

Microsoft Target Designer - Test

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Task Name

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Windows Embedded Studio is a set of development tools and technologies that customize an operating system (OS) such as Windows XP according to the requirements of embedded system hardware and software. The tools enable a level of customization that goes beyond the capabilities of system setup and allows you to create an image containing only the exact features and functionality of the OS required for your application or device.

In order to achieve a highly granular level of customization, each OS is broken down into clearly-defined units of functionality called components. An OS that is compatible with Windows Embedded Studio is called a platform. Each platform ships with a database of components that can be included in a run-time image of that OS. A component can describe a simple feature such as Notepad.exe or a large and complex feature like Internet Explorer.

A platform does not imply any changes to OS binary files, only the addition of the component definitions. For example, Windows XP Embedded contains exactly the same binary files as Windows XP Professional. Therefore, it supports all of the same features.

The platform can also include a number of embedded enabling features that assist with the particular needs of embedded developers, such as diskless and headless systems, running from CD, image deployment, and live image updates. There are also additional utilities supplied with platforms that can perform hardware detection and determine the initial set of components needed for a run-time image. For more information, see the System Design Guide for your platform.

Windows Embedded Studio also includes tools that allow you to define your own components that describe your software and add them to a run-time image. You can also add components, such as device drivers and other applications, from third-party vendors.

1 Components EMBEDDED Basic Mode

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PLAINTIFF'S
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AD-Exhibit, K. L.

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