

## Microsoft Windows Embedded Developers' Conference 2004 Detailed Daily Agenda

Time	Session ID	Title	Speaker(s)	Room
<b>Monday, June 28</b>				
7:00am–9:00am		Pre-Con Tutorial Registration Open		Sails Pavilion
7:00am–9:00am		Academic Day Registration Open		Sails Pavilion
7:00am–9:00am		Pre-Con Tutorial Breakfast		Outside Room 1
8:00am–12:00pm		Pre-Con XP Embedded Tutorial Session	Mike Hall, Sean Liming, Dennis Krabbe	Room 1
9:00am–6:00pm		Academic Day		Room 6E
<b>12:00pm–9:00pm</b>		<b>Conference Registration Open</b>		<b>Sails Pavilion</b>
12:00pm–9:00pm		CommNet Open		Sails Pavilion
12:00pm–1:00pm		Pre-Con Tutorial lunch		Outside Room 1
1:00pm–5:00pm		Pre-Con CE Tutorial Session	Mike Hall & Doug Boling	Room 1
6 :00pm–9 :00pm		Academic Day Reception		West Terrace
5:00pm–9:00pm		Partner Summit		Marriott Yacht Club
<b>Tuesday, June 29, 2004</b>				
7:00am–9:00pm		<b>Registration Open</b>		<b>Sails Pavilion</b>
7:00am–9:00pm		<b>CommNet Open</b>		<b>Sails Pavilion</b>
7:00am–9:00am		<b>Breakfast</b>		<b>Sails Pavilion</b>
9:00am–10:30am	KEY-101	<b>Keynote Session</b>	<b>Tom Adams</b>	<b>Room 6A/6B</b>
10:30am–11:00am		<b>Break</b>		
11:00am- 12:15pm		<b>Breakout Sessions and Labs</b>		
	CE210	Inside the Windows CE Kernel	Susan Loh	Room 6C
	XPE200	Introduction to Windows XP Embedded	Michael Beck	Room 6D
	XPE205	Creating Windows XP Embedded Application & Driver Components	Sean Liming	Room 6E
	CE300	Windows CE Build System - Under the Hood	Steve Maillet	Room 6F
	CE322	Adapting Windows CE to Embedded Processors	Mark Schoenhals	Room 11
	CE325	Windows Mobile Development Platform Futures	Doug Boling	Room 10
	CE-HOL6	Windows CE Introductory Lab	SELF-PACED	Room 1
	XPE-HOL5	Basic Windows XP Embedded Lab	Jon Fincher	Room 2
	CEA-HOL3	Developing Smart Device Applications with Visual Studio .NET 2003, the .NET Compact Framework, and the OpenNETCF Smart Device Framework	Maarten Struys & Alex Feinman	Room 3
12:15pm–1:30pm		<b>Lunch</b>		
1:30pm-2:45pm		<b>Breakout Sessions and Labs</b>		
	CE212	Platform Builder Migration Techniques and Import/Export Scenarios	Tucker Hatfield and Gabriel Spil	
	XPE-308	Windows XP Embedded w/Service Pack 2: Demonstration & Feature Drill-Down	Jon Fincher	Room 6D
	XPE306	Advanced Component Designer: Quickly Componentizing Your Drivers & Applications	Alaks Sevugan	Room 6E
	CE314	Developing a Windows CE 5.0 OEM Adaptation Layer (OAL)	Mark Plagge	Room 6F

	CE319	Getting Windows CE 5.0 Up and Running As Fast As Possible with a Blcommon-Based Bootloader on a New PXA27X-Derived Platform	Jason Browne	Room 11
	CE401	Windows CE Advanced Architecture	Doug Boling	Room 10
	CE-HOL6R	Windows CE Introductory Lab	SELF-PACED	Room 1
	XPE-HOL4	Component Designer Overview	Sean Liming	Room 2
	CEA-HOL2	.NET Compact Framework Custom Components and Controls	Paul Yao	Room 3
<b>2:45pm–3:15pm</b>		<b>Break</b>		
<b>3:15pm–4:30pm</b>		<b>Breakout Sessions and Labs</b>		
	CE202	Device Management in Windows CE	Sridhar Mandyam	Room 6C
	XPE310	Working With Internet Connection Firewall in Windows XP Embedded	Neil Marlowe	Room 6D
	XPE204	Windows XP Embedded Footprint Reduction and Boot Time	Sean Liming	Room 6E
	CE205	Tools and Techniques for Investigating Performance Problems on Windows CE-Based Devices -	Susan Loh	Room 6F
	CE200	Persisting Data and Storage Architecture Overview	David Hart	Room 11
	CE204	Best Practices for Building Production-Quality Drivers with Windows CE 5.0	Jay Loney	Room 10
	CE-HOL7	Windows CE Advanced Lab	SELF-PACED	Room 1
	XPE-HOL10	Component Designer Drill-Down	Alaks Sevugan	Room 2
	CEA-HOL1	C# for C++ Developers	James Y. Wilson	Room 3
	CE-HOF10	Introduction to the Sumobot Tools	Mike Hall	Room 5
<b>4:30pm–5:00pm</b>		<b>Break</b>		
<b>5:00pm–6:15pm</b>		<b>Breakout Sessions and Labs</b>		
	CE203	Designing with High-Density Resident NAND Flash	Gary Swalling	Room 6C
	XPE315	Building Secure Windows-Based Terminals With Windows XP Embedded	John Vorchak	Room 6D
	XPE207	Hard Real-Time With INtime Software & Windows XP Embedded	Kim Hartman	Room 6E
	CE100	Deployment Best Practices: BSPs in Windows CE	Mark Plagge	Room 6F
	CE213	Field Update Support for Windows CE-based Devices	William Athing	Room 11
	CE318	Device Manager and Bus Drivers Improvements and Benefits with Windows CE 5.0	Jay Loney	Room 10
	CE-HOL7R	Windows CE Advanced Lab	SELF-PACED	Room 1
	XPE-HOL1	Windows XP Embedded w/Service Pack 2: Feature Drill-Down	Jon Fincher	Room 2
	CEA-HOL4	Escaping the Box: .NET Compact Framework Interoperability	Doug Boling	Room 3
	CE-HOF7	Tips and Tricks for Custom Remote Testing Tools in the Real World	William Mar	Room 5
<b>6:00pm–9:00pm</b>		<b>Welcome Reception in Expo Hall</b>		<b>Sails Pavilion</b>

**Wednesday, June 30, 2004**

<b>7:30am–7:00pm</b>		<b>Registration Open</b>		<b>Sails Pavilion</b>
<b>7:30am–7:00pm</b>		<b>CommNet Open</b>		<b>Sails Pavilion</b>
<b>7:30am–9:00am</b>		<b>Breakfast</b>		<b>Sails Pavilion</b>
<b>8:30am–9:45am</b>		<b>Breakout Sessions and Labs</b>		
	CE211	Security Technologies in Windows CE: What Are They (Part 1)	Mukkul Dasgupta, Igor Dvorkin	Room 6C
	XPE301	Windows XP Embedded Management Strategies	Joe Morris	Room 6D
	XPE312	Everything You Wanted to Know About The Enhanced Write Filter, But Were Afraid To Ask	Neil Marlowe	Room 6E
	CE321	Windows CE Networking Internals	Glenn Davis	Room 6F
	CE302	Flash Architecture and Developing Flash Media Drivers	David Hart	Room 11
	CE402	Windows CE File System Drivers Architecture and Implementation	Steve Maillet	Room 10
	XPE-HOL2	Using ReadyON To Provide Rapid-On, Instant-Off Features & Image Protection for Windows XP Embedded	Eric Won	Room 2
	CEA-HOL5	Advanced Embedded Visual C++ Development	Nathaniel Frampton	Room 3
	CE-HOF4	Increasing Developer Productivity with Windows CE 5.0	Gabriel Spill, Tucker Hatfield	Room 5
<b>9:45am–10:15am</b>		<b>Break</b>		
<b>10:15am–11:30am</b>		<b>Breakout Sessions and Labs</b>		
	CE324	Security Technologies in Windows CE: How to Use Them (Part 2)	Igor Dvorkin	Room 6C
	XPE303	Managing & Enforcing Embedded Device Security	Babak Salimi	Room 6D
	XPE202	Windows XP Embedded Deployment Methods	Sean Liming	Room 6E
	CE404	Peer-to-Peer Networking in Windows	Adam Sapek	Room 6F
	CE201	Windows CE Testing Strategies and Methodology	Alan Page	Room 11
	CE311	USB Function Architecture	Jay Loney	Room 10
	CE-HOL4	Testing Windows CE by Using the Windows CE Test Kit	James Zwycgart	Room 1
	XPE-HOL6	Prototyping I/O Control with INtime and Windows XP Embedded	Jared Gerber	Room 2
	CE-HOF2	Hardware-Assisted Debugging By Using the Windows CE Debugger	James Stulz	Room 5
<b>11:30pm–1:00pm</b>		<b>Lunch</b>		<b>Sails Pavilion</b>
<b>11:30pm–4:30pm</b>		<b>Exhibit Hall Open</b>		<b>Sails Pavilion</b>
<b>12:00pm–1:00pm</b>		<b>Ask The Experts</b>		<b>Rooms 6A, 11</b>
<b>1:00pm – 2:15pm</b>		<b>Breakout Sessions and Labs</b>		
	CE403	Implementing Fault-Tolerant Systems with Windows CE	Nathaniel Frampton	Room 6C
	XPE203	First Boot Agent -- Under The Hood	Nandini Shenoy	Room 6D
	XPE314	Rapid Deployment of Applications Across Different Hardware Platforms	Reginald Sprecher	Room 6E
	CE206	Windows CE GWES	Murtuza Naguthanawala	Room 6F
	CE315	Remote Configuration Framework in Windows CE	Constanze Roman, Chris Gray	Room 11
	CE208	SDIO Architecture in Windows CE	Jay Loney	Room 10

	CE-HOL1	Using TUX to Write Effective Functional Tests for Windows CE	Alan Page	Room 1
	XPE-HOL11	Patch Management with Windows XP Embedded	Joe Morris	Room 2
	CE-HOL3	Building Headless Systems with Windows CE	Steve Maillet	Room 3
	CE-HOF9	Debugging Without Platform Builder	Doug Boling	Room 5
<b>2:15pm – 2:45pm</b>		<b>Break in Expo Hall</b>		<b>Sails Pavilion</b>
<b>2:45pm – 4:00pm</b>		<b>Breakout Sessions and Labs</b>		
	CE309	Security Using the Windows CE Trusted Environment Model	Michael Erickson	Room 6C
	XPE316	USB-Based Memory Solutions for Windows XP Embedded	Sean Liming	Room 6D
	XPE305	Creation & Deployment of Windows XP Embedded Images on CD	Patrick Brooks, Scott Figg	Room 6E
	CE304	Windows CE Graphics	Murtuza Naguthanawala	Room 6F
	CE101	Using XML in Native Applications on Windows CE-Based Devices	John Spaith	Room 11
	CE207	Internet Explorer for Windows CE	Shun Mori	Room 10
	CE-HOL2	Improving Code Quality with Application Verifier	James Zwyygart, Marty Larson	Room 1
	XPE-HOL7	Enhanced Write Filter Drill-Down (Part 1 of 2)	Troy Shaw	Room 2
	CEA-HOL3R	Developing Smart Device Applications with Visual Studio .NET 2003, the .NET Compact Framework, and the OpenNETCF Smart Device Framework	Maarten Struys, Alex Feinman	Room 3
	CE-HOF3	Tools and Methods for Examining Thread Behavior in Windows CE	Susan Loh	Room 5
<b>4:00pm – 4:30pm</b>		<b>Break in Expo Hall</b>		<b>Sails Pavilion</b>
<b>4:30pm – 5:45pm</b>		<b>Breakout Sessions and Labs</b>		
	CE305	Windows CE Shell Infrastructure and Customization Options	Shun Mori	Room 6C
	XPE309	Best Practices For Working With CompactFlash	Neil Marlowe	Room 6D
	XPE307	Remote Boot & Deployment	Jay Kremer	Room 6E
	CE313	Building Great Multimedia Devices using Windows Media on Windows CE	Richard Russell	Room 6F
	CE323	Building UPnP-Enabled A/V Devices with Windows CE	Adam Sapek	Room 11
	CE209	The Windows CE Web Server	John Spaith	Room 10
	CE-HOL5	Windows CE Real-Time	Nat Frampton	Room 1
	XPE-HOL8	Enhanced Write Filter Drill-Down (Part 2 of 2)	Troy Shaw	Room 2
	CEA-HOL2R	.NET Compact Framework Custom Components and Controls	Paul Yao	Room 3
	CE-HOF5	Adding Windows CE 5.0 Error Reporting (Watson) to Your Platform	James Stulz	Room 5
<b>5:45pm – 6:00pm</b>		<b>Break</b>		
<b>6:00pm – 7:15pm</b>		<b>Breakout Sessions and Labs</b>		
	CE303	DirectShow Pluggable Codec Architecture	John Marcantonio	Room 6C
	XPE206	Customer Engagement: Security, Community & Documentation	Jay Kremer	Room 6D
	XPE311	MultiLingual User Interfaces: Localization & Windows XP Embedded	Joe Morris	Room 6E
	CE214	How to VoIP-Enable Your Windows CE Device	Michael Malueg	Room 6F
	CE316	Using the Bluetooth Stack in Windows CE	Randy Moore	Room 11

	CE308	Building Small Display-based Devices with Windows CE	Damian Barnett	Room 10
	CE-HOL3R	Building Headless Systems with Windows CE	Steve Maillet	Room 1
	XPE-HOL12	Windows XP Embedded Deployment Workshop	Pat Azzarello	Room 2
	CEA-HOL1R	C# for C++ Developers	James Y. Wilson	Room 3
	CE-HOF1	Working with RAPI	Hans Rempel	Room 5
<b>7:30pm – 10:30pm</b>		<b>Attendee Party</b>		<b>Embarcadero Park</b>
<b>Thursday, July 1, 2004</b>				
<b>8:00am – 5:00pm</b>		<b>Registration Open</b>		<b>Sails Pavilion</b>
<b>8:00am – 5:00pm</b>		<b>CommNet Open</b>		<b>Sails Pavilion</b>
<b>8:00am – 9:00am</b>		<b>Breakfast</b>		<b>Sails Pavilion</b>
<b>9:00am – 10:15am</b>		<b>Breakout Sessions and Labs</b>		
	CE310	Multimedia Performance: A System Approach to Optimized Multimedia	Gerardo Dada, John Wilson	Room 6C
	XPE201	Longhorn Overview & What's Coming in Longhorn Embedded	Michael Beck	Room 6D
	XPEA300	Remote Debugging with Windows XP Embedded	Aaron Stebner	Room 6E
	CE317	Understanding and Deploying Windows Media Digital Rights Management (DRM)	Mike Thomson	Room 6F
	CE307	Preparing Your Device for Third-Party Development with Windows CE 5.0	Steve Maillet	Room 11
	CE312	Optimizing Display Driver Performance on Windows CE-based RDP Clients	Richard Lee	Room 10
	CEA-HOL7	Using XML Web Services in Windows CE	Mike Hall	Room 1
	XPE-HOL13	Windows XP Embedded Deployment Workshop	Pat Azzarello	Room 2
	CEA-HOL4R	Escaping the Box: .NET Compact Framework Interoperability	Doug Boling	Room 3
	CE-HOF6	Testing Networking in Windows CE	Miro Juric	Room 5
<b>10:15am – 10:45am</b>		<b>Break in Exhibit Hall</b>		
<b>10:00am – 1:30pm</b>		<b>Exhibit Hall Open</b>		
<b>10:45am – 12:00pm</b>		<b>Breakout Sessions and Labs</b>		
	CEA303	.NET Compact Framework Overview Today and Tomorrow (Whidbey) -	Jonathan Wells, Doug Boling	Room 6C
	XPE300	Longhorn Embedded Deployment Technologies	Patrick Azzarello	Room 6D
	XPE208	Windows & Real-Time Application Access of Industrial Bus Devices	Rick Gerber	Room 6E
	CEA302	Optimizing .NET Compact Framework Applications for Embedded and Headless Devices	Zoran Galovic	Room 6F
	CE306	Building Images for Multiple International Markets	Tamar Struch-Weitzman	Room 11
	CEA301	Application Development with Direct3D Mobile	John Marcantonio	Room 10
	CE-HOL1R	Using TUX to Write Effective Functional Tests for Windows CE	Alan Page	Room 1
	XPE-HOL3	MultiLingual User Interfaces: Localization & Windows XP Embedded	Joe Morris	Room 2
	CEA-HOL5R	Advanced Embedded Visual C++ Development	Nathaniel Frampton	Room 3
	CE-HOF8	Web Services for Devices	Adam Sapek	Room 5
<b>12:00pm – 1:30pm</b>		<b>Lunch</b>		
<b>12:30pm – 1:30pm</b>		<b>Ask The Experts</b>		<b>Rooms 6A, 11</b>
<b>1:30pm – 2:45pm</b>		<b>Breakout Sessions and Labs</b>		
	CEA305	.NET Compact Framework Performance and Best Practices	Jonathan Wells, Doug Boling	Room 6C
	XPE301R	Windows XP Embedded Management Strategies	Joe Morris	Room 6D
	XPE317	Embedded Enabling Features: Unplugged	Anand Srinivasan	Room 6E

	CE301	Developing with New and Existing Database Technologies	Dave Nettleton	Room 6F
	CEA304	Mobilizing Your Desktop Applications	Paul Yao	Room 11
	CE320	High-Performance Direct3D Mobile Solutions	Phillip Leslie	Room 10
	CE-HOL2R	Improving Code Quality with Application Verifier	James Zwyzgart, Marty Larson	Room 1
	XPEA-HOL1	Application Development for Windows XP Embedded	Aaron Stebner	Room 2
	CEA-HOF1	First Look at the Microsoft MapPoint Location Server (MLS)	Frank Morrison, Roger Mall	Room 5
<b>2:45pm – 3:15pm</b>		<b>Break</b>		
<b>3:15pm – 4:30pm</b>		<b>Breakout Sessions and Labs</b>		
	CEA308	.NET Compact Framework in Real-Time Solutions	Maarten Struys, Michael Verhagen	Room 6C
	CEA307	SQL Server 2005 Mobile Edition: The Next Version Of SQL Server CE	Dave Nettleton	Room 6F
	CEA306	Developing with Native Runtime Technologies for "Whidbey" Visual C++ (MFC, ATL, and SCL)	Jonathan Wells	Room 11
	CEA300	Using Inheritance to Simplify Stream Interface Drivers with C#	Chris Tacke	Room 10
	CE-HOL5R	Windows CE Real-Time	Nat Frampton	Room 1
	XPE-HOL9	Smaller Images Mean Shorter Boot Times	Michael Beck	Room 2
	CEA-HOF11	Windows CE Services	Doug Boling	Room 5