

## **Splash Screen Component - Overview**

This component automatically inserts a splash screen into an application so that it is displayed during the application start up. A splash screen is a rectangular bitmap that gets displayed when the application is first launched. Splash screens typically display the name of the application, its version number, and other user information in a graphically appealing format.

The Splash Screen component is designed to work with Multiple Document Interface (MDI) or Single Document Interface (SDI) only. The Splash Screen component will not work in a dialog-based application. After the component is inserted into your application, you should be able to build it, execute it, and see that a standard splash screen is displayed every time you start your application.

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## Splash Screen Component - Specifics

To insert the Splash Screen component:

1. Open the project to which the splash screen will be inserted.
2. From the **Project** menu, choose **Add to Project** and then select **Components and Controls** from the expanded menu.
3. Select the **Developer Studio Components** folder.
4. Select the Splash Screen component and choose the **Insert** button.
5. Set the necessary Splash Screen options and choose the **OK** button.
6. Build the project.

To insert this component into a dialog-based application, do the following after you insert the component:

1. Find the **InitInstance** function of your application.
2. Add the line of code

```
spl.ShowSplashScreen(FALSE);
```

before you call:

```
int nResponse = dlg.DoModal();
```

This code ensures that the splash screen is destroyed before the dialog application is displayed.

## Splash Screen Component - Results

The code generated with this component is fully supported on the X86 and MIPS platforms.

This component can only be inserted into MDI, SDI and dialog-based MFC project types. Attempts to insert this component into other project types will generate an appropriate warning message.

Only standard (16-color) bitmap support is provided by this component.

For more information on using the binary data editor, see the *Developer Studio User's Guide* section on *Resource Editors*. For information on the **InitInstance** function, see the *Microsoft Foundation Class Reference*.

## Splash Screen Component Dialog

Set the component options in this dialog box:

**Class Name:** Enter the class name for the class that will encapsulate all of the splash screen functionality. This class will be created and added to your project.

**Bitmap Resource ID:** Enter the ID to be associated with the splash screen bitmap. This bitmap resource will be created and added to your project RC file. After inserting the component, you can customize this bitmap using the graphic editor.

**Files:** These are the splash screen class implementation and header files that will be created and added to your project. Use the Change button to open the Change Files dialog box to modify the suggested name for the implementation and header files.

## **Change Files Dialog**

Use this dialog box to modify the suggested names for the splash screen class implementation and header files.

