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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

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## Chapter 2

# Programmers Guide Winswup-GUI Data Structure Index

### 2.1 Programmers Guide Winswup-GUI Data Structures

Here are the data structures with brief descriptions:

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## Chapter 3

# Programmers Guide Winswup-GUI File Index

### 3.1 Programmers Guide Winswup-GUI File List

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# Programmers Guide Winswup-GUI Page Index

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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 "cxfapi.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 fileopen.c File Reference

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

```
#include <windows.h>
#include "fileopen.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 mallocated 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\_UI\_LANGUAGE = 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 -&gt; 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 installed 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_BGJ`, `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 K1 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 autotetect) 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](#) 17

#### 7.23.1 Define Documentation

7.23.1.1 #define WINSWUP\_VERSION\_MAJOR 3

7.23.1.2 #define WINSWUP\_VERSION\_MINOR 17

## 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 "cxrfapi.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 unsuccessfull 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 [unCXFContentFlagsWork](#)  
*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 SWUPLIBDLLEXIMPORT 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 [DevellopersInfoDlgProc](#) (HWND hDlg, UINT msg, WPARAM wParam, LPARAM lParam)  
*Shows a text that the individual XBI-Develloper can "compile" into the XBI-Header during HEX-Conversion.*
- BOOL CALLBACK [BootCoreDevellopersInfoDlgProc](#) (HWND hDlg, UINT msg, WPARAM wParam, LPARAM lParam)  
*Shows a text that the individual BootCore-Develloper 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 K1 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:

- wDlgBoxNumber*** : 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:**

**wDlgBoxNumber** : 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_PROG03", "ICO_PROG04", "ICO_PROG05",
    "ICO_PROG06", "ICO_PROG07", "ICO_PROG08", "ICO_PROG09", "ICO_PROG10",
    "ICO_PROG11", "ICO_PROG12", "ICO_PROG13", "ICO_PROG14", "ICO_PROG15",
    "ICO_PROG16", "ICO_PROG17", "ICO_PROG18", "ICO_PROG19", "ICO_PROG20",
    "ICO_PROG21", "ICO_PROG22", "ICO_PROG23", "ICO_PROG24", "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 being 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 developers-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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