned short *unFileNameLen*)

Retrieves the string for one recent file from the registry.

Parameters:

pszFileName : pointer to a string that will contain the name of the recent files
cWhichRecent : character describing the number which filename to retrieve
unFileNameLen : len of string to write to

Return values:

TRUE -> everything fine, string *pszFileName* contains a valid string
FALSE -> some error occurred, string *pszFileName* contains NO valid string

7.15.2.10 BOOL GetRecentFilesOrderFromRegistry (char * *pszRecentOrder*, unsigned short *unOrderLen*)

Retrieves the string containing the order of recent files from the registry.

The order of recent files is stored in the registry via characters from 'a' to 'j' for 10 recent files. If a new recent-file has to be stored, only one file has to be replaced and the string has to be reordered instead of shifting all filenames.

Parameters:

pszRecentOrder : pointer to a string that will contain the order of the recent files
unOrderLen : len of string to write to

Return values:

TRUE -> everything fine, string *pszRecentOrder* contains a valid string
FALSE -> some error occurred, string *pszRecentOrder* contains NO valid string

7.15.2.11 BOOL GetSynchStationPresenceFromRegistry (void)

Retrieves the current state of Synch-Station-Presence.

Parameters:

none

Return values:

TRUE: Update via Synch-Station
FALSE : Normal Update

7.15.2.12 BOOL GetUnknownAndDerivedFromProjectsFromRegistry (char * *pszUnknownProject*, unsigned short *unUnknownLen*, char * *pszDerivedFromProject*, unsigned short *unDerivedLen*)

Retrieves the names of an new unknow project and the name of a already known project from the registry.

These two names are used to "simulate" a known project in the library. This is done because since several months the project-name must be known to the library, so that the library knows which update-sw to load. Since our KM generates new projects faster than we can compile the names into the DLLs, a new Simulation-Function was introduced into the Library.

Parameters:

pszUnknownProject pointer to the Name that will hold the name of the unknown project

unUnknownLen len of the array for this Name

pszDerivedFromProject pointer to the Name that will hold the name of the project from which the unknown project was derived and so its update-SW can be used.

unDerivedLen len of the array for this Name

Return values:

TRUE -> Success

FALSE -> Error

7.15.2.13 BOOL GetUpdateModeFromRegistry (t.UpdateMode * *pWhichMode*)

gets update mode from registry

Parameters:

pWhichMode : pointer on Behaviour of the Library concerning the new Update-Concept

Returns:

TRUE

7.15.2.14 BOOL InitWinswupRegistry (WORD *wCurrentVersion*)

Initialises the Registry, retrieves key and does Version-Update.

Parameters:

Current SW-Version in the EXE

Return values:

TRUE -> ok

FALSE -> Error Handle to Registry-Key

7.15.2.15 BOOL IsAutoStartEnabledInRegistry (void)

Looks (in registry) if autostart should be done.

Parameters:

none

Return values:

TRUE -> Autostart is Enabled

FALSE -> Autostart is not enabled

7.15.2.16 BOOL IsConfigMenuAllowedInRegistry (void)

Reads the current state of config-allowed.

Parameters:

none

Return values:

TRUE -> Allowed

FALSE -> Not Allowed

7.15.2.17 BOOL IsPostCheckSetInRegister (void)

Looks (in registry) if postcheck should be done.

Parameters:

none

Return values:

TRUE -> postcheck is Enabled

FALSE -> postcheck is not enabled

7.15.2.18 BOOL IsPreCheckSetInRegister (void)

Looks (in registry) if precheck should be done.

Parameters:

none

Return values:

TRUE -> precheck is Enabled

FALSE -> precheck is not enabled

7.15.2.19 BOOL SaveDebugInfoToRegistry (t.DebugInfo * pDebugInfo)

saves debug information to the registry

Parameters:

pDebugInfo : pointer on debug information structure

Return values:

TRUE -> on success

FALSE -> if error encountered

7.15.2.20 BOOL SaveFavouriteToRegistry (int *nNumber*, char * *pszFileName*)

Saves the name of a favourite to registry for access on the next start.

Parameters:

nNumber : Number of the favourite

pszFileName : the name of the file

Return values:

TRUE -> Success

FALSE -> Error

7.15.2.21 BOOL SaveLastDirToRegistry (char * *pszDirectory*)

Saves the directory name of the just read file to registry for access on the next start.

Parameters:

pszDirectory : the name of the Directory

Return values:

TRUE -> Success

FALSE -> Error

7.15.2.22 BOOL SaveLastFileToRegistry (char * *pszFileName*)

Saves the name of the just read file to registry for access on the next start.

Parameters:

pszFileName : the name of the file

Return values:

TRUE -> Success

FALSE -> Error

7.15.2.23 BOOL SaveRecentFilesOrderToRegistry (char * *pszRecentOrder*)

Saves the string containing the order of recent files to the registry.

The order of recent files is stored in the registry via characters from 'a' to 'j' for 10 recent files. If a new recent-file has to be stored, only one file has to be replaced and the string has to be reordered instead of shifting all filenames.

Parameters:

pszRecentOrder : pointer to a string that contains the order of the recent files

Return values:

TRUE -> everything fine

FALSE -> some error occurred, pszRecentOrder not saved

7.15.2.24 BOOL SaveRecentFileToRegistry (char * *pszFileName*, char *cWhichRecent*)

Saves the string for one recent file to the registry.

Parameters:

pszFileName : pointer to a string that contains the name of the recent files
cWhichRecent : character describing the number of the filename

Return values:

TRUE -> everything fine
FALSE -> some error occurred, pszRecentOrder not saved

7.15.2.25 BOOL SaveUnknownAndDerivedFromProjectsToRegistry (char * *pszUnknownProject*, char * *pszDerivedFromProject*)

Saves the names of an new unknow project and the name of a already known project to the registry.

To find a description about the purposes of these names jump to function [GetUnknownAndDerivedFromProjectsFromRegistry\(\)](#)

Parameters:

pszUnknownProject pointer to the Name that holds the name of the unknown project
pszDerivedFromProject pointer to the Name that holds the name of the project from which the unknown project was derived.

Return values:

TRUE -> Success
FALSE -> Error

7.15.2.26 BOOL SaveUpdateModeToRegistry (t_UpdateMode *WhichMode*)

saves update mode into registry

Parameters:

WhichMode : Behaviour of the Library concerning the new Update-Concept

Returns:

TRUE

7.15.2.27 BOOL SetAmountUpdatesToRegistry (WORD *wAmount*)

Sets the current ammount of parallel updates into the registry.

Parameters:

wAmount : How many Child-Windows / Updates in parallel

Return values:

TRUE -> Success
FALSE -> Error

7.15.2.28 BOOL SetAutoStartToRegistry (BOOL *fDoAutoStart*)

Dis- or Enables the Autostart-Feature (Start after new File is read).

Parameters:

fDoAutoStart

Return values:

TRUE -> Success

FALSE -> Error

7.15.2.29 BOOL SetInfoForUpdateToRegistry (WORD *unUpdateNr*, const t_Ports * *pPortSettings*)

Saves information about the com-settings for the specified child-window (*unUpdateNr*).

Parameters:

unUpdateNr : the number of the child-window

pComSettings : pointer to structure with the info

Return values:

TRUE -> Success

FALSE -> Error

7.15.2.30 BOOL SetPostCheckInRegister (BOOL *On_Off*)

Save (in registry) if postcheck should be done.

Parameters:

Status

Returns:

TRUE -> postcheck is Enabled

7.15.2.31 BOOL SetPreCheckInRegister (BOOL *On_Off*)

SAve (in registry) if postcheck should be done.

Parameters:

Status

Returns:

TRUE -> postcheck is Enabled

7.15.2.32 **BOOL SetSynchStationPresenceToRegistry (BOOL *fSynchStationPresent*)**

Saves the current State of synch-Station-Presence the registry.

Parameters:

fSynchStationPresent : TRUE / FALSE

Return values:

TRUE -> Success

FALSE -> Error

7.16 statbar.c File Reference

Contains functions for dealing with the status-bar , Part of the GUI.

```
#include <windows.h>
#include <commctrl.h>
#include "statbar.h"
```

Functions

- HWND [InitStatusBar](#) (HWND hwndParent)

Variables

- DWORD [dwStatusBarStyles](#)

7.16.1 Detailed Description

Contains functions for dealing with the status-bar , Part of the GUI.

[Todo](#)

Maybe move this lonely function to another module ?

7.16.2 Function Documentation

7.16.2.1 HWND [InitStatusBar](#) (HWND *hwndParent*)

7.16.3 Variable Documentation

7.16.3.1 DWORD [dwStatusBarStyles](#)

Initial value:

```
WS_CHILD | WS_VISIBLE |
WS_CLIPSIBLINGS | CCS_BOTTOM
```

7.17 **statbar.h** File Reference

Functions

- HWND [InitStatusBar](#) (HWND *hwndParent*)

7.17.1 Function Documentation

7.17.1.1 HWND [InitStatusBar](#) (HWND *hwndParent*)

7.18 toolbar.c File Reference

Contains the toolbar-handling.

```
#include <windows.h>
#include <commctrl.h>
#include "comctlhlp.h"
#include "toolbar.h"
#include "resource.h"
```

Data Structures

- struct [tagCommandToString](#)

Defines

- #define [TB_NOSTYLE_AND_DISABLED](#) 0

Typedefs

- typedef [tagCommandToString](#) [t_CommandToString](#)

Functions

- BOOL [ChangeToolTipText](#) (int nIdButton, char *pszText)
- void [FreeToolTipStrings](#) (void)
- HWND [InitToolBar](#) (HWND hwndParent)
- BOOL [GetToolTipTextIfNotStandardText](#) (int iButton, char **ppString)
- void [CopyToolTipText](#) (LPTOOLTIPTEXT lpttt)

Variables

- HINSTANCE [hInst](#)
Instance of the Application.
- [t_CommandToString](#) [ToolTipStrings](#) []

7.18.1 Detailed Description

Contains the toolbar-handling.

Todo

- Make some comments. -Maybe merge this module with the [statbar.c](#)

7.18.2 Define Documentation

7.18.2.1 `#define TB_NOSTYLE_AND_DISABLED 0`

7.18.3 Typedef Documentation

7.18.3.1 typedef struct [tagCommandToString](#) [t_CommandToString](#)

7.18.4 Function Documentation

7.18.4.1 **BOOL** `ChangeToolTipText (int nIdButton, char * pszText)`

7.18.4.2 **void** `CopyToolTipText (LPTOOLTIPTEXT lpttt)`

7.18.4.3 **void** `FreeToolTipStrings (void)`

7.18.4.4 **BOOL** `GetToolTipTextIfNotStandardText (int iButton, char ** ppString)`

7.18.4.5 **HWND** `InitToolBar (HWND hwndParent)`

7.18.5 Variable Documentation

7.18.5.1 **HINSTANCE** [hInst](#)

Instance of the Application.

7.18.5.2 [t_CommandToString](#) `ToolTipStrings[]`

Initial value:

```
{
    { IDM_OPENFILE, FALSE, "Load File" },
    { IDM_RELOAD, FALSE, "Reload File" },
    { IDM_UNLOAD, FALSE, "Unload Files" },
    { IDM_QUIT, FALSE, "Exit program" },
    { IDM_CONFIGALL, FALSE, "Config parallel updates" },
    { IDM_ABOUT, FALSE, "About Wswup32" },
    { IDM_NEWS, FALSE, "News" },
    { IDM_HELP, FALSE, "Help" },
    { IDM_FAV1, FALSE, "Favorite 1, press Shift and Button to assign current file" },
    { IDM_FAV2, FALSE, "Favorite 2, press Shift and Button to assign current file" },
    { IDM_FAV3, FALSE, "Favorite 3, press Shift and Button to assign current file" },
    { IDM_FAV4, FALSE, "Favorite 4, press Shift and Button to assign current file" },
    { IDM_FAV5, FALSE, "Favorite 5, press Shift and Button to assign current file" },
    { IDM_FAV6, FALSE, "Favorite 6, press Shift and Button to assign current file" },
    { IDM_VERSIONS, FALSE, "Version-Info" }
}
```

7.19 toolbar.h File Reference

Functions

- HWND [InitToolBar](#) (HWND *hwndParent*)
- LRESULT [ToolBarNotify](#) (HWND *hwnd*, WPARAM *wParam*, LPARAM *lParam*)
- void [CopyToolTipText](#) (LPTOOLTIPTEXT *lpttt*)
- BOOL [GetToolTipText](#) (int *iButton*, char ***ppString*)
- BOOL [ChangeToolTipText](#) (int *nIdButton*, char **pszText*)
- BOOL [GetToolTipTextIfNotStandardText](#) (int *iButton*, char ***ppString*)
- void [FreeToolTipStrings](#) (void)

7.19.1 Function Documentation

7.19.1.1 **BOOL** [ChangeToolTipText](#) (int *nIdButton*, char * *pszText*)

7.19.1.2 **void** [CopyToolTipText](#) (LPTOOLTIPTEXT *lpttt*)

7.19.1.3 **void** [FreeToolTipStrings](#) (void)

7.19.1.4 **BOOL** [GetToolTipText](#) (int *iButton*, char ** *ppString*)

7.19.1.5 **BOOL** [GetToolTipTextIfNotStandardText](#) (int *iButton*, char ** *ppString*)

7.19.1.6 **HWND** [InitToolBar](#) (HWND *hwndParent*)

7.19.1.7 **LRESULT** [ToolBarNotify](#) (HWND *hwnd*, WPARAM *wParam*, LPARAM *lParam*)

7.20 werrenum.h File Reference

Enumerations

- enum `t_en_Error` {
 - `en_ALREADY_OPEN` = 0x100, `en_CREATE_FILE`, `en_SET_COMMSTATE`, `en_NOT_OPEN`,
 - `en_TIMEOUT`, `en_GET_BAUD`, `en_BAUDRATE`, `en_WRITE_FILE`,
 - `en_READ_FILE`, `en_INVALID_HANDLE_VALUE`, `en_NO_VERSION` = 0x200, `en_DEFAULT_CMD_BLOCKS`,
 - `en_WAIT_ON_CMD_BLOCK`, `en_MAX_BIN_LEN_REACHED`, `en_UNKNOWN_BYTE`, `en_REC_TIMEOUT`,
 - `en_UNKNOWN_CHAR`, `en_UNKNOWN_REC_VALUE`, `en_COMM_ERROR`, `en_CHECK_SUM_ERROR`,
 - `en_CMD_REC`, `en_SERIAL_ERROR`, `en_READ_CMD`, `en_WAIT_FF`,
 - `en_NO_READY_FLASH_ERASE` = 0x300, `en_SEND_FLASH_ERASE`, `en_ERASE_AREA_NOT_OK`, `en_MALLOC_REQUEST_FLASH_BLOCKS`,
 - `en_FLASHBLOCK_SIZE_DEFAULT`, `en_TIMEOUT_REQUEST_FLASH_BLOCKS`, `en_SIG_WRONGHASH`, `en_SIG_NOSIGNATURE`,
 - `en_SIG_SIGNREJECT`, `en_SIG_GENERAL`, `en_SIG_SW_CORRUPT`, `en_SIG_SW_REJECTED`,
 - `en_RAM_FF` = 0x400, `en_RAM_PATTERN`, `en_RAM_00`, `en_RAM_UNKNOWN`,
 - `en_VOLTAGE_RANGE`, `en_CMD_SEQUENCE`, `en_ERASE_NOT_POSSIBLE`, `en_NO_BLOCK`,
 - `en_BYTE_PROG`, `en_FINAL_CHECK`, `en_UNKNOWN_FLASH`, `en_NOT_SUPPORTED`,
 - `en_UNKNOWN_ERROR`, `en_BFB_NO_CALLBACK` = 0x500, `en_BFB_COMM_NOT_OPEN`, `en_BFB_MOBILE_NO_SWITCHON`,
 - `en_BFB_MOBILE_NO_PING`, `en_THIS_FILE_NO_NEW_UPDATE`, `en_BFB_NO_NEW_UPDATE`, `en_BFB_READY_FALSE`,
 - `en_CUSTOMER_REBOOT`, `en_PUT_COUNT`, `en_USB_INIT_COPRO`, `en_USB_CABLE`,
 - `en_USB_SWITCH_SIPC`, `en_USB_SWITCH_BACK`, `en_NO_DATE_TIME` = 0x600, `en_WRONG_DATE_TIME`,
 - `en_NO_REQUEST`, `en_ERR_SEND_UPDATE`, `en_CANT_OPEN`, `en_ERR_WAIT_FLASH_CODE`,
 - `en_UNKNOWN_FLASH_CODE`, `en_WAIT_FLASH_SIZE`, `en_WRONG_FLASH_SIZE`, `en_NO_SPECIAL_ERROR`,
 - `en_NO_UPDATE`, `en_INCOMPATIBLE`, `en_INCOMPATIBLE_VERS`, `en_WAIT_SPLIT_ID_ANSWER`,
 - `en_WRONG_SPLIT_ID`, `en_MALLOC_ERROR`, `en_ENABLE_FLASHBLOCK`, `en_WAIT_COMPRESS_ANSWER`,
 - `en_WAIT_LANGINFO_ANSWER`, `en_WAIT_CALC_SPLIT_INFO_ANSWER`, `en_WAIT_STAT_DATA`, `en_SW_PROJECT`,
 - `en_CANT_CONNECT`, `en_INCOMPATIBLE_VERSION`, `en_MUTEX`, `en_COMPRESS_NOT_SUPPORTED`,
 - `en_MOBILE_SW_TRANS`, `en_WAIT_ACK_EOT`, `en_UNABLE_WRITE_BGI`, `en_WAIT_SW_VERSION`,
 - `en_BOOTCORE_MASK`, `en_BOOTCORE_BAUDRATE`, `en_USB_CONNECT`, `en_LOAD_UPDATE_SW`,
 - `en_SCAN_PROJECTS` = 0x700, `en_DLL_OUT_OF_DATE`, `en_LOAD_FAILED`, `en_LIB_EXE_DIFF` = 0x800,

```

en_FILE_READ, en_INIT_READ, en_CHK_SUM, en_HEAP_NOT_INI,
en_HEAP_LEN, en_STRANGE_ERROR, en_ONLY_EGOLD, en_NO_SW,
en_READ_XBI, en_OUTDATED, en_OPEN_FILE, en_XBI_LEN,
en_NO_SIEMENS, en_FILE_SIZE, en_CANT_ALLOC, en_SGOLD_LOADED,
en_CANT_ADD = 0x900, en_CANT_COPY, en_CANT_MALLOC, en_MORE_INFO,
en_LOCATER_ENTRY, en_SPLIT_INSERT, en_HEAP_CORRUPT, en_MEM_ALLOC,
en_HEAP_INCON, en_FSEEK, en_FREAD, en_DESTROYED,
en_STAT_FILE, en_READ_KENNUNG, en_COUNT_BYTES, en_NO_READ_ACCESS,
en_FIND_FILE, en_DATA_ACCESS, en_OPEN_COMPORT = 0xA00, en_REC_BLOCK1,
en_WRONG_BLOCK1, en_REC_BLOCK2, en_WRONG_BLOCK2, en_REC_BLOCK3,
en_WRONG_BLOCK3, en_REC_BLOCK4, en_WRONG_BLOCK4, en_REC_BAUD_BLOCK,
en_WRONG_BAUD_BLOCK, en_CHANGE_SPEED, en_REC_PING, en_WRONG_PING,
en_REC_FALLBACK, en_WRONG_FALLBACK, en_REC_SYNC_BYTE, en_WRONG_SYNC_-
BYTE,
en_REC_BLOCK5K, en_WRONG_BLOCK5K, en_ALTER_CONNECT = 0xF00, en_ALTER_-
TRANSMISSION,
en_ALTER_SW_VERSION, en_ALTER_MOBILE, en_ALTER_SW, en_ALTER_MOBILE_-
DEFECT,
en_ALTER_FILE_ERROR, en_ALTER_FILE_ALLOC_ERROR, en_OVERFLOW = 0xFF }

```

Enumerations of errors for information of Main-programm.

7.20.1 Enumeration Type Documentation

7.20.1.1 enum `t.en_Error`

Enumerations of errors for information of Main-programm.

Enumeration values:

```

en_ALREADY_OPEN
en_CREATE_FILE
en_SET_COMMSTATE
en_NOT_OPEN
en_TIMEOUT
en_GET_BAUD
en_BAUDRATE
en_WRITE_FILE
en_READ_FILE
en_INVALID_HANDLE_VALUE
en_NO_VERSION
en_DEFAULT_CMD_BLOCKS
en_WAIT_ON_CMD_BLOCK
en_MAX_BIN_LEN_REACHED

```

en_UNKNOWN_BYTE
en_REC_TIMEOUT
en_UNKNOWN_CHAR
en_UNKNOWN_REC_VALUE
en_COMM_ERROR
en_CHECK_SUM_ERROR
en_CMD_REC
en_SERIAL_ERROR
en_READ_CMD
en_WAIT_FF
en_NO_READY_FLASH_ERASE
en_SEND_FLASH_ERASE
en_ERASE_AREA_NOT_OK
en_MALLOC_REQUEST_FLASH_BLOCKS
en_FLASHBLOCK_SIZE_DEFAULT
en_TIMEOUT_REQUEST_FLASH_BLOCKS
en_SIG_WRONGHASH
en_SIG_NOSIGNATURE
en_SIG_SIGNREJECT
en_SIG_GENERAL
en_SIG_SW_CORRUPT
en_SIG_SW_REJECTED
en_RAM_FF
en_RAM_PATTERN
en_RAM_00
en_RAM_UNKNOWN
en_VOLTAGE_RANGE
en_CMD_SEQUENCE
en_ERASE_NOT_POSSIBLE
en_NO_BLOCK
en_BYTE_PROG
en_FINAL_CHECK
en_UNKNOWN_FLASH
en_NOT_SUPPORTED
en_UNKNOWN_ERROR
en_BFB_NO_CALLBACK
en_BFB_COMM_NOT_OPEN
en_BFB_MOBILE_NO_SWITCHON
en_BFB_MOBILE_NO_PING
en_THIS_FILE_NO_NEW_UPDATE
en_BFB_NO_NEW_UPDATE

en_BFB_READY_FALSE
en_CUSTOMER_REBOOT
en_PUT_COUNT
en_USB_INIT_COPRO
en_USB_CABLE
en_USB_SWITCH_SIPC
en_USB_SWITCH_BACK
en_NO_DATE_TIME
en_WRONG_DATE_TIME
en_NO_REQUEST
en_ERR_SEND_UPDATE
en_CANT_OPEN
en_ERR_WAIT_FLASH_CODE
en_UNKNOWN_FLASH_CODE
en_WAIT_FLASH_SIZE
en_WRONG_FLASH_SIZE
en_NO_SPECIAL_ERROR
en_NO_UPDATE
en_INCOMPATIBLE
en_INCOMPATIBLE_VERS
en_WAIT_SPLIT_ID_ANSWER
en_WRONG_SPLIT_ID
en_MALLOC_ERROR
en_ENABLE_FLASHBLOCK
en_WAIT_COMPRESS_ANSWER
en_WAIT_LANGINFO_ANSWER
en_WAIT_CALC_SPLIT_INFO_ANSWER
en_WAIT_STAT_DATA
en_SW_PROJECT
en_CANT_CONNECT
en_INCOMPATIBLE_VERSION
en_MUTEX
en_COMPRESS_NOT_SUPPORTED
en_MOBILE_SW_TRANS
en_WAIT_ACK_EOT
en_UNABLE_WRITE_BGJ
en_WAIT_SW_VERSION
en_BOOTCORE_MASK
en_BOOTCORE_BAUDRATE
en_USB_CONNECT
en_LOAD_UPDATE_SW

en_SCAN_PROJECTS
en_DLL_OUT_OF_DATE
en_LOAD_FAILED
en_LIB_EXE_DIFF
en_FILE_READ
en_INIT_READ
en_CHK_SUM
en_HEAP_NOT_INI
en_HEAP_LEN
en_STRANGE_ERROR
en_ONLY_EGOLD
en_NO_SW
en_READ_XBI
en_OUTDATED
en_OPEN_FILE
en_XBI_LEN
en_NO_SIEMENS
en_FILE_SIZE
en_CANT_ALLOC
en_SGOLD_LOADED
en_CANT_ADD
en_CANT_COPY
en_CANT_MALLOC
en_MORE_INFO
en_LOCATER_ENTRY
en_SPLIT_INSERT
en_HEAP_CORRUPT
en_MEM_ALLOC
en_HEAP_INCON
en_FSEEK
en_FREAD
en_DESTROYED
en_STAT_FILE
en_READ_KENNUNG
en_COUNT_BYTES
en_NO_READ_ACCESS
en_FIND_FILE
en_DATA_ACCESS
en_OPEN_COMPORT
en_REC_BLOCK1
en_WRONG_BLOCK1

en_REC_BLOCK2
en_WRONG_BLOCK2
en_REC_BLOCK3
en_WRONG_BLOCK3
en_REC_BLOCK4
en_WRONG_BLOCK4
en_REC_BAUD_BLOCK
en_WRONG_BAUD_BLOCK
en_CHANGE_SPEED
en_REC_PING
en_WRONG_PING
en_REC_FALLBACK
en_WRONG_FALLBACK
en_REC_SYNC_BYTE
en_WRONG_SYNC_BYTE
en_REC_BLOCK5K
en_WRONG_BLOCK5K
en_ALTER_CONNECT
en_ALTER_TRANSMISSION
en_ALTER_SW_VERSION
en_ALTER_MOBILE
en_ALTER_SW
en_ALTER_MOBILE_DEFECT
en_ALTER_FILE_ERROR
en_ALTER_FILE_ALLOC_ERROR
en_OVERFLOW

7.21 **whatsnew.c** File Reference

Contains the Dialog and routines for showing the NEWS, Part of the GUI.

```
#include <windows.h>
#include "resource.h"
#include "news.h"
#include "winswup.h"
```

Defines

- #define [CURRENT_MAX_NEWS_BYTES](#) 10000
- #define [MAX_NEWS_TO_SHOW](#) 15

Functions

- BOOL CALLBACK [WhatsNewDlgProc](#) (HWND hDlg, UINT msg, WPARAM wParam, LPARAM lParam)
- void [ReleaseNewsText](#) (void)
- void [ShowNewsSinceVersion](#) (unsigned short unLastVersion)

Variables

- HANDLE [hInst](#)
Instance of the Application.
- HGLOBAL [hGltToNews](#) = NULL
- char * [pbNews](#)

7.21.1 Detailed Description

Contains the Dialog and routines for showing the NEWS, Part of the GUI.

Todo

-Maybe clean it. -Maybe split it into two parts, one for the developpers-version, one for the complete version ? -Make some comments.

7.21.2 Define Documentation

7.21.2.1 **#define** CURRENT_MAX_NEWS_BYTES 10000

7.21.2.2 **#define** MAX_NEWS_TO_SHOW 15

7.21.3 Function Documentation

7.21.3.1 **void** ReleaseNewsText (void)

7.21.3.2 **void** ShowNewsSinceVersion (unsigned short *unLastVersion*)

7.21.3.3 **BOOL CALLBACK** WhatsNewDlgProc (HWND *hDlg*, UINT *msg*, WPARAM *wParam*, LPARAM *lParam*)

7.21.4 Variable Documentation

7.21.4.1 **HGLOBAL** *hGfToNews* = NULL

7.21.4.2 **HANDLE** *hInst*

Instance of the Application.

7.21.4.3 **char*** *pbNews*

7.22 winswup.c File Reference

Main-Modul for the GUI, contains all GUI-Control, PART of the GUI.

```
#include <stdio.h>
#include <windows.h>
#include <commdlg.h>
#include <commctrl.h>
#include <sys/types.h>
#include <sys/stat.h>
#include <process.h>
#include "htmlhelp.h"
#include "wswuplib.h"
#include "cxfapi.h"
#include "fiha.h.h"
#include "resource.h"
#include "winswup.h"
#include "registry.h"
#include "news.h"
#include "about.h"
#include "config.h"
#include "fileopen.h"
#include "comcthlp.h"
#include "toolbar.h"
#include "statbar.h"
#include "conf_ui.h"
#include "werrenum.h"
#include "recent.h"
#include "ws_filedlg.h"
#include "ws_progress.h"
#include "ws_callback.h"
#include "winswup_defs.h"
```

Data Structures

- struct [tag_FileReadInfo](#)

A structure for passing information from the file-read-function to the file-read-thread.

Typedefs

- typedef unsigned char [byte](#)
- typedef [tag_FileReadInfo](#) [t_FileReadInfo](#)

A structure for passing information from the file-read-function to the file-read-thread.

Functions

- void [EnableMenuAndButton](#) (int Id)
*End only for test-purposes *.*
- void [DisableMenuAndButton](#) (int Id)
- void [GetCurrentConfig](#) (t_Ports stPortSettings, unsigned char *ConfigText)
sets the current interface config into char string
- LRESULT CALLBACK [MainWndProc](#) (HWND, UINT, WPARAM, LPARAM)
- LRESULT CALLBACK [ChildWndProc](#) (HWND hDlg, UINT msg, WPARAM wParam, LPARAM lParam)
manipulates each (parallel) update child dialog window
- BOOL CALLBACK [UnknownProjectsDlgProc](#) (HWND hDlg, UINT msg, WPARAM wParam, LPARAM lParam)
manipulates the NewProjects Dialog window under "Options/New Projects" Menu allows to derive one new project not defined from an old one already defined
- BOOL CALLBACK [UpdateConceptK45DlgProc](#) (HWND hDlg, UINT msg, WPARAM wParam, LPARAM lParam)
manipulates the Update-Concept window under "Options/Update-Concept" Menu allows different update-concepts (old, new or autodetect) to be running
- BOOL CALLBACK [DebugToFileDlgProc](#) (HWND hDlg, UINT msg, WPARAM wParam, LPARAM lParam)
manipulates the debug window under "Options/Debug to File" Menu allows to have a debug log File during the execution of the Windows Sw-update Tool (winswup)
- void [ShowErrorInDialogBox](#) (HWND hWnd, const char *pszFormat,...)
shows error into Error Dialog, and turns red background after one error occurs
- void [ShowSuccessInDialogBox](#) (HWND hWnd, const char *pszFormat,...)
shows success into Error Dialog, and turns "light green" background after each successfull update
- void [HandleDropFiles](#) (HWND hWnd, HDROP hDrop)
manipulates the drop File (drag & drop)
- void [EnableFavourites](#) (void)
enables favourites File Dialog (used to save favourite paths to update)
- void [DisableFavourites](#) (void)
disables favourites File Dialog (used to save favourite paths to update)

- **BOOL IsBPSSuported** (char *pszProjectName)
Checks if the project name is in the list of project with BPS support.
- **int WINAPI WinMain** (HINSTANCE hInstance, HINSTANCE hPrevInstance, LPSTR lpszCmdLine, int nCmdShow)
The standard-main program : perform some init-stuff and go into the message-loop.
- **void ShowFileReadProgress** (unsigned long ulMaxVal, unsigned long ulAktVal)
CallBack-Function, called from the WSWUP library to show the progress still not used from the USB-Swup.dll.
- **BOOL AskForSwUpdate** (WORD wUpdateNr, t_SwInformation *pMobileInfo, t_SwInformation *pNewSwInfo)
*Only for test-purposes *.*
- **BOOL CompareTwoSwInfoStructs** (t_SwInformation *pStructOne, t_SwInformation *pStructTwo)
- **void FileReadThread** (PVOID pvoid)
- **void DisableDynamicRecentMenu** (void)
- **void EnableDynamicRecentMenu** (void)
- **void ChangeCursorForMainWindowAndAllChildWindows** (HCURSOR hcWhichCursor)
- **void AddButtonToolTipText** (HWND hwndTool, HWND hDlg, int nDlgItem, char *pszText)
- **void UpdateButtonToolTipText** (HWND hwndTool, HWND hDlg, int nDlgItem, char *pszText)
- **void InitButtonToolHelps** (HWND hDlg, WORD wUpdateNr)
- **LRESULT CALLBACK MainWndProc** (HWND hWnd, UINT msg, WPARAM wParam, LONG lParam)
the main program, inits each (parallel) update child dialog window
- **unsigned char GetHex** (unsigned char *pHex)
????
- **void SetBootPINByFile** (WORD wUpdateNr)
???
- **void ResetProgressBars** (HWND hWnd)
reset all the progress bars in each child window
- **void ResetProgressBarNames** (HWND hWnd)
reset all the progress bar names in each child window

Variables

- **unsigned int SWUPLIBDLLEXIMPORT unTotalHeapBytes**
- **unsigned int SWUPLIBDLLEXIMPORT unTotalAmountOfBlocks**
- **HANDLE hInst** = NULL
Instance of the Application.
- **HWND hwMain** = NULL
Handle to main-window.

- HWND [hCxfContentDlg](#) = NULL
Handle to the Combination-File-Dlg.
- HANDLE [hwndStatusBar](#) = NULL
Handle to the StatusBar.
- char [szNewFileNameToUpdate](#) [1000]
Name of the XBI/XDI/CXF/PLF/IMG/...-File.
- [t.UpdateInfo](#) [UpdateInfos](#) [AMOUNT_OF_UPDATES]
some static information about the updates
- t.SwInformation [InformationAboutSoftware](#)
Information about the XBI-File.
- BOOL [bSkipConsistenceCheck](#) = FALSE
- T_CXF_Contents * [pstCxfContents](#) = NULL
!!! READ ONLY !!! Contents of the CXF KI File (which part is contained into this File)
- unsigned int [unCXFContentFlagsWork](#) = 0
READ|WRITE : Contents of the CXF File (which part is contained in the CXF File).
- unsigned int [unCxfHelpFlags](#)
- BOOL [fOmapApplicationSw](#) = FALSE
type of the input File, initialized with "not only an EGold File, but OMAP also"
- UINT [timerhandle](#)
- t.UpdateMode [BufferUpdateConcept](#) = 0

7.22.1 Detailed Description

Main-Modul for the GUI, contains all GUI-Control, PART of the GUI.

the 2 main functions are MainWndProc and ChildWndProc

Todo

Make better comments, make them doxygen-conform.

7.22.2 Typedef Documentation

7.22.2.1 typedef unsigned char [byte](#)

7.22.2.2 typedef struct [tag_FileReadInfo](#) [t_FileReadInfo](#)

A structure for passing information from the file-read-function to the file-read-thread.

7.22.3 Function Documentation

7.22.3.1 void AddButtonToolTipText (HWND *hwndTool*, HWND *hDlg*, int *nDlgItem*, char * *pszText*)

7.22.3.2 BOOL AskForSwUpdate (WORD *wUpdateNr*, t_SwInformation * *pMobileInfo*, t_SwInformation * *pNewSwInfo*)

Only for test-purposes *.

7.22.3.3 void ChangeCursorForMainWindowAndAllChildWindows (HCURSOR *hcWhichCursor*)

7.22.3.4 LRESULT CALLBACK ChildWndProc (HWND *hDlg*, UINT *msg*, WPARAM *wParam*, LPARAM *lParam*)

manipulates each (parallel) update child dialog window

Parameters:

hWnd : pointer on the child dialog-window

msg : message sent from the dialog window when any dialog button has been activated

wParam : number of the parallel-update

lParam : ???

Returns:

Pointer to the window procedure

7.22.3.5 BOOL CompareTwoSwInfoStructs (t_SwInformation * *pStructOne*, t_SwInformation * *pStructTwo*)

7.22.3.6 BOOL CALLBACK DebugToFileDlgProc (HWND *hDlg*, UINT *msg*, WPARAM *wParam*, LPARAM *lParam*)

manipulates the debug window under "Options/Debug to File" Menu allows to have a debug log File during the execution of the Windows Sw-update Tool (winswup)

Parameters:

hWnd : pointer on the dialog-window

msg : message sent from the dialog window when any dialog button has been activated

wParam : to be not used

lParam : not used

Returns:

boolean : TRUE if the dialog window must be closed

7.22.3.7 void DisableDynamicRecentMenu (void)

7.22.3.8 void DisableFavourites (void)

disables favourites File Dialog (used to save favourite paths to update)

Parameters:*void***Returns:**

void

7.22.3.9 void DisableMenuAndButton (int *Id*)**7.22.3.10 void EnableDynamicRecentMenu (void)****7.22.3.11 void EnableFavourites (void)**

enables favourites File Dialog (used to save favourite paths to update)

Parameters:*void***Returns:**

void

7.22.3.12 void EnableMenuAndButton (int *Id*)

End only for test-purposes *.

7.22.3.13 void FileReadThread (PVOID *pvoid*)**7.22.3.14 void GetCurrentConfig (t_Ports *stPortSettings*, unsigned char * *ConfigText*)**

sets the current interface config into char string

Parameters:*stPortSettings* : structure with current settings for child dialog window*ConfigText* : pointer to char string**Returns:**

void

7.22.3.15 unsigned char GetHex (unsigned char * *pHex*)

????

7.22.3.16 void HandleDropFiles (HWND *hWnd*, HDROP *hDrop*)

manipulates the drop File (drag & drop)

Parameters:*hWnd* pointer on the dialog window*hDrop* Identifier of the structure that describes the dropped file**Returns:**

void

7.22.3.17 void InitButtonToolHelps (HWND *hDlg*, WORD *wUpdateNr*)**7.22.3.18 BOOL IsBPSSuported (char * *pszProjectName*)**

Checks if the project name is in the list of project with BPS support.

Parameters:

pszProjectName : Project name got from the software

Returns:

TRUE if the project is in list, FALSE if not in list.

7.22.3.19 LRESULT CALLBACK MainWndProc (HWND *hWnd*, UINT *msg*, WPARAM *wParam*, LONG *lParam*)

the main program, inits each (parallel) update child dialog window

Parameters:

hWnd : pointer on the main dialog-window

msg : message sent from the dialog window when any dialog button has been activated

wParam : number of parallel-updates

lParam : ???

Returns:

Pointer to the window procedure

7.22.3.20 LRESULT CALLBACK MainWndProc (HWND, UINT, WPARAM, LPARAM)**7.22.3.21 void ResetProgressBarNames (HWND *hWnd*)**

reset all the progress bar names in each child window

Parameters:

hWnd : pointer on the child dialog window

Returns:

void

7.22.3.22 void ResetProgressBars (HWND *hWnd*)

reset all the progress bars in each child window

Parameters:

hWnd : pointer on the child dialog window

Returns:

void

7.22.3.23 void SetBootPINByFile (WORD *wUpdateNr*)

???

7.22.3.24 void ShowErrorInDialogBox (HWND *hWnd*, const char * *pszFormat*, ...)

shows error into Error Dialog, and turns red background after one error occurs

Parameters:

hWnd pointer on the dialog Window

pszFormat string on the description of the error

Returns:

void

7.22.3.25 void ShowFileReadProgress (unsigned long *ulMaxVal*, unsigned long *ulAktVal*)

CallBack-Function, called from the WSWUP library to show the progress still not used from the USB-Swup.dll.

Parameters:

ulMaxVal: Maximum amount of bytes to read

ulAktVal: Current amount of bytes read

Returns:

void

7.22.3.26 void ShowSuccessInDialogBox (HWND *hWnd*, const char * *pszFormat*, ...)

shows success into Error Dialog, and turns "light green" background after each successful update

Parameters:

hWnd pointer on the dialog Window

pszFormat string on the description of the error

Returns:

void

7.22.3.27 BOOL CALLBACK UnknownProjectsDlgProc (HWND *hDlg*, UINT *msg*, WPARAM *wParam*, LPARAM *lParam*)

manipulates the NewProjects Dialog window under "Options/New Projects" Menu allows to derive one new project not defined from an old one already defined

Parameters:

hWnd : pointer on the dialog-window

msg : message sent from the dialog window when any dialog button has been activated

wParam : to be not used

lParam : not used

Returns:

boolean : TRUE if the dialog window must be closed

7.22.3.28 void UpdateButtonToolTipText (HWND *hWndTool*, HWND *hDlg*, int *nDlgItem*, char * *pszText*)

7.22.3.29 BOOL CALLBACK UpdateConceptK45DlgProc (HWND *hDlg*, UINT *msg*, WPARAM *wParam*, LPARAM *lParam*)

manipulates the Update-Concept window under "Options/Update-Concept" Menu allows different update-concepts (old, new or autodetect) to be running

Parameters:

hWnd : pointer on the dialog-window

msg : message sent from the dialog window when any dialog button has been activated

wParam : to be not used

lParam : not used

Returns:

boolean : TRUE if the dialog window must be closed

7.22.3.30 int WINAPI WinMain (HINSTANCE *hInstance*, HINSTANCE *hPrevInstance*, LPSTR *lpszCmdLine*, int *nCmdShow*)

The standard-main program : perform some init-stuff and go into the message-loop.

Parameters:

look at WIN-SDK

result (param out)

Return values:

0 -> Success

!=0 -> ErrorCode

7.22.4 Variable Documentation

7.22.4.1 BOOL [bSkipConsistenceCheck](#) = FALSE

7.22.4.2 t.UpdateMode [BufferUpdateConcept](#) = 0

7.22.4.3 BOOL [fOmapApplicationSw](#) = FALSE

type of the input File, initialized with "not only an EGold File, but OMAP also"

7.22.4.4 HWND [hCxfContentDlg](#) = NULL

Handle to the Combination-File-Dlg.

7.22.4.5 HANDLE [hInst](#) = NULL

Instance of the Application.

7.22.4.6 HWND [hwMain](#) = NULL

Handle to main-window.

7.22.4.7 HANDLE [hwndStatusBar](#) = NULL

Handle to the StatusBar.

7.22.4.8 t_SwInformation [InformationAboutSoftware](#)

Information about the XBI-File.

7.22.4.9 T_CXF_Contents* [pstCxfContents](#) = NULL

!!! READ ONLY !!! Contents of the CXF K1 File (which part is contained into this File)

7.22.4.10 char [szNewFileNameToUpdate](#)[1000]

Name of the XBI/XDI/CXF/PLF/IMG/...-File.

7.22.4.11 UINT [timerhandle](#)**7.22.4.12 unsigned int [unCXFContentFlagsWork](#) = 0**

READ|WRITE : Contents of the CXF File (which part is contained in the CXF File).

7.22.4.13 unsigned int [unCxfHelpFlags](#)**7.22.4.14 unsigned int SWUPLIBDLLEXIMPORT [unTotalAmountOfBlocks](#)****7.22.4.15 unsigned int SWUPLIBDLLEXIMPORT [unTotalHeapBytes](#)****7.22.4.16 t_UpdateInfo [UpdateInfos](#)[AMOUNT_OF_UPDATES]**

some static information about the updates

7.23 winswup.h File Reference

Defines

- #define WINSWUP_VERSION_MAJOR 3
- #define WINSWUP_VERSION_MINOR 19

7.23.1 Define Documentation

7.23.1.1 #define WINSWUP_VERSION_MAJOR 3

7.23.1.2 #define WINSWUP_VERSION_MINOR 19

7.24 winswup_defs.h File Reference

Defines

- #define MYWM_FILEREADFINISH_MAINTOCHILD (WM_USER + 7)
- #define MYWM_START (WM_USER + 8)
- #define MYWM_CONFIGAMOUNT (WM_USER + 9)
- #define MYWM_COLOR (WM_USER + 10)
- #define MYWM_PERFORM_UPDATE (WM_USER + 11)
- #define MYWM_UPDATESUCCESS_CHILDTOMAIN (WM_USER + 12)
- #define MYWM_UPDATEDONE_CHILDTOMAIN (WM_USER + 13)
- #define MYWM_UPDATEDONE_MAINTOCHILD (WM_USER + 14)
- #define MYWM_UPDATEINPROGRESS_CHILDTOMAIN (WM_USER + 15)
- #define MYWM_UPDATEINPROGRESS_MAINTOCHILD (WM_USER + 16)
- #define MYWM_SKIP_CONSISTENCY_CHECKS (WM_USER + 17)
- #define MYWM_FILEREADFINISH_FROM_THREAD (WM_USER + 18)
- #define MYWM_FILEREADFAILED_IN_THREAD (WM_USER + 19)
- #define MY_COLOR_ERROR 1
- #define MY_COLOR_OKAY 2
- #define MY_COLOR_ERASE 3
- #define MY_COLOR_PROG 4
- #define MY_COLOR_PART_OKAY 5
- #define MY_DEFAULT 6

Enumerations

- enum t_SwUpdateType {
enEgold = 0, enEgoldBoot, enApplicationCore, enApplicationRolf,
enApplicationVariant, enApplicationIBoot, enApplicationFfs, enAllDone }

structure which gives the SW-upate type on going unpadding (between OMAP and Egold possibilities)

7.24.1 Define Documentation

7.24.1.1 **#define MY_COLOR_ERASE 3**

7.24.1.2 **#define MY_COLOR_ERROR 1**

7.24.1.3 **#define MY_COLOR_OKAY 2**

7.24.1.4 **#define MY_COLOR_PART_OKAY 5**

7.24.1.5 **#define MY_COLOR_PROG 4**

7.24.1.6 **#define MY_DEFAULT 6**

7.24.1.7 **#define MYWM_COLOR (WM_USER + 10)**

7.24.1.8 **#define MYWM_CONFIGAMOUNT (WM_USER + 9)**

7.24.1.9 **#define MYWM_FILEREADFAILED_IN_THREAD (WM_USER + 19)**

7.24.1.10 **#define MYWM_FILEREADFINISH_FROM_THREAD (WM_USER + 18)**

7.24.1.11 **#define MYWM_FILEREADFINISH_MAINTOCHILD (WM_USER + 7)**

7.24.1.12 **#define MYWM_PERFORM_UPDATE (WM_USER + 11)**

7.24.1.13 **#define MYWM_SKIP_CONSISTENCY_CHECKS (WM_USER + 17)**

7.24.1.14 **#define MYWM_START (WM_USER + 8)**

7.24.1.15 **#define MYWM_UPDATEDONE_CHILDTOMAIN (WM_USER + 13)**

7.24.1.16 **#define MYWM_UPDATEDONE_MAINTOCHILD (WM_USER + 14)**

7.24.1.17 **#define MYWM_UPDATEINPROGRESS_CHILDTOMAIN (WM_USER + 15)**

7.24.1.18 **#define MYWM_UPDATEINPROGRESS_MAINTOCHILD (WM_USER + 16)**

7.24.1.19 **#define MYWM_UPDATESUCCESS_CHILDTOMAIN (WM_USER + 12)**

7.24.2 Enumeration Type Documentation

7.24.2.1 **enum [t_SwUpdateType](#)**

structure which gives the SW-update type on going unpadding (between OMAP and Egold possibilities)

Enumeration values:

enEgold EGold update type (XBI, XBZ,...).

enEgoldBoot EGold BootCore update.

enApplicationCore OMAP-Application-Core update (*.IMG).

enApplicationRolf OMAP-Application-Rolf update (*.PLF).

enApplicationVariant OMAP-Application-Variant update (*.PLF).

enApplicationIBoot OMAP-Application-IBoot update (*.PLF).

enApplicationFfs OMAP-Application-Lffs update (*.PLF).

enAllDone All the sw-updates are done.

7.25 ws_BPSCheck.c File Reference

BootProtected projects.

```
#include <stdio.h>
#include <windows.h>
```

Functions

- **BOOL** [IsBPSSuported](#) (char *pszProjectName)
Checks if the project name is in the list of project with BPS support.

Variables

- const char * [szProjectSignature](#) []

7.25.1 Detailed Description

BootProtected projects.

7.25.2 Function Documentation

7.25.2.1 **BOOL** [IsBPSSuported](#) (char * *pszProjectName*)

Checks if the project name is in the list of project with BPS support.

Parameters:

pszProjectName : Project name got from the software

Returns:

TRUE if the project is in list,FALSE if not in list.

7.25.3 Variable Documentation

7.25.3.1 const char* [szProjectSignature](#)[]

7.26 ws_callback.c File Reference

some callback functions for [winswup.c](#)

```
#include <stdio.h>
#include <windows.h>
#include <commdlg.h>
#include <commctrl.h>
#include "resource.h"
#include "cxlfapi.h"
#include "config.h"
#include "registry.h"
#include "winswup_defs.h"
```

Functions

- void [ShowErrorInDialogBox](#) (HWND hWnd, const char *pszFormat,...)
- void [ShowSuccessInDialogBox](#) (HWND hWnd, const char *pszFormat,...)
- void [EnableFavourites](#) (void)
- void [EnableMenuAndButton](#) (int Id)
- void [ResetDialogTexts](#) (HWND hWnd)

resets all dialog texts on each swup child window
- void [UpdateSuccess](#) (WORD wUpdateNr)

Call-back function, coming from the WSWUP library only called if the update is successfull changes the window colour to "light green" (only used for Egold Software).
- void [UpdateSwTransmissionStart](#) (WORD unDlgBoxNumber, unsigned long ulMaxVal)

call-back function which sets the amount of data to update only used for EGold update (not OMAP Application Sw)
- void [StartTransmission](#) (WORD unDlgBoxNumber, unsigned long ulBytesToTransfer)
- void [ShowUsbSwTransmissionStart](#) (WORD unDlgBoxNumber, unsigned long ulBytesToTransfer)

Call-back function, sets a couple of defines to define the downloading of the new Mobile-SW : bytes to send time current number of bytes transferred ...
- void [ShowFlashCode](#) (WORD wUpdateNr, WORD wFlashCode, char *pszFlashString)
- void [UpdateError](#) (WORD wUpdateNr)

Call-back function, coming from the WSWUP library only called if the update is unsuccessful changes the window colour to "red" (only used for Egold Software).

Variables

- [t_UpdateInfo UpdateInfos](#) []

some static information about the updates

- t_UpdateMode [BufferUpdateConcept](#)
- BOOL [fOmapApplicationSw](#)
type of the input File, initialized with "not only an EGold File, but OMAP also"
- HWND [hwMain](#)
Handle to main-window.
- HANDLE [hInst](#)
Instance of the Application.
- unsigned int [unCXFCContentFlagsWork](#)
READ|WRITE : Contents of the CXF File (which part is contained in the CXF File).
- unsigned int SWUPLIBDLLEXIMPORT [unTotalHeapBytes](#)
- unsigned long [ulAmountUpdateData](#)
- unsigned long [ulMaxBytesToSend](#)
amount of data bytes to send to mobile (for progress ..
- [t.SwUpdateType](#) [stSwUpdateType](#) [AMOUNT_OF_UPDATES] = { 0,0,0,0 }
Sw update type (from Egold, Egold bootcore type to OMAP-Application sw...).

7.26.1 Detailed Description

some callback functions for [winswup.c](#)

7.26.2 Function Documentation

7.26.2.1 void EnableFavourites (void)

7.26.2.2 void EnableMenuAndButton (int Id)

7.26.2.3 void ResetDialogTexts (HWND hWnd)

resets all dialog texts on each swup child window

Parameters:

hWnd : pointer on the child dialog window

Returns:

void

7.26.2.4 void ShowErrorInDialogBox (HWND *hWnd*, const char * *pszFormat*, ...)

7.26.2.5 void ShowFlashCode (WORD *wUpdateNr*, WORD *wFlashCode*, char * *pszFlashString*)

7.26.2.6 void ShowSuccessInDialogBox (HWND *hWnd*, const char * *pszFormat*, ...)

7.26.2.7 void ShowUsbSwTransmissionStart (WORD *unDlgBoxNumber*, unsigned long *ulBytesToTransfer*)

Call-back function, sets a couple of defines to define the downloading of the new Mobile-SW : bytes to send time current number of bytes transferred ...

- * - * - (only used for OMAP-Application Sw)

Parameters:

unDlgBoxNumber : the number of Winswup download (for the parallel updates)

ulBytesToTransfer : amount of bytes of the new Mobile-SW to be transferred from the PC to the mobile

Returns:

void

7.26.2.8 void StartTransmission (WORD *unDlgBoxNumber*, unsigned long *ulBytesToTransfer*)

7.26.2.9 void UpdateError (WORD *wUpdateNr*)

Call-back function, coming from the WSWUP library only called if the update is unsuccessful changes the window colour to "red" (only used for Egold Software).

Parameters:

wUpdateNr : the number of Winswup download (for the parallel updates)

Returns:

void

7.26.2.10 void UpdateSuccess (WORD *wUpdateNr*)

Call-back function, coming from the WSWUP library only called if the update is successful changes the window colour to "light green" (only used for Egold Software).

Parameters:

wUpdateNr : the number of Winswup download (for the parallel updates)

Returns:

void

7.26.2.11 void UpdateSwTransmissionStart (WORD *unDlgBoxNumber*, unsigned long *ulMaxVal*)

call-back function which sets the amount of data to update only used for EGold update (not OMAP Application Sw)

Parameters:

unDlgBoxNumber : the number of Winswup download (for the parallel updates)

ulMaxVal : Maximum amount of bytes to update

Returns:

none

7.26.3 Variable Documentation**7.26.3.1 t_UpdateMode BufferUpdateConcept****7.26.3.2 BOOL fOmapApplicationSw**

type of the input File, initialized with "not only an EGold File, but OMAP also"

7.26.3.3 HANDLE hInst

Instance of the Application.

7.26.3.4 HWND hwMain

Handle to main-window.

7.26.3.5 t_SwUpdateType stSwUpdateType[AMOUNT_OF_UPDATES] = { 0,0,0,0 }

Sw update type (from Egold, Egold bootcore type to OMAP-Application sw...).

7.26.3.6 unsigned long ulAmountUpdateData**7.26.3.7 unsigned long ulMaxBytesToSend**

amount of data bytes to send to mobile (for progress ..
)

7.26.3.8 unsigned int unCXFContentFlagsWork

READ|WRITE : Contents of the CXF File (which part is contained in the CXF File).

7.26.3.9 unsigned int SWUPLIBDLLLEXIMPORT unTotalHeapBytes**7.26.3.10 t_UpdateInfo UpdateInfos[]**

some static information about the updates

7.27 ws_callback.h File Reference

Functions

- void [ResetDialogTexts](#) (HWND hWnd)
resets all dialog texts on each swup child window
- void [ShowUsbSwUpdateInfo](#) (WORD wUpdateNr, short wInfoNumber)
- void [UpdateSuccess](#) (WORD wUpdateNr)
Call-back function, coming from the WSWUP library only called if the update is successfull changes the window colour to "light green" (only used for Egold Software).
- void [ShowUsbSwUpdateSuccess](#) (WORD wUpdateNr)
- void [UpdateSwTransmissionStart](#) (WORD unDlgBoxNumber, unsigned long ulMaxVal)
call-back function which sets the amount of data to update only used for EGold update (not OMAP Application Sw)
- void [StartTransmission](#) (WORD unDlgBoxNumber, unsigned long ulBytesToTransfer)
- void [ShowUsbSwTransmissionStart](#) (WORD unDlgBoxNumber, unsigned long ulBytesToTransfer)
Call-back function, sets a couple of defines to define the downloading of the new Mobile-SW : bytes to send time current number of bytes transferred ...
- void [ShowFlashCode](#) (WORD wUpdateNr, WORD wFlashCode, char *pszFlashString)
- void [UpdateError](#) (WORD wUpdateNr)
Call-back function, coming from the WSWUP library only called if the update is unsuccessfull changes the window colour to "red" (only used for Egold Software).
- void [ShowUsbSwUpdateError](#) (WORD wUpdateNr, short wErrorNumber)

7.27.1 Function Documentation

7.27.1.1 void ResetDialogTexts (HWND hWnd)

resets all dialog texts on each swup child window

Parameters:

hWnd : pointer on the child dialog window

Returns:

void

7.27.1.2 void ShowFlashCode (WORD wUpdateNr, WORD wFlashCode, char *pszFlashString)

7.27.1.3 void ShowUsbSwTransmissionStart (WORD unDlgBoxNumber, unsigned long ulBytesToTransfer)

Call-back function, sets a couple of defines to define the downloading of the new Mobile-SW : bytes to send time current number of bytes transferred ...

- * - * - (only used for OMAP-Application Sw)

Parameters:

unDlgBoxNumber : the number of Winswup download (for the parallel updates)

ulBytesToTransfer : amount of bytes of the new Mobile-SW to be transferred from the PC to the mobile

Returns:

void

7.27.1.4 void ShowUsbSwUpdateError (WORD *wUpdateNr*, short *wErrorNumber*)

7.27.1.5 void ShowUsbSwUpdateInfo (WORD *wUpdateNr*, short *wInfoNumber*)

7.27.1.6 void ShowUsbSwUpdateSuccess (WORD *wUpdateNr*)

7.27.1.7 void StartTransmission (WORD *unDlgBoxNumber*, unsigned long *ulBytesToTransfer*)

7.27.1.8 void UpdateError (WORD *wUpdateNr*)

Call-back function, coming from the WSWUP library only called if the update is unsuccessful changes the window colour to "red" (only used for Egold Software).

Parameters:

wUpdateNr : the number of Winswup download (for the parallel updates)

Returns:

void

7.27.1.9 void UpdateSuccess (WORD *wUpdateNr*)

Call-back function, coming from the WSWUP library only called if the update is successful changes the window colour to "light green" (only used for Egold Software).

Parameters:

wUpdateNr : the number of Winswup download (for the parallel updates)

Returns:

void

7.27.1.10 void UpdateSwTransmissionStart (WORD *unDlgBoxNumber*, unsigned long *ulMaxVal*)

call-back function which sets the amount of data to update only used for EGOLD update (not OMAP Application Sw)

Parameters:

unDlgBoxNumber : the number of Winswup download (for the parallel updates)

ulMaxVal : Maximum amount of bytes to update

Returns:

none

7.28 ws_filedlg.c File Reference

handles dialogs for file info

```
#include <stdio.h>
#include <windows.h>
#include <commdlg.h>
#include <commctrl.h>
#include "resource.h"
#include "cxfapi.h"
#include "config.h"
```

Defines

- #define [MAX_SW_PARTS](#) 7
Shows the information about the current loaded files.

Functions

- BOOL CALLBACK [DeveloppersInfoDlgProc](#) (HWND hDlg, UINT msg, WPARAM wParam, LPARAM lParam)
Shows a text that the individual XBI-Developer can "compile" into the XBI-Header during HEX-Conversion.
- BOOL CALLBACK [BootCoreDeveloppersInfoDlgProc](#) (HWND hDlg, UINT msg, WPARAM wParam, LPARAM lParam)
Shows a text that the individual BootCore-Developer can "compile" into the XBB-Header during HEX-Conversion.
- void [SetFilenameForSingleCXFComponent](#) (unsigned int unCurrentContent, T_CXF_Contents *pst-CxfContentsCurrent, char *pszFilename)
- unsigned int [GetCXFilesToLoadContents](#) (HWND hwndDlg)
gets the CXF File Contents which will be updated, after the winswup user chooses them or not in the CXF-Contents Dialog
- BOOL CALLBACK [CxfContentDlgProc](#) (HWND hDlg, UINT msg, WPARAM wParam, LPARAM lParam)
manipulates the CXF Content dialog window (left of the swup child window)
- BOOL [CxfInfoDlg](#) (HWND hDlg)
- BOOL CALLBACK [XbiInfoDlgProc](#) (HWND hDlg, UINT msg, WPARAM wParam, LPARAM lParam)
Shows the information about the current XBI-File This Info is (in the moment) global available Should be passed via DialogBoxParam().
- BOOL CALLBACK [SmallXbiInfoDlgProc](#) (HWND hDlg, UINT msg, WPARAM wParam, LPARAM lParam)

manipulates the XBI-info Dialog window (right of the swup child window) shows some reduced information on the XBI/XBZ (Egold) Update File only used if COMPLETE_SERVICE_SWUP defined

- BOOL [AskForConsistenceProblemInCxf](#) (WORD wUpdateNr, T_CXF_Info *pMobileInfo, T_CXF_Info *pNewSwInfo, WORD wErrorComposition, unsigned int Error_Content_Flags)
- BOOL [AskForConsistenceProblem](#) (WORD wUpdateNr, t_SwInformation *pMobileInfo, t_SwInformation *pNewSwInfo, WORD wErrorComposition)
- void [UnloadFileDlg](#) (void)

Variables

- T_CXF_Contents * [pstCxfContents](#)
!!! READ ONLY !!! Contents of the CXF KI File (which part is contained into this File)
- unsigned int SWUPLIBDLLEXIMPORT [unTotalHeapBytes](#)
- unsigned int SWUPLIBDLLEXIMPORT [unTotalAmountOfBlocks](#)
- HANDLE [hwndStatusBar](#)
Handle to the StatusBar.
- unsigned int [unCXFContentFlagsWork](#)
READ|WRITE : Contents of the CXF File (which part is contained in the CXF File).
- HANDLE [hInst](#)
Instance of the Application.
- HWND [hCxfContentDlg](#)
Handle to the Combination-File-Dlg.
- char [szNewFileNameToUpdate](#) []
Name of the XBI/XDI/CXF/PLF/IMG/...-File.
- t_SwInformation [InformationAboutSoftware](#)
Information about the XBI-File.
- BOOL [bSkipConsistenceCheck](#)
- [t_UpdateInfo](#) [UpdateInfos](#) []
some static information about the updates

7.28.1 Detailed Description

handles dialogs for file info

7.28.2 Define Documentation

7.28.2.1 #define MAX_SW_PARTS 7

Shows the information about the current loaded files.

Parameters:

as usual for a Dialog-Box

Returns:

FALSE if any problem encountered, TRUE otherwise

7.28.3 Function Documentation

7.28.3.1 **BOOL** AskForConsistenceProblem (WORD *wUpdateNr*, t_SwInformation * *pMobileInfo*, t_SwInformation * *pNewSwInfo*, WORD *wErrorComposition*)

7.28.3.2 **BOOL** AskForConsistenceProblemInCxf (WORD *wUpdateNr*, T_CXF_Info * *pMobileInfo*, T_CXF_Info * *pNewSwInfo*, WORD *wErrorComposition*, unsigned int *Error_Content_Flags*)

7.28.3.3 **BOOL CALLBACK** BootCoreDeveloppersInfoDlgProc (HWND *hDlg*, UINT *msg*, WPARAM *wParam*, LPARAM *lParam*)

Shows a text that the individual BootCore-Developer can "compile" into the XBB-Header during HEX.-Conversion.

The Text is derived from the XBB-Header struct (which should "normally" not be visible in here, because it contains to much details ...)

Parameters:

all Look into the Windows-API, the parameters are the Dialog-Box-Standard-Parameters

7.28.3.4 **BOOL CALLBACK** CxfContentDlgProc (HWND *hDlg*, UINT *msg*, WPARAM *wParam*, LPARAM *lParam*)

manipulates the CXF Content dialog window (left of the swup child window)

Parameters:

hWnd : pointer on the CXF Content dialog-window

msg : message sent from the dialog window when any dialog button has been activated

wParam : to be not used

lParam : not used

Returns:

boolean : TRUE if the dialog window must be closed

7.28.3.5 **BOOL** CxfInfoDlg (HWND *hDlg*)

7.28.3.6 **BOOL CALLBACK** DeveloppersInfoDlgProc (HWND *hDlg*, UINT *msg*, WPARAM *wParam*, LPARAM *lParam*)

Shows a text that the individual XBI-Developer can "compile" into the XBI-Header during HEX.-Conversion.

The Text is derived from the XBI-Header struct (which should "normally" not be visible in here, because it contains to much details ...)

Parameters:

all Look into the Windows-API, the parameters are the Dialog-Box-Standard-Parameters

7.28.3.7 unsigned int GetCXFilesToLoadContents (HWND *hwndDlg*)

gets the CXF File Contents which will be updated, after the winswup user chooses them or not in the CXF-Contents Dialog

Parameters:

hwndDlg : dialog pointer

Returns:

the content of the CXF File

7.28.3.8 void SetFilenameForSingleCXFComponent (unsigned int *unCurrentContent*, T_CXF_Contents * *pstCxfContentsCurrent*, char * *pszFilename*)**7.28.3.9 BOOL CALLBACK SmallXbiInfoDlgProc (HWND *hDlg*, UINT *msg*, WPARAM *wParam*, LPARAM *lParam*)**

manipulates the XBI-info Dialog window (right of the swup child window) shows some reduced information on the XBI/XBZ (Egold) Update File only used if COMPLETE.SERVICE_SWUP defined

Parameters:

hWnd : pointer on the CXF Content dialog-window

msg : message sent from the dialog window when any dialog button has been activated

wParam : to be not used

lParam : not used

Returns:

boolean : TRUE if the dialog window must be closed

7.28.3.10 void UnloadFileDlg (void)**7.28.3.11 BOOL CALLBACK XbiInfoDlgProc (HWND *hDlg*, UINT *msg*, WPARAM *wParam*, LPARAM *lParam*)**

Shows the information about the current XBI-File This Info is (in the moment) global available Should be passed via DialogBoxParam().

Parameters:

as usual for a Dialog-Box

Returns:

FALSE if any problem encountered, TRUE otherwise

7.28.4 Variable Documentation

7.28.4.1 BOOL **bSkipConsistenceCheck**

7.28.4.2 HWND **hCxfContentDlg**

Handle to the Combination-File-Dlg.

7.28.4.3 HANDLE **hInst**

Instance of the Application.

7.28.4.4 HANDLE **hwndStatusBar**

Handle to the StatusBar.

7.28.4.5 t.SwInformation **InformationAboutSoftware**

Information about the XBI-File.

7.28.4.6 T_CXF_Contents* **pstCxfContents**

!!! READ ONLY !!! Contents of the CXF K1 File (which part is contained into this File)

7.28.4.7 char **szNewFileNameToUpdate[]**

Name of the XBI/XDI/CXF/PLF/IMG/...-File.

7.28.4.8 unsigned int **unCXFContentFlagsWork**

READ|WRITE : Contents of the CXF File (which part is contained in the CXF File).

7.28.4.9 unsigned int SWUPLIBDLLEXIMPORT **unTotalAmountOfBlocks**

7.28.4.10 unsigned int SWUPLIBDLLEXIMPORT **unTotalHeapBytes**

7.28.4.11 t.UpdateInfo **UpdateInfos[]**

some static information about the updates

7.29 ws_filedlg.h File Reference

Functions

- void [SetFilenameForSingleCXFComponent](#) (unsigned int unCurrentContent, T_CXF_Contents *pst-CxfContentsCurrent, char *pszFilename)
- unsigned int [GetCXFilesToLoadContents](#) (HWND hDlg)
gets the CXF File Contents which will be updated, after the winswup user chooses them or not in the CXF-Contents Dialog
- BOOL CALLBACK [CxfContentDlgProc](#) (HWND hDlg, UINT msg, WPARAM wParam, LPARAM lParam)
manipulates the CXF Content dialog window (left of the swup child window)
- BOOL [CxfInfoDlg](#) (HWND hDlg)
- BOOL CALLBACK [XbiInfoDlgProc](#) (HWND hDlg, UINT msg, WPARAM wParam, LPARAM lParam)
Shows the information about the current XBI-File This Info is (in the moment) global available Should be passed via DialogBoxParam().
- BOOL CALLBACK [SmallXbiInfoDlgProc](#) (HWND hDlg, UINT msg, WPARAM wParam, LPARAM lParam)
manipulates the XBI-info Dialog window (right of the swup child window) shows some reduced information on the XBI/XBZ (Egold) Update File only used if COMPLETE_SERVICE_SWUP defined
- BOOL [AskForConsistenceProblemInCxf](#) (WORD wUpdateNr, T_CXF_Info *pMobileInfo, T_CXF_Info *pNewSwInfo, WORD wErrorComposition, unsigned int Error_Content_Flags)
- BOOL [AskForConsistenceProblem](#) (WORD wUpdateNr, t_SwInformation *pMobileInfo, t_SwInformation *pNewSwInfo, WORD wErrorComposition)
- void [UnloadFileDlg](#) (void)

7.29.1 Function Documentation

7.29.1.1 **BOOL** [AskForConsistenceProblem](#) (WORD *wUpdateNr*, t_SwInformation * *pMobileInfo*, t_SwInformation * *pNewSwInfo*, WORD *wErrorComposition*)

7.29.1.2 **BOOL** [AskForConsistenceProblemInCxf](#) (WORD *wUpdateNr*, T_CXF_Info * *pMobileInfo*, T_CXF_Info * *pNewSwInfo*, WORD *wErrorComposition*, unsigned int *Error_Content_Flags*)

7.29.1.3 **BOOL CALLBACK** [CxfContentDlgProc](#) (HWND *hDlg*, UINT *msg*, WPARAM *wParam*, LPARAM *lParam*)

manipulates the CXF Content dialog window (left of the swup child window)

Parameters:

hWnd : pointer on the CXF Content dialog-window

msg : message sent from the dialog window when any dialog button has been activated

wParam : to be not used

lParam : not used

Returns:

boolean : TRUE if the dialog window must be closed

7.29.1.4 BOOL CxfInfoDlg (HWND *hDlg*)**7.29.1.5 unsigned int GetCXFilesToLoadContents (HWND *hwndDlg*)**

gets the CXF File Contents which will be updated, after the winswup user chooses them or not in the CXF-Contents Dialog

Parameters:

hwndDlg : dialog pointer

Returns:

the content of the CXF File

7.29.1.6 void SetFilenameForSingleCXFComponent (unsigned int *unCurrentContent*, T_CXF_Contents * *pstCxfContentsCurrent*, char * *pszFilename*)**7.29.1.7 BOOL CALLBACK SmallXbiInfoDlgProc (HWND *hDlg*, UINT *msg*, WPARAM *wParam*, LPARAM *lParam*)**

manipulates the XBI-info Dialog window (right of the swup child window) shows some reduced information on the XBI/XBZ (Egold) Update File only used if COMPLETE_SERVICE_SWUP defined

Parameters:

hWnd : pointer on the CXF Content dialog-window

msg : message sent from the dialog window when any dialog button has been activated

wParam : to be not used

lParam : not used

Returns:

boolean : TRUE if the dialog window must be closed

7.29.1.8 void UnloadFileDlg (void)**7.29.1.9 BOOL CALLBACK XbiInfoDlgProc (HWND *hDlg*, UINT *msg*, WPARAM *wParam*, LPARAM *lParam*)**

Shows the information about the current XBI-File This Info is (in the moment) global available Should be passed via DialogBoxParam().

Parameters:

as usual for a Dialog-Box

Returns:

FALSE if any problem encountered, TRUE otherwise

7.30 ws_progress.c File Reference

functions for progress bars & related texts

```
#include <stdio.h>
#include <windows.h>
#include <commdlg.h>
#include <commctrl.h>
#include "resource.h"
#include "cxfsapi.h"
#include "config.h"
#include "registry.h"
#include "winswup_defs.h"
```

Functions

- void [ShowVoltageCheckProgress](#) (WORD unDlgBoxNumber, unsigned int unMaxCalls, unsigned int unCurrCall)

CallBack function, called from the WSWUP library to show the "pre-check" progress.

- void [ShowUpdateCheckProgress](#) (WORD unDlgBoxNumber, unsigned int unMaxCalls, unsigned int unCurrCall)

Call-Back Function, not used ???

- void [ShowUpdateSwTransmissionProgress](#) (WORD unDlgBoxNumber, unsigned long ulAktVal)

Call-back function : "Transfer UP-SW" Dialog Window only used for EGold update (not OMAP Application Sw).

- void [ShowFlashBlocksEraseProgress](#) (WORD wDlgBoxNumber, WORD wMaxAmount, WORD wAmountBlocksErased)

Call-back function : shows the current status of Flash erasing before the update only used for EGold update (not OMAP Application Sw).

- void [ShowBootStrapProgress](#) (WORD wDlgBoxNumber, WORD wMaxAmount, WORD wCurrAmount)

Call back function : shows the progress of "connect mobile" progress bar only used for EGold update (not OMAP Application Sw).

- void [ShowUsbSwEraseBurnProgress](#) (WORD wUpdateNr, short wPercent)

Call-back function, becomes the progress of usb erase/burn displays these results in percent into the IDC_-PROGRESS_UPDATE Progress Dialog ("New Mobile-SW"), (only used for OMAP-Application Sw).

- void [ShowMobileSwTransmissionProgress](#) (WORD unDlgBoxNumber, unsigned long ulAktVal)

Call-back function coming from WSWUP library shows in "New Mobile-Sw" progress bar the progress of data downloaded from the PC to the mobile (only used for Egold update).

- void [ShowUsbSwTransmissionProgress](#) (WORD unDlgBoxNumber, short wPercent)

Call-back function, sets the progress : either of "New Mobile-SW" Update for the EGold Part or the "Transfer UP-SW" for the OMAP Application Side (only used for OMAP-Application Sw).

Variables

- [t.UpdateInfo UpdateInfos](#) []
some static information about the updates
- unsigned long [ulAmountUpdateData](#)
- HWND [hwMain](#)
Handle to main-window.
- HANDLE [hInst](#)
Instance of the Application.
- unsigned long [ulMaxBytesToSend](#)
amount of data bytes to send to mobile (for progress ..
- [t.SwUpdateType stSwUpdateType](#) []
Sw update type (from Egold, Egold bootcore type to OMAP-Application sw...).
- LPCTSTR [lpEraseIconName](#) []
- LPCTSTR [lpProgIconName](#) []

7.30.1 Detailed Description

functions for progress bars & related texts

7.30.2 Function Documentation

7.30.2.1 void ShowBootStrapProgress (WORD *wDlgBoxNumber*, WORD *wMaxAmount*, WORD *wCurrAmount*)

Call back function : shows the progress of "connect mobile" progress bar only used for EGold update (not OMAP Application Sw).

Parameters:

- unDlgBoxNumber* : the number of Winswup download (for the parallel updates)
- wMaxAmount* : maximum amount to be connected to the mobile
- wCurrAmount* : current amount already connected

Returns:

void

7.30.2.2 void ShowFlashBlocksEraseProgress (WORD *wDlgBoxNumber*, WORD *wMaxAmount*, WORD *wAmountBlocksErased*)

Call-back function : shows the current status of Flash erasing before the update only used for EGold update (not OMAP Application Sw).

Parameters:

unDlgBoxNumber : the number of Winswup download (for the parallel updates)

wMaxAmount : maximum amount of flash to be erased

wAmountBlocksErased : current amount already erased

Returns:

void

7.30.2.3 void ShowMobileSwTransmissionProgress (WORD *unDlgBoxNumber*, unsigned long *ulAktVal*)

Call-back function coming from WSWUP library shows in "New Mobile-Sw" progress bar the progress of data downloaded from the PC to the mobile (only used for Egold update).

Parameters:

unDlgBoxNumber : the number of Winswup download (for the parallel updates)

ulAktVal : current amount of data already downloaded

Returns:

void

7.30.2.4 void ShowUpdateCheckProgress (WORD *unDlgBoxNumber*, unsigned int *unMaxCalls*, unsigned int *unCurrCall*)

Call-Back Function, not used ???

Parameters:

unDlgBoxNumber : the number of the Winswup parallel update window

unMaxCalls : maximum amount of calls of this call-back function

unCurrCall : current call-number. Can happen that not all call-backs are done

Returns:

void

7.30.2.5 void ShowUpdateSwTransmissionProgress (WORD *unDlgBoxNumber*, unsigned long *ulAktVal*)

Call-back function : "Transfer UP-SW" Dialog Window only used for EGold update (not OMAP Application Sw).

Parameters:

unDlgBoxNumber : the number of Winswup download (for the parallel updates)

ulAktVal : current amount of data to be already updated

Returns:

void

7.30.2.6 void ShowUsbSwEraseBurnProgress (WORD *wUpdateNr*, short *wPercent*)

Call-back function, becomes the progress of usb erase/burn displays these results in percent into the IDC_-PROGRESS_UPDATE Progress Dialog ("New Mobile-SW"), (only used for OMAP-Application Sw).

Parameters:

wUpdateNr : the number of Winswup download (for the parallel updates)

wPercent : the current percent erase/burn progress shown into the dialog progress window

Returns:

void

7.30.2.7 void ShowUsbSwTransmissionProgress (WORD *unDlgBoxNumber*, short *wPercent*)

Call-back function, sets the progress : either of "New Mobile-SW" Update for the EGold Part or the "Transfer UP-SW" for the OMAP Application Side (only used for OMAP-Application Sw).

• * -

Parameters:

unDlgBoxNumber : the number of Winswup download (for the parallel updates)

wPercent : the current percent erase/burn progress shown into the dialog progress window

Returns:

void

7.30.2.8 void ShowVoltageCheckProgress (WORD *unDlgBoxNumber*, unsigned int *unMaxCalls*, unsigned int *unCurrCall*)

CallBack function, called from the WSWUP library to show the "pre-check" progress.

Parameters:

unDlgBoxNumber : the number of the Winswup parallel update window

unMaxCalls : maximum amount of calls of this call-back function

unCurrCall : current call-number. Can happen that not all call-backs are done

Returns:

void

7.30.3 Variable Documentation

7.30.3.1 HANDLE *hInst*

Instance of the Application.

7.30.3.2 HWND [hwMain](#)

Handle to main-window.

7.30.3.3 LPCTSTR [lpEraseIconName\[\]](#)

Initial value:

```
{
    "ICO_ERASE01", "ICO_ERASE02", "ICO_ERASE03", "ICO_ERASE04", "ICO_ERASE05",
    "ICO_ERASE06", "ICO_ERASE07", "ICO_ERASE08", "ICO_ERASE09", "ICO_ERASE10",
    "ICO_ERASE11" }
```

7.30.3.4 LPCTSTR [lpProgIconName\[\]](#)

Initial value:

```
{
    "ICO_PROG01", "ICO_PROG02", "ICO_PROG01", "ICO_PROG02", "ICO_PROG03",
    "ICO_PROG04", "ICO_PROG03", "ICO_PROG04", "ICO_PROG05", "ICO_PROG06",
    "ICO_PROG05", "ICO_PROG06", "ICO_PROG07", "ICO_PROG08", "ICO_PROG07",
    "ICO_PROG08", "ICO_PROG09", "ICO_PROG10", "ICO_PROG09", "ICO_PROG10",
    "ICO_PROG11", "ICO_PROG12", "ICO_PROG11", "ICO_PROG12", "ICO_PROG13",
    "ICO_PROG14", "ICO_PROG13", "ICO_PROG14", "ICO_PROG15", "ICO_PROG16",
    "ICO_PROG15", "ICO_PROG16", "ICO_PROG17", "ICO_PROG18", "ICO_PROG17",
    "ICO_PROG18", "ICO_PROG19", "ICO_PROG20", "ICO_PROG19", "ICO_PROG20",
    "ICO_PROG21", "ICO_PROG22", "ICO_PROG21", "ICO_PROG22", "ICO_PROG23",
    "ICO_PROG24", "ICO_PROG23", "ICO_PROG24", "ICO_PROG25", "ICO_PROG25",
    "ICO_PROG25" }
```

7.30.3.5 [t_SwUpdateType](#) [stSwUpdateType\[\]](#)

Sw update type (from Egold, Egold bootcore type to OMAP-Application sw...).

7.30.3.6 unsigned long [ulAmountUpdateData](#)**7.30.3.7 unsigned long [ulMaxBytesToSend](#) ()**

amount of data bytes to send to mobile (for progress ..
)

7.30.3.8 [t_UpdateInfo](#) [UpdateInfos\[\]](#)

some static information about the updates

7.31 ws_progress.h File Reference

Functions

- void [ShowVoltageCheckProgress](#) (WORD unDlgBoxNumber, unsigned int unMaxCalls, unsigned int unCurrCall)
CallBack function, called from the WSWUP library to show the "pre-check" progress.
- void [ShowUpdateCheckProgress](#) (WORD unDlgBoxNumber, unsigned int unMaxCalls, unsigned int unCurrCall)
Call-Back Function, not used ???
- void [ShowUpdateSwTransmissionProgress](#) (WORD unDlgBoxNumber, unsigned long ulAktVal)
Call-back function : "Transfer UP-SW" Dialog Window only used for EGold update (not OMAP Application Sw).
- void [ShowFlashBlocksEraseProgress](#) (WORD wDlgBoxNumber, WORD wMaxAmount, WORD wAmountBlocksErased)
Call-back function : shows the current status of Flash erasing before the update only used for EGold update (not OMAP Application Sw).
- void [ShowBootStrapProgress](#) (WORD wDlgBoxNumber, WORD wMaxAmount, WORD wCurrAmount)
Call back function : shows the progress of "connect mobile" progress bar only used for EGold update (not OMAP Application Sw).
- void [ShowUsbSwEraseBurnProgress](#) (WORD wUpdateNr, short wPercent)
Call-back function, becomes the progress of usb erase/burn displays these results in percent into the IDC_-PROGRESS_UPDATE Progress Dialog ("New Mobile-SW"), (only used for OMAP-Application Sw).
- void [ShowMobileSwTransmissionProgress](#) (WORD unDlgBoxNumber, unsigned long ulAktVal)
Call-back function coming from WSWUP library shows in "New Mobile-Sw" progress bar the progress of data downloaded from the PC to the mobile (only used for Egold update).
- void [ShowUsbSwTransmissionProgress](#) (WORD unDlgBoxNumber, short wPercent)
Call-back function, sets the progress : either of "New Mobile-SW" Update for the EGold Part or the "Transfer UP-SW" for the OMAP Application Side (only used for OMAP-Application Sw).

7.31.1 Function Documentation

7.31.1.1 void ShowBootStrapProgress (WORD wDlgBoxNumber, WORD wMaxAmount, WORD wCurrAmount)

Call back function : shows the progress of "connect mobile" progress bar only used for EGold update (not OMAP Application Sw).

Parameters:

unDlgBoxNumber : the number of Winswup download (for the parallel updates)

wMaxAmount : maximum amount to be connected to the mobile

wCurrAmount : current amount already connected

Returns:

void

7.31.1.2 void ShowFlashBlocksEraseProgress (WORD wDlgBoxNumber, WORD wMaxAmount, WORD wAmountBlocksErased)

Call-back function : shows the current status of Flash erasing before the update only used for EGold update (not OMAP Application Sw).

Parameters:

unDlgBoxNumber : the number of Winswup download (for the parallel updates)

wMaxAmount : maximum amount of flash to be erased

wAmountBlocksErased : current amount already erased

Returns:

void

7.31.1.3 void ShowMobileSwTransmissionProgress (WORD unDlgBoxNumber, unsigned long ulAktVal)

Call-back function coming from WSWUP library shows in "New Mobile-Sw" progress bar the progress of data downloaded from the PC to the mobile (only used for Egold update).

Parameters:

unDlgBoxNumber : the number of Winswup download (for the parallel updates)

ulAktVal : current amount of data already downloaded

Returns:

void

7.31.1.4 void ShowUpdateCheckProgress (WORD unDlgBoxNumber, unsigned int unMaxCalls, unsigned int unCurrCall)

Call-Back Function, not used ???

Parameters:

unDlgBoxNumber : the number of the Winswup parallel update window

unMaxCalls : maximum amount of calls of this call-back function

unCurrCall : current call-number. Can happen that not all call-backs are done

Returns:

void

7.31.1.5 void ShowUpdateSwTransmissionProgress (WORD *unDlgBoxNumber*, unsigned long *ulAktVal*)

Call-back function : "Transfer UP-SW" Dialog Window only used for EGold update (not OMAP Application Sw).

Parameters:

unDlgBoxNumber : the number of Winswup download (for the parallel updates)

ulAktVal : current amount of data to be already updated

Returns:

void

7.31.1.6 void ShowUsbSwEraseBurnProgress (WORD *wUpdateNr*, short *wPercent*)

Call-back function, becomes the progress of usb erase/burn displays these results in percent into the IDC_-PROGRESS_UPDATE Progress Dialog ("New Mobile-SW"), (only used for OMAP-Application Sw).

Parameters:

wUpdateNr : the number of Winswup download (for the parallel updates)

wPercent : the current percent erase/burn progress shown into the dialog progress window

Returns:

void

7.31.1.7 void ShowUsbSwTransmissionProgress (WORD *unDlgBoxNumber*, short *wPercent*)

Call-back function, sets the progress : either of "New Mobile-SW" Update for the EGold Part or the "Transfer UP-SW" for the OMAP Application Side (only used for OMAP-Application Sw).

• * -

Parameters:

unDlgBoxNumber : the number of Winswup download (for the parallel updates)

wPercent : the current percent erase/burn progress shown into the dialog progress window

Returns:

void

7.31.1.8 void ShowVoltageCheckProgress (WORD *unDlgBoxNumber*, unsigned int *unMaxCalls*, unsigned int *unCurrCall*)

CallBack function, called from the WSWUP library to show the "pre-check" progress.

Parameters:

unDlgBoxNumber : the number of the Winswup parallel update window

unMaxCalls : maximum amount of calls of this call-back function

unCurrCall : current call-number. Can happen that not all call-backs are done

Returns:

void

7.32 wsw_dllh.h File Reference

Data Structures

- struct [tag_BotBlock](#)
- struct [tag_SGoldBotBlock](#)

Typedefs

- typedef [tag_BotBlock](#) [t_BotBlock](#)
- typedef [tag_SGoldBotBlock](#) [t_SGoldBotBlock](#)

Variables

- [t_BotBlock](#) [bsl_part1](#)
- [t_BotBlock](#) [bsl_part2](#)
- [t_BotBlock](#) [bsl_part3](#)
- [t_BotBlock](#) [bsl_part4](#)
- [t_BotBlock](#) [bsl_part5](#)
- [t_BotBlock](#) [bsl_part6](#)
- [t_BotBlock](#) [bsl_baud_203k](#)
- [t_BotBlock](#) [bsl_baud_230k](#)
- [t_BotBlock](#) [bsl_baud_406k](#)
- [t_BotBlock](#) [bsl_baud_460k](#)
- [t_SGoldBotBlock](#) [bsl_SGpart1](#)
- [BOOL](#) [bIsUpdateForSynchStation](#)

7.32.1 Typedef Documentation

7.32.1.1 typedef struct [tag_BotBlock](#) [t_BotBlock](#)

7.32.1.2 typedef struct [tag_SGoldBotBlock](#) [t_SGoldBotBlock](#)

7.32.2 Variable Documentation

7.32.2.1 BOOL [bIsUpdateForSynchStation](#)

7.32.2.2 [t_BotBlock](#) [bsl_baud_203k](#)

7.32.2.3 [t_BotBlock](#) [bsl_baud_230k](#)

7.32.2.4 [t_BotBlock](#) [bsl_baud_406k](#)

7.32.2.5 [t_BotBlock](#) [bsl_baud_460k](#)

7.32.2.6 [t_BotBlock](#) [bsl_part1](#)

7.32.2.7 [t_BotBlock](#) [bsl_part2](#)

7.32.2.8 [t_BotBlock](#) [bsl_part3](#)

7.32.2.9 [t_BotBlock](#) [bsl_part4](#)

7.32.2.10 [t_BotBlock](#) [bsl_part5](#)

7.32.2.11 [t_BotBlock](#) [bsl_part6](#)

7.32.2.12 [t_SGoldBotBlock](#) [bsl_SGpart1](#)

7.33 wswbcbdef.h File Reference

Defines

- #define [defBootCoreBOTPraemable](#)
- #define [BootCoreId_BootCoreAck](#) ACK
- #define [BootCoreId_BootCoreNack](#) NAK
- #define [BootCoreId_EGoldMask](#) A5_ACK
- #define [CUSTOM_LASTHOPE_BAUDRATE](#) 115200L
- #define [SIZE_OF_PIN](#) 16

Typedefs

- typedef enum [tagBootCoreParaTypes](#) [t_BootCoreParaTypes](#)

Enumerations

- enum [tagBootCoreParaTypes](#) { [enDeliverPIN](#) = 0x01, [enStartUpdateCore](#) = 0x02, [enCMwhoIam-Query](#) = 0x88 }

Variables

- BYTE [BootCoreBOTPraemable](#) []

7.33.1 Define Documentation

7.33.1.1 #define [BootCoreId_BootCoreAck](#) ACK

7.33.1.2 #define [BootCoreId_BootCoreNack](#) NAK

7.33.1.3 #define [BootCoreId_EGoldMask](#) A5_ACK

7.33.1.4 #define [CUSTOM_LASTHOPE_BAUDRATE](#) 115200L

7.33.1.5 #define [defBootCoreBOTPraemable](#)

Value:

```
{ \
  0xA5, 0x5A, 0xA5, 0xA5, 0xE6, 0x58, 0xA5, 0x00, 0x7E, 0xB6, 0x0D, 0xFF, \
  'S', 'I', 'E', 'M', 'E', 'N', 'S', ' ', 'B', 'O', 'O', 'T', ' ', 'P', 'A', 'R', 'A', 'M', 'E', 'T', 'E', 'R', ':' }
```

7.33.1.6 `#define SIZE_OF_PIN 16`

7.33.2 Typedef Documentation

7.33.2.1 `typedef enum tagBootCoreParaTypes t_BootCoreParaTypes`

7.33.3 Enumeration Type Documentation

7.33.3.1 `enum tagBootCoreParaTypes`

Enumeration values:

`enDeliverPIN`

`enStartUpdateCore`

`enCMwhoIamQuery`

7.33.4 Variable Documentation

7.33.4.1 `BYTE BootCoreBOTPreamble []`

7.34 wswlibv1.h File Reference

Interface of (almost) all modules in the MAIN-DLL.

```
#include <windows.h>
#include "xbi_info.h"
#include "wswuplib.h"
```

Data Structures

- struct [tag_HashListData](#)
Structure to store the Hash data.
- struct [tag_SignatureData](#)
- struct [tag_tSignatureItem](#)
Structure to store the Signature data.
- union [tag_tuSigData](#)
- struct [tagBlocksToErase](#)
Linked list with information about blocks to erase in Flash.

Defines

- #define [FAR](#) far
- #define [TRUE](#) 1
- #define [FALSE](#) 0

Typedefs

- typedef unsigned char [byte](#)
- typedef [tagBlocksToErase](#) [t_EraseBlocks](#)
Linked list with information about blocks to erase in Flash.
- typedef [tag_HashListData](#) [T_HashListData](#)
Structure to store the Hash data.
- typedef [tag_tSignatureItem](#) [T_SignatureItem](#)
Structure to store the Signature data.
- typedef [tag_tuSigData](#) [tu_SigData](#)
- typedef [tag_SignatureData](#) [T_SignatureData](#)
- typedef enum [tag_enPreCheckInfos](#) [t_PreCheckInfos](#)

Enumerations

- enum `t_InitInfo` { `enNichtInit` = 0, `enInitialisiert`, `enInitForHeap` }
- enum `tag_enPreCheckInfos` {
`enPreCheckNotDone`, `enPreCheckStarted`, `enPreCheckSuccess`, `enPreCheckMobileOff`,
`enPreCheckMobileDead` }

Functions

- BOOL `RequestBlockNumbersFromMobile` (`t_SwupCom` ComPort, `t_EraseBlocks` **ppEraseBlocks, `t_Area` *pEraseArea, unsigned short *punAmountBlocks)
- BOOL `EraseFlashBlocksWithAcknowledge` (`t_SwupCom` ComPort, `t_EraseBlocks` *pEraseBlocks, WORD wUpdateNr, WORD wMaxAmount, EraseProgressCallBack Progress)
- char * `GiveDllNameToLoad` (char *szProject, unsigned char bSvn, BOOL fSynchStationNecessary)
- BOOL `ScanDirectoryForAvailableProjects` (void)
- char * `GetDllPath` (char *pszDllName)
- BOOL `IsDllInWorkingDirectory` (char *pszDllPath)
- void `GiveSwInfoStruct` (`t_SwInformation` *pSwInformation)
- unsigned char * `GivePtrToBinData` (void)
- BOOL `InitProjectDependentBootstrapDll` (char *szProject, unsigned char bSvn)
- BOOL `IsSwupLibVersionNewEnough` (unsigned short nNeededVersion)
- unsigned short `GetIntelShort` (unsigned char *abBuffer)
- void `InsertLongToStringMotorola` (unsigned char *pucBuffer, unsigned long ulVal)
- void `InsertLongToStringIntel` (unsigned char *pucBuffer, unsigned long ulVal)
- void `InsertWordToStringIntel` (unsigned char *pucBuffer, unsigned short unVal)
- unsigned long `GetMotorolaLongFromBuffer` (unsigned char *pucBuffer)
- `t_UpdateMode` `GiveGeneralUpdateMode` (void)
- void `NewUpdateFailed_UseBsl` (WORD wUpdateNr)
- void `NewUpdateSucceeded` (WORD wUpdateNr)
- `t_UpdateMode` `GiveUpdateModeForThisUpdate` (WORD wUpdateNr)
- void `SetPreCheckInfos` (WORD wUpdateNr, `t_PreCheckInfos` info)
- unsigned int `ReadUndFormatHashCluster` (`T_HashListData` *pucwhereeto, unsigned char *pszFileName, unsigned long Offset, unsigned long Length)
- `T_HashListData` * `GetHashData` (void)
- unsigned int `ReadAndFormatSigData` (`T_SignatureData` *SigData, unsigned char *pszSigFileName)
- `T_SignatureItem` * `GetSignature` (unsigned long ulKeyID)
- BOOL `JumpOverControlBlocks` (void)

Variables

- MobileSwUpdateInfoCallBack `MobileSwInfoFunction`
- `t_InfoCallBackTime` `GlobalWhichInfoCallBackTime`

7.34.1 Detailed Description

Interface of (almost) all modules in the MAIN-DLL.

Kind of a fuko-vari-header in terms of Machtools

7.34.2 Define Documentation

7.34.2.1 `#define FALSE 0`

7.34.2.2 `#define FAR far`

7.34.2.3 `#define TRUE 1`

7.34.3 Typedef Documentation

7.34.3.1 `typedef unsigned char byte`

7.34.3.2 `typedef struct tag_HashListData T_HashListData`

Structure to store the Hash data.

7.34.3.3 `typedef enum tag_enPreCheckInfos t_PreCheckInfos`

7.34.3.4 `typedef struct tag_SignatureData T_SignatureData`

7.34.3.5 `typedef struct tag_tSignatureItem T_SignatureItem`

Structure to store the Signature data.

7.34.3.6 `typedef union tag_tuSigData tu_SigData`

7.34.4 Enumeration Type Documentation

7.34.4.1 `enum t_InitInfo`

Enumeration values:

`enNichtInit`

`enInitialisiert`

`enInitForHeap`

7.34.4.2 `enum tag_enPreCheckInfos`

Enumeration values:

`enPreCheckNotDone`

`enPreCheckStarted`

`enPreCheckSuccess`

`enPreCheckMobileOff`

`enPreCheckMobileDead`

7.34.5 Function Documentation

- 7.34.5.1 **BOOL** EraseFlashBlocksWithAcknowledge (t_SwupCom *ComPort*, **t_EraseBlocks** * *pEraseBlocks*, **WORD** *wUpdateNr*, **WORD** *wMaxAmount*, EraseProgressCallBack *Progress*)
- 7.34.5.2 **char*** GetDllPath (**char** * *pszDllName*)
- 7.34.5.3 **T_HashListData*** GetHashData (**void**)
- 7.34.5.4 **unsigned short** GetIntelShort (**unsigned char** * *abBuffer*)
- 7.34.5.5 **unsigned long** GetMotorolaLongFromBuffer (**unsigned char** * *pucBuffer*)
- 7.34.5.6 **T_SignatureItem*** GetSignature (**unsigned long** *ulKeyID*)
- 7.34.5.7 **char*** GiveDllNameToLoad (**char** * *szProject*, **unsigned char** *bSvn*, **BOOL** *fSynchStationNecessary*)
- 7.34.5.8 **t.UpdateMode** GiveGeneralUpdateMode (**void**)
- 7.34.5.9 **unsigned char*** GivePtrToBinData (**void**)
- 7.34.5.10 **void** GiveSwInfoStruct (**t.SwInformation** * *pSwInformation*)
- 7.34.5.11 **t.UpdateMode** GiveUpdateModeForThisUpdate (**WORD** *wUpdateNr*)
- 7.34.5.12 **BOOL** InitProjectDependentBootstrapDll (**char** * *szProject*, **unsigned char** *bSvn*)
- 7.34.5.13 **void** InsertLongToStringIntel (**unsigned char** * *pucBuffer*, **unsigned long** *ulVal*)
- 7.34.5.14 **void** InsertLongToStringMotorola (**unsigned char** * *pucBuffer*, **unsigned long** *ulVal*)
- 7.34.5.15 **void** InsertWordToStringIntel (**unsigned char** * *pucBuffer*, **unsigned short** *unVal*)
- 7.34.5.16 **BOOL** IsDllInWorkingDirectory (**char** * *pszDllPath*)
- 7.34.5.17 **BOOL** IsSwupLibVersionNewEnough (**unsigned short** *nNeededVersion*)
- 7.34.5.18 **BOOL** JumpOverControlBlocks (**void**)
- 7.34.5.19 **void** NewUpdateFailed_UseBsl (**WORD** *wUpdateNr*)
- 7.34.5.20 **void** NewUpdateSucceeded (**WORD** *wUpdateNr*)
- 7.34.5.21 **unsigned int** ReadAndFormatSigData (**T_SignatureData** * *SigData*, **unsigned char** * *pszSigFileName*)
- 7.34.5.22 **unsigned int** ReadUndFormatHashCluster (**T_HashListData** * *pucwhereto*, **unsigned char** * *pszFileName*, **unsigned long** *Offset*, **unsigned long** *Length*)
- 7.34.5.23 **BOOL** RequestBlockNumbersFromMobile (t_SwupCom *ComPort*, **t_EraseBlocks** ** *ppEraseBlocks*, **t_Area** * *pEraseArea*, **unsigned short** * *punAmountBlocks*)
- 7.34.5.24 **BOOL** ScanDirectoryForAvailableProjects (**void**)
- 7.34.5.25 **void** SetPreCheckInfos (**WORD** *wUpdateNr*, **t.PreCheckInfos** *info*)

7.34.6 Variable Documentation

- 7.34.6.1 **t** InfoCallBackTime **GlobalWhichInfoCallBackTime**

7.35 wswserl3.h File Reference

”High” layer functions contained in wseril3, Part of the MAIN-DLL.

Defines

- #define [MSML_INDEX_OF_FIRST_BASIC_MODE](#) 0
- #define [MSML_INDEX_OF_FIRST_NORMAL_MODE](#) 128

Typedefs

- typedef enum [tagSignatureUpdateMode](#) [t.SignatureUpdateMode](#)

Enumerations

- enum [tagSignatureUpdateMode](#) {
[enSignMode_Unknown](#), [enSignMode_NotSupported](#), [enSignMode_NotRequested](#), [enSignMode_Requested](#),
[enSignMode_Negotiated](#), [enSignMode_HashingActive](#) }
- enum [t.MsmLowMobileStationMode](#) {
[MSML_PowerDownMode](#) = [MSML_INDEX_OF_FIRST_BASIC_MODE](#), [MSML_IdleMode](#),
[MSML_NormalMode](#), [MSML_ChargeOnlyMode](#),
[MSML_AlarmMode](#), [MSML_AccuDischargeMode](#), [MSML_ErrorMode](#), [MSML_ServiceMode](#),
[MSML_BurnInMode](#), [MSML_SwupMode](#), [MSML_RestartMode](#), [MSML_CoProUpdateMode](#),
[MSML_INDEX_AFTER_LAST_BASIC_MODE](#), [MSML_GsmMode](#) = [MSML_INDEX_OF_FIRST_NORMAL_MODE](#),
[MSML_TdmaMode](#), [MSML_INDEX_AFTER_LAST_NORMAL_MODE](#) }

Functions

- BOOL [WSwupSendData](#) (t.SwupCom ComPort, unsigned char *pabBuffer, unsigned long ulLenToSend, DWORD dwRecTimeOut, WORD wUpdateNumber, void(*Progress)(WORD, unsigned long))
- BOOL [WSwupSendEotBlock](#) (t.SwupCom ComPort)
- BOOL [WSwupSelectMobileMode](#) (t.SwupCom ComPort, [t.MsmLowMobileStationMode](#) NextMode, [t.MsmLowMobileStationMode](#) PrevMode)
- BOOL [WSwupRequestFlashCode](#) (t.SwupCom ComPort, unsigned char HowToWrite)
- BOOL [WSwupRequestEraseBlocks](#) (t.SwupCom ComPort, unsigned long ulFrom, unsigned long ulTo)
- BOOL [WSwupEraseOneFlashBlock](#) (t.SwupCom ComPort, unsigned int unNumber)
- BOOL [WSwupEraseFlashBlocks](#) (t.SwupCom ComPort, unsigned int unFirst, unsigned int unLast)
- BOOL [WSwupSendBlockTimeOut](#) (t.SwupCom ComPort, unsigned int unTicks)
- BOOL [WSwupSendByteTimeOut](#) (t.SwupCom ComPort, unsigned int unSek)
- BOOL [WSwupSendSwitchOff](#) (t.SwupCom ComPort)
- BOOL [WSwupRequestFlashSize](#) (t.SwupCom ComPort)
- BOOL [WSwupSendCompressionInfo](#) (t.SwupCom ComPort, unsigned short unAlgorithmNumber, unsigned char ucFormatBefore, unsigned char ucFormatAfter, unsigned short unAddInfo1, unsigned short unAddInfo2, unsigned short unAddInfo3)

- BOOL [WSwupSendAlignement](#) (t_SwupCom ComPort, unsigned short unAlignement)
- BOOL [WSwupGiveMobileSwVersion](#) (t_SwupCom ComPort)
- BOOL [WSwupSendAdditionalInfo](#) (t_SwupCom ComPort, unsigned char *pucData, unsigned short unLenData)
- BOOL [WSwupSendSplitIDInfo](#) (t_SwupCom ComPort, unsigned long ulIdAdress)
- BOOL [WSwupSendLanguageGroupInfo](#) (t_SwupCom ComPort, unsigned long ulStart, unsigned long ulTo, unsigned long ulXorAdr, unsigned long ulPatchAdr)
- BOOL [WSwupEnableFlashProgrammingWholeFlash](#) (t_SwupCom ComPort)
- BOOL [WSwupSendStartHashing](#) (t_SwupCom ComPort, [t_SignatureUpdateMode](#) *pSignMode)
- BOOL [WSwupSendNewSplitInfo](#) (t_SwupCom ComPort, unsigned long ulSplitStart, unsigned long ulSplitEnd, unsigned long ulSplitCheckAdd)
- BOOL [EnableWriteFlashBlock](#) (t_SwupCom WhichCom, unsigned long BlockToUnlock)
- BOOL [EraseWithNewUpdateConcept](#) (t_SwupCom ComPort, WORD wUpdateNr, EraseProgress-Callback Progress)
- BOOL [WSwupSendCommandData](#) (t_SwupCom ComPort, unsigned char **ppabSource, unsigned long *pulLenToSend, DWORD dwRecTimeOut, WORD wNumber)
- BOOL [NegotiateSignatureParameter](#) (t_SwupCom ComPort, [t_SignatureUpdateMode](#) *pSignMode)
- int [GetSignatureSize](#) (unsigned long *ulSignatureSize)

7.35.1 Detailed Description

”High” layer functions contained in wseril3, Part of the MAIN-DLL.

Todo

Either dokument the functions in here or in the C-Module, where the implementation is done.

7.35.2 Define Documentation

7.35.2.1 `#define MSML_INDEX_OF_FIRST_BASIC_MODE 0`

7.35.2.2 `#define MSML_INDEX_OF_FIRST_NORMAL_MODE 128`

7.35.3 Typedef Documentation

7.35.3.1 `typedef enum tagSignatureUpdateMode t_SignatureUpdateMode`

7.35.4 Enumeration Type Documentation

7.35.4.1 `enum t_MsmLowMobileStationMode`

Enumeration values:

`MSML_PowerDownMode`
`MSML_IdleMode`
`MSML_NormalMode`
`MSML_ChargeOnlyMode`
`MSML_AlarmMode`
`MSML_AccuDischargeMode`
`MSML_ErrorMode`
`MSML_ServiceMode`

MSML_BurnInMode

MSML_SwupMode

MSML_RestartMode

MSML_CoProUpdateMode

MSML_INDEX_AFTER_LAST_BASIC_MODE

MSML_GsmMode

MSML_TdmaMode

MSML_INDEX_AFTER_LAST_NORMAL_MODE

7.35.4.2 enum **tagSignatureUpdateMode**

Enumeration values:

enSignMode_Unknown

enSignMode_NotSupported

enSignMode_NotRequested

enSignMode_Requested

enSignMode_Negotiated

enSignMode_HashingActive

7.35.5 Function Documentation

- 7.35.5.1 **BOOL** EnableWriteFlashBlock (t_SwupCom *WhichCom*, unsigned long *BlockToUnlock*)
- 7.35.5.2 **BOOL** EraseWithNewUpdateConcept (t_SwupCom *ComPort*, WORD *wUpdateNr*, EraseProgressCallBack *Progress*)
- 7.35.5.3 **int** GetSignatureSize (unsigned long * *ulSignatureSize*)
- 7.35.5.4 **BOOL** NegotiateSignatureParameter (t_SwupCom *ComPort*, t_SignatureUpdateMode * *pSignMode*)
- 7.35.5.5 **BOOL** WSwupEnableFlashProgrammingWholeFlash (t_SwupCom *ComPort*)
- 7.35.5.6 **BOOL** WSwupEraseFlashBlocks (t_SwupCom *ComPort*, unsigned int *unFirst*, unsigned int *unLast*)
- 7.35.5.7 **BOOL** WSwupEraseOneFlashBlock (t_SwupCom *ComPort*, unsigned int *unNumber*)
- 7.35.5.8 **BOOL** WSwupGiveMobileSwVersion (t_SwupCom *ComPort*)
- 7.35.5.9 **BOOL** WSwupRequestEraseBlocks (t_SwupCom *ComPort*, unsigned long *ulFrom*, unsigned long *ulTo*)
- 7.35.5.10 **BOOL** WSwupRequestFlashCode (t_SwupCom *ComPort*, unsigned char *HowToWrite*)
- 7.35.5.11 **BOOL** WSwupRequestFlashSize (t_SwupCom *ComPort*)
- 7.35.5.12 **BOOL** WSwupSelectMobileMode (t_SwupCom *ComPort*, t_MsmLowMobileStationMode *NextMode*, t_MsmLowMobileStationMode *PrevMode*)
- 7.35.5.13 **BOOL** WSwupSendAdditionalInfo (t_SwupCom *ComPort*, unsigned char * *pucData*, unsigned short *unLenData*)
- 7.35.5.14 **BOOL** WSwupSendAlignement (t_SwupCom *ComPort*, unsigned short *unAlignement*)
- 7.35.5.15 **BOOL** WSwupSendBlockTimeOut (t_SwupCom *ComPort*, unsigned int *unTicks*)
- 7.35.5.16 **BOOL** WSwupSendByteTimeOut (t_SwupCom *ComPort*, unsigned int *unSek*)
- 7.35.5.17 **BOOL** WSwupSendCommandData (t_SwupCom *ComPort*, unsigned char ** *ppabSource*, unsigned long * *pulLenToSend*, DWORD *dwRecTimeOut*, WORD *wNumber*)
- 7.35.5.18 **BOOL** WSwupSendCompressionInfo (t_SwupCom *ComPort*, unsigned short *unAlgorithmNumber*, unsigned char *ucFormatBefore*, unsigned char *ucFormatAfter*, unsigned short *unAddInfo1*, unsigned short *unAddinfo2*, unsigned short *unAddInfo3*)
- 7.35.5.19 **BOOL** WSwupSendData (t_SwupCom *ComPort*, unsigned char * *pabBuffer*, unsigned long *ulLenToSend*, DWORD *dwRecTimeOut*, WORD *wUpdateNumber*, void(* *Progress*)(WORD, unsigned long))
- 7.35.5.20 **BOOL** WSwupSendEotBlock (t_SwupCom *ComPort*)
- 7.35.5.21 **BOOL** WSwupSendLanguageGroupInfo (t_SwupCom *ComPort*, unsigned long *ulStart*, unsigned long *ulTo*, unsigned long *ulXorAdr*, unsigned long *ulPatchAdr*)
- 7.35.5.22 **BOOL** WSwupSendNewSplitInfo (t_SwupCom *ComPort*, unsigned long *ulSplitStart*, unsigned long *ulSplitEnd*, unsigned long *ulSplitCheckAdd*)
- 7.35.5.23 **BOOL** WSwupSendSplitIDInfo (t_SwupCom *ComPort*, unsigned long *ulIdAdress*)

7.36 wswup32.c File Reference

```
#include <windows.h>
```

Defines

- #define [INI_NAME](#) "WSWUP32.INI"

Functions

- DWORD [GetProgramDirectory](#) (DWORD *nBufferLength*, LPTSTR *lpBuffer*)
- int WINAPI [WinMain](#) (HINSTANCE *hInstance*, HINSTANCE *hPrevInstance*, LPSTR *lpszCmdLine*, int *nCmdShow*)

7.36.1 Define Documentation

7.36.1.1 #define [INI_NAME](#) "WSWUP32.INI"

7.36.2 Function Documentation

7.36.2.1 DWORD [GetProgramDirectory](#) (DWORD *nBufferLength*, LPTSTR *lpBuffer*)

7.36.2.2 int WINAPI [WinMain](#) (HINSTANCE *hInstance*, HINSTANCE *hPrevInstance*, LPSTR *lpszCmdLine*, int *nCmdShow*)

Chapter 8

Programmers Guide Winswup-GUI Page Documentation

8.1 Todo List

File [about.c](#) Comments, and make them doxygen-conform

File [conf_ui_devl.c](#) Attention : In the moment, both variants are in this module ! But (hopefully) ALL IFDEFS are contained in this module, so it is prepared for beeing splitted into two parts

File [config.c](#) Change USB-Ports-, Com-Ports- and Speed-configuration into combo or list boxes !!! USB-Force : if one set, then set the other (in parallel update) also

File [fileopen.c](#)

File [registry.c](#)

File [statbar.c](#) Maybe move this lonely function to another module ?

File [toolbar.c](#) -Make some comments. -Maybe merge this module with the [statbar.c](#)

File [whatsnew.c](#) -Maybe clean it. -Maybe split it into two parts, one for the developpers-version, one for the complete version ? -Make some comments.

File [winswup.c](#) Make better comments, make them doxygen-conform.

File [wswserl3.h](#) Either dokument the functions in here or in the C-Module, where the implementation is done.

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