**SplashScreen asynchronne**

* V bootstrapperu si vytvorime Action= () => {}; ve ktere se budou provadet ukony potrebne pro start aplikace

MainViewModel rootViewModel = null;

Action initAction = () =>

{

m\_globalContainer.Register(Component.For<IWindsorContainer>().Instance(m\_globalContainer).LifestyleSingleton());

m\_globalContainer.Install(FromAssembly.This(), FromAssembly.Containing<CoreAssemblyIdentificator>());

m\_globalContainer.Resolve<IMediaDataDaoSource>();

var mappingConfiguratior = m\_globalContainer.Resolve<DependencyMappingConfigurator>();

mappingConfiguratior.Configure();

if (!Directory.Exists(ChangingConfiguration.TempFilesDirectory))

{

Directory.CreateDirectory(ChangingConfiguration.TempFilesDirectory);

}

ConfigureSubscriber();

ConfigureUser();

rootViewModel = m\_globalContainer.Resolve<MainViewModel>();

};

* Predame delegata do konstruktoru SplashScreenu

var splashScreen = new SplashScreenViewModel(initAction, null, null, somethingUsefull);

windowManager.ShowDialog(splashScreen);

// await Task.Run(initAction);

windowManager.ShowDialog(rootViewModel);

Application.Shutdown();

m\_globalContainer.Dispose();

* **Aby tohle mohlo fungovat musi byt nastaveny ShutdownMode.**

Da se nastavit primo v bootstrapperu:

Application.ShutdownMode = ShutdownMode.OnExplicitShutdown;

Anebo lepsi v App.xaml:

ShutdownMode="OnExplicitShutdown"

Pokud se toto nenastavi, zobrazi se splash a po nacteni aplikace splash zmizi ale mainView se nezobrazi. Je to proto, ze defaultne je shutdownMode nastaven na ShutdownMode.OnMainWindowClose .

Aplikace si mysli, ze hlavni okno je splash a kdyz se splash zavre, zavre se cela aplikace.