**LightSDK V1.0**

**2011-07-19**

**Alpha Release**

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| --- | --- | --- | --- |
| Approve | Check | Author | Virus Check |
|  |  | Li Hong |  |

**Project Information:**

Product Name ：LightSDK V1.0

Product version ：Alpha release

Executable File Name ：SdkCommonLib.dll, SdkFrameworkLib.dll, some sample exe

File Version ：N/A

Release Person ：Li Hong

Category ：N/A

Language ：N/A

OS ：Windows 7

Install Type ：N/A

WHQL Logo ：N/A

Digital Signature ：N/A

Version ：1.0.0.0

**File List:**

1. Bin directory contains the binaries of executable files (.EXE) and dynamic link library (.DLL).
2. Document directory contains the documents of this release, such as Release Note, SDB, etc.
3. Include directory contains the header files.
4. Lib directory contains the exported libraries files.
5. Source directory contains the source of library and samples. The directory structure lists as following:

* LightSDK.sln: The solution of library projects.
* LightSdk.Sample.sln: The solution of samples projects.
* Extinc: Contains the third-part header files.
* Sample: Contains the source of all samples.
* Lib: Contains the third-part library.

**File Description:**

This section gives description of some files.

1. SdkCommon.h

* This file includes some common windows header files.
* Includes the link libraries.
* Provides some inline functions.

1. SdkCommonDef.h: Defines common structure, data type and so on for Common library.
2. SdkCommonMacro.h: Defines all the common macros of this SDK.
3. SdkCommonHelper.h: Implement some common utilities functions, including image, icon, window, string, shell and others.
4. SdkCommonInclude.h: The client user should only include this file; it has no necessary to include otherwise files.

**Files:**

├─Bin

│ ├─x64

│ │ ├─Microsoft.VC90.ATL

│ │ │ atl90.dll

│ │ │ Microsoft.VC90.ATL.manifest

│ │ │

│ │ └─Microsoft.VC90.CRT

│ │ Microsoft.VC90.CRT.manifest

│ │ msvcm90.dll

│ │ msvcp90.dll

│ │ msvcr90.dll

│ │

│ └─x86

│ │ SampleAnimation.exe

│ │ SampleAssocHandler.exe

│ │ SampleCryptTool.exe

│ │ SampleDragDrop.exe

│ │ SampleFileSearch.exe

│ │ SampleInkTool.exe

│ │ SampleKnownFolder.exe

│ │ SamplePreviewHandler.exe

│ │ SampleScrollBitmap.exe

│ │ SampleVolumeController.exe

│ │ SdkCommonLib.dll

│ │

│ ├─Microsoft.VC90.ATL

│ │ atl90.dll

│ │ Microsoft.VC90.ATL.manifest

│ │

│ └─Microsoft.VC90.CRT

│ Microsoft.VC90.CRT.manifest

│ msvcm90.dll

│ msvcp90.dll

│ msvcr90.dll

│

├─Document

│ LightSDK\_ReleaseNotes.docx

│ LightSDK\_SDS.docx

│

├─Include

│ IAudioVolumeNotify.h

│ IConfigUtil.h

│ ICryptFileNotify.h

│ IDropTargetNotify.h

│ IFileSearcherNotify.h

│ IInkDispEventsImpl.h

│ IInkOverlayEventsImpl.h

│ IInkRecognitionEventsImpl.h

│ SdkAssocHandler.h

│ SdkAudioEndpointVolumeCallback.h

│ SdkAudioVolumeController.h

│ SdkBase64Util.h

│ SdkCommandLineParser.h

│ SdkCommon.h

│ SdkCommonDef.h

│ SdkCommonHelper.h

│ SdkCommonInclude.h

│ SdkCommonMacro.h

│ SdkCommonRunTime.h

│ SdkCommonVersion.h

│ SdkConfigFactory.h

│ SdkCrypt.h

│ SdkCryptDef.h

│ SdkCryptFile.h

│ SdkCryptKey.h

│ SdkDataConvertor.h

│ SdkDataObject.h

│ SdkDataObjectHelper.h

│ SdkDragDropHelper.h

│ SdkDragSourceHelper.h

│ SdkDriversManager.h

│ SdkDropSource.h

│ SdkDropTarget.h

│ SdkFilePropDef.h

│ SdkFilePropDescription.h

│ SdkFilePropHelper.h

│ SdkFilePropInfoProvider.h

│ SdkFilePropKey.h

│ SdkFilePropKeyHelper.h

│ SdkFileSearcher.h

│ SdkImagesManager.h

│ SdkIniConfigUtil.h

│ SdkInkCommon.h

│ SdkInkEvents.h

│ SdkInkManager.h

│ SdkKnownFolderUtil.h

│ SdkLogger.h

│ SdkMouseSpeedTracker.h

│ SdkPerformanceCounter.h

│ SdkPreviewHandler.h

│ SdkProgressDialog.h

│ SdkQueryCondition.h

│ SdkQueryScope.h

│ SdkQueryUrlHistory.h

│ SdkSearchRecentUrl.h

│ SdkUrlShortcutUtil.h

│ SdkUserInfoUtil.h

│ SdkWICAnimatedGif.h

│ SdkWICImageHelper.h

│ SdkXmlConfigUtil.h

│

├─Lib

│ ├─x64

│ └─x86

│ SdkCommonLib.lib

│

└─Source

│ Clean.bat

│ LightSDK.Sample.sln

│ LightSDK.sln

│

├─Extinc

├─Lib

│ d3dx9.lib

│ d3dx9\_42.dll

│

├─Sample

│ │ Clean.bat

│ │

│ ├─SampleAnimation

│ │ │ SampleAnimation.vcproj

│ │ │

│ │ ├─Resource

│ │ │ Resource.h

│ │ │ SampleAnimation.ico

│ │ │ SampleAnimation.rc

│ │ │ small.ico

│ │ │

│ │ └─Src

│ │ ├─Include

│ │ │ SampleAnimation.h

│ │ │ stdafx.h

│ │ │ targetver.h

│ │ │

│ │ └─Src

│ │ Application.cpp

│ │ SampleAnimation.cpp

│ │ stdafx.cpp

│ │

│ ├─SampleAssocHandler

│ │ │ SampleAssocHandler.vcproj

│ │ │

│ │ ├─Resources

│ │ │ Resource.h

│ │ │ SampleAssocHandler.ico

│ │ │ SampleAssocHandler.rc

│ │ │ SampleAssocHandler.rc2

│ │ │ small.ico

│ │ │

│ │ └─Src

│ │ ├─Include

│ │ │ SampleAssocHandler.h

│ │ │ SampleAssocHandlerDlg.h

│ │ │ SampleAssocHandlerItem.h

│ │ │ stdafx.h

│ │ │ targetver.h

│ │ │

│ │ └─Src

│ │ SampleAssocHandler.cpp

│ │ SampleAssocHandlerDlg.cpp

│ │ SampleAssocHandlerItem.cpp

│ │ stdafx.cpp

│ │

│ ├─SampleCryptTool

│ │ │ SampleCryptTool.vcproj

│ │ │

│ │ ├─Resource

│ │ │ error.ico

│ │ │ Resource.h

│ │ │ SampleCryptTool.ico

│ │ │ SampleCryptTool.rc

│ │ │ small.ico

│ │ │

│ │ └─Src

│ │ ├─Include

│ │ │ SampleCryptTool.h

│ │ │ SamplePWDDialog.h

│ │ │ SampleShowMessage.h

│ │ │ stdafx.h

│ │ │ targetver.h

│ │ │

│ │ └─Src

│ │ Application.cpp

│ │ SampleCryptTool.cpp

│ │ SamplePWDDialog.cpp

│ │ SampleShowMessage.cpp

│ │ stdafx.cpp

│ │

│ ├─SampleDragDrop

│ │ │ SampleDragDrop.vcproj

│ │ │

│ │ ├─Resource

│ │ │ resource.h

│ │ │ SampleDragDrop.ico

│ │ │ SampleDragDrop.rc

│ │ │ small.ico

│ │ │

│ │ └─Src

│ │ ├─Include

│ │ │ SampleDragDrop.h

│ │ │ SampleDragDropHelper.h

│ │ │ stdafx.h

│ │ │ targetver.h

│ │ │

│ │ └─Src

│ │ Application.cpp

│ │ SampleDragDrop.cpp

│ │ stdafx.cpp

│ │

│ ├─SampleFileSearch

│ │ │ SampleFileSearch.vcproj

│ │ │

│ │ ├─Resource

│ │ │ Resource.h

│ │ │ SampleFileSearch.ico

│ │ │ SampleFileSearch.rc

│ │ │ small.ico

│ │ │

│ │ └─Src

│ │ ├─Include

│ │ │ SampleFileSearch.h

│ │ │ stdafx.h

│ │ │ targetver.h

│ │ │

│ │ └─Src

│ │ Application.cpp

│ │ SampleFileSearch.cpp

│ │ stdafx.cpp

│ │

│ ├─SampleInkTool

│ │ │ SampleInkTool.vcproj

│ │ │

│ │ ├─Resource

│ │ │ Resource.h

│ │ │ SampleInkTool.ico

│ │ │ SampleInkTool.rc

│ │ │ small.ico

│ │ │

│ │ └─Src

│ │ ├─Include

│ │ │ SampleInkTool.h

│ │ │ stdafx.h

│ │ │ targetver.h

│ │ │

│ │ └─Src

│ │ Application.cpp

│ │ SampleInkTool.cpp

│ │ stdafx.cpp

│ │

│ ├─SampleKnownFolder

│ │ │ SampleKnownFolder.vcproj

│ │ │

│ │ ├─Resource

│ │ │ Resource.h

│ │ │ SampleKnownFolder.ico

│ │ │ SampleKnownFolder.rc

│ │ │ small.ico

│ │ │

│ │ └─Src

│ │ ├─Include

│ │ │ SampleFolderItem.h

│ │ │ SampleKnownFolder.h

│ │ │ stdafx.h

│ │ │ targetver.h

│ │ │

│ │ └─Src

│ │ Application.cpp

│ │ SampleFolderItem.cpp

│ │ SampleKnownFolder.cpp

│ │ stdafx.cpp

│ │

│ ├─SamplePreviewHandler

│ │ │ SamplePreviewHandler.vcproj

│ │ │

│ │ ├─Resource

│ │ │ Resource.h

│ │ │ SamplePreviewHandler.ico

│ │ │ SamplePreviewHandler.rc

│ │ │ small.ico

│ │ │

│ │ └─Src

│ │ ├─Include

│ │ │ SamplePreviewHandler.h

│ │ │ stdafx.h

│ │ │ targetver.h

│ │ │

│ │ └─Src

│ │ Application.cpp

│ │ SamplePreviewHandler.cpp

│ │ stdafx.cpp

│ │

│ ├─SampleScrollBitmap

│ │ │ SampleScrollBitmap.vcproj

│ │ │

│ │ ├─Resource

│ │ │ resource.h

│ │ │ SampleScrollBitmap.ico

│ │ │ SampleScrollBitmap.rc

│ │ │ small.ico

│ │ │

│ │ └─Src

│ │ ├─Include

│ │ │ SampleScrollBitmap.h

│ │ │ stdafx.h

│ │ │ targetver.h

│ │ │

│ │ └─Src

│ │ Application.cpp

│ │ SampleScrollBitmap.cpp

│ │ stdafx.cpp

│ │

│ └─SampleVolumeController

│ Epvolume.h

│ Resource.h

│ SampleVolumeController.cpp

│ SampleVolumeController.ico

│ SampleVolumeController.rc

│ SampleVolumeController.vcproj

│ small.ico

│ stdafx.cpp

│ stdafx.h

│ targetver.h

│

├─SdkCommonLib

│ │ SdkCommonLib.vcproj

│ │

│ ├─Resources

│ │ Resource.h

│ │ SdkCommonLib.rc

│ │

│ └─Src

│ ├─Include

│ │ IAudioVolumeNotify.h

│ │ IConfigUtil.h

│ │ ICryptFileNotify.h

│ │ IDropTargetNotify.h

│ │ IFileSearcherNotify.h

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│ │ IInkOverlayEventsImpl.h

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│ │ SdkInkCommon.h

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│ │ SdkQueryCondition.h

│ │ SdkQueryScope.h

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│ │ SdkSearchRecentUrl.h

│ │ SdkUrlShortcutUtil.h

│ │ SdkUserInfoUtil.h

│ │ SdkWICAnimatedGif.h

│ │ SdkWICImageHelper.h

│ │ SdkXmlConfigUtil.h

│ │

│ └─Src

│ SdkAssocHandler.cpp

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│ SdkUrlShortcutUtil.cpp

│ SdkUserInfoUtil.cpp

│ SdkWICAnimatedGif.cpp

│ SdkWICImageHelper.cpp

│ SdkXmlConfigUtil.cpp

│

└─SdkFrameworkLib

│ SdkFrameworkLib.vcproj

│

├─Resources

│ │ MediaUIFramework.rc

│ │ Resource.h

│ │

│ └─Images

│ bar\_base\_c.png

│ bar\_base\_l.png

│ bar\_base\_r.png

│ bar\_c.png

│ bar\_l.png

│ bar\_r.png

│ button\_bk.png

│ button\_bk\_f.png

│ common\_btn\_n.png

│ common\_btn\_t.png

│ common\_close\_n.png

│ common\_close\_t.png

│ dialog\_base.png

│ dropdown\_base.png

│ dropdown\_focus.png

│ drop\_box\_n.png

│ drop\_box\_open.png

│ drop\_box\_t.png

│ error.png

│ information.png

│ picture\_new\_v.png

│ question.png

│ vol\_base.png

│ warning.png

│

└─Src

├─Include

│ AdapterView.h

│ AlphaAnimation.h

│ AnimatedGifView.h

│ Animation.h

│ AnimationCom.h

│ AnimationDef.h

│ AnimationSet.h

│ AnimationTimerEventHandler.h

│ BaseAdapter.h

│ ComboBox.h

│ ComboBoxEventHandler.h

│ CustomTextRenderer.h

│ D2DAnimatedGif.h

│ D2DBitmap.h

│ D2DBitmapBrush.h

│ D2DBrush.h

│ D2DDevice.h

│ D2DLinearGradientBrush.h

│ D2DRadialGradientBrush.h

│ D2DRectUtility.h

│ D2DResource.h

│ D2DSolidColorBrush.h

│ D2DTextLayout.h

│ D2DUtility.h

│ D3DAnimation.h

│ D3DCamera.h

│ D3DDevice.h

│ D3DKeyFrameAnimation.h

│ D3DPlaneView.h

│ D3DUtility.h

│ D3DViewElement.h

│ D3DViewLayout.h

│ DataSetObserver.h

│ FrameworkCommon.h

│ FrameworkCommonDef.h

│ FrameworkHelper.h

│ FrameworkInclude.h

│ Gallery.h

│ GridView.h

│ GridViewV.h

│ IAnimationListener.h

│ IAnimationTimerListener.h

│ ID2DDeviceStateChange.h

│ ID3DViewEventHandler.h

│ ImageButton.h

│ ImageButtonEx.h

│ ImagePreviewLayout.h

│ ImagePreviewUpdateHandler.h

│ ImageView.h

│ ISeekBarChangeHandler.h

│ ISwitchEventHandler.h

│ LinearLayout.h

│ ListBox.h

│ ListViewEventHandler.h

│ MessageDialogBox.h

│ OverlapView.h

│ PopupView.h

│ ProgressBar.h

│ RatingView.h

│ ResourceManager.h

│ RotateAnimation.h

│ ScaleAnimation.h

│ ScrollBar.h

│ SeekBar.h

│ SlideBase.h

│ SlideBaseEventHandler.h

│ SlideLayout.h

│ SpecialView.h

│ StoryboardEventHandler.h

│ TextView.h

│ TranslateAnimation.h

│ ViewElement.h

│ ViewLayout.h

│ ViewOnClickHandler.h

│ ViewOnKeyHandler.h

│ ViewOnLongClickHandler.h

│ ViewOnMouseHandler.h

│ ViewOnTouchHandler.h

│ ViewPreviewEx.h

│ Window.h

│ WindowDialog.h

│ WindowForm.h

│

└─Src

AdapterView.cpp

AlphaAnimation.cpp

AnimatedGifView.cpp

Animation.cpp

AnimationCom.cpp

AnimationSet.cpp

AnimationTimerEventHandler.cpp

BaseAdapter.cpp

ComboBox.cpp

ComboBoxEventHandler.cpp

CustomTextRenderer.cpp

D2DAnimatedGif.cpp

D2DBitmap.cpp

D2DBitmapBrush.cpp

D2DBrush.cpp

D2DDevice.cpp

D2DLinearGradientBrush.cpp

D2DRadialGradientBrush.cpp

D2DRectUtility.cpp

D2DResource.cpp

D2DSolidColorBrush.cpp

D2DTextLayout.cpp

D2DUtility.cpp

D3DAnimation.cpp

D3DCamera.cpp

D3DDevice.cpp

D3DKeyFrameAnimation.cpp

D3DPlaneView.cpp

D3DUtility.cpp

D3DViewElement.cpp

D3DViewLayout.cpp

DataSetObserver.cpp

FrameworkHelper.cpp

Gallery.cpp

GridView.cpp

GridViewV.cpp

ImageButton.cpp

ImageButtonEx.cpp

ImagePreviewLayout.cpp

ImageView.cpp

LinearLayout.cpp

ListBox.cpp

ListViewEventHandler.cpp

MessageDialogBox.cpp

OverlapView.cpp

PopupView.cpp

ProgressBar.cpp

RatingView.cpp

ResourceManager.cpp

RotateAnimation.cpp

ScaleAnimation.cpp

ScrollBar.cpp

SeekBar.cpp

SlideBase.cpp

SlideBaseEventHandler.cpp

SlideLayout.cpp

SpecialView.cpp

StoryboardEventHandler.cpp

TextView.cpp

TranslateAnimation.cpp

ViewElement.cpp

ViewLayout.cpp

ViewOnClickHandler.cpp

ViewOnKeyHandler.cpp

ViewOnLongClickHandler.cpp

ViewOnMouseHandler.cpp

ViewOnTouchHandler.cpp

ViewPreviewEx.cpp

Window.cpp

WindowDialog.cpp

WindowForm.cpp

**History:**

2011-06-15 Alpha release

2011-07-19

**Updates:**

**2011-06-15**

* Add encrypt/decrypt module.
* Add Ink module. Client can use this module to implement ink input.
* Add Drag-and-drop module, client can use this module to implement drag-and-drop functionality.
* Add some utilities, lists as following:
* SdkAssocHandler: Support to get associated open with list.
* SdkBase64Util: Used to encode or decode string.
* SdkImagesManager: Used to manager image from resource by using GDI/GDI+
* SdkKnownFolderUtil: Used to get information of known folder.
* SdkPreviewHandler: Used to preview files.
* SdkProgressDialog: Used to display the progress dialog.
* SdkWICAnimatedGif: Used to get information from GIF file by using WIC.
* SdkWICImageHelper: Used to get image information by using WIC.
* SdkUserInfoUtil: Used to get user account information of current computer.
* Add namespace for all classes in SdkCommonLib library.
* Add some macros, such as BEGIN\_NAMESPACE, SAFE\_ADDREF, chBEGINTHREADEX, etc. Please refer SdkCommonMacro.h file.
* Add some functions to SdkCommonHelper class, such as GetIcon, IsWindow7, etc.
* Add some common inline functions in SdkCommon.h file.
* Add a class SdkCommonRuntime to initialize and un-initialize Common Library runtime.
* Update the configuration module.
* Update the file search module.
* Update the file property modules.
* Update the resource of SdkCommonLib library; add some strings for crypt module.
* Implement some samples about the SdkCommonLib library, list as following:
* SampleAnimation: A sample for demonstrating the Windows Animation.
* SampelAssocHanler: A sample to get the associated open with list for a specified extension.
* SampleCryptTool: A sample implement the encrypt/decrypt function.
* SampleFileSearch: This sample demonstrates shell search.
* SampleInkTool: Demonstrates the Microsoft Ink APIs.
* SampelKnownFolder: Demonstrates the known folder retrieving.
* SampelPreviewHandler: Get and display file’s preview handler.
* SampelScrollBitmap: Demonstrates the ScrollWindow API, scroll a bitmap.
* SampleVolumeController: A tool to control the system volume.

**2011-07-19**

* Add some visual views, lists as following:
* SdkButton
* SdkCheckBox
* SdkComboBox
* SdkEditBox
* SdkGifView
* SdkGroupBox
* SdkImageView
* SdkListBox
* SdkOverlapView
* SdkProgressBar
* SdkRadioButton
* SdkRatingView
* SdkScrollBar
* SdkSeekBar
* SdkTabHeader
* SdkTabView
* SdkTextView
* SdkViewElement
* Add resource manager class, using to load bitmap resource and string resource.
* Wrap the drawing work into SdkD2DTheme class.
* Supply the UI runtime and application functions, classes are listed as following:
* SdkApplication: Wrap the message loop, can parse command line, etc.
* SdkUIRunTime: Initialize the UI runtime, such as COM, WIC, and Resource library.
* Add a library for providing the bitmap, string resource, and its name is SdkResourceLib.
* Add a UI lib Testing Sample.
* Update the version from 0.0.0.9 to 1.0.0.0.

**Mail Addresses Information:**

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*This is the last page.*