

Re: Pocket PC UDP and Multicast

Source:

<http://www.tech-archive.net/Archive/Development/microsoft.public.win32.programmer.networks/2005-02/0039.html>

From: AliR (*AliR_at_newsgroup.nospam*)

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I found the problem. It's in DataThread (wcesock.cpp). It checks that m_bConnectCalled is true, but CCeSocket never sets it to TRUE for UDP sockets!!! Anyway, as a workaround I changed it in CCeSocket to a public variable, and set it to true after I create my UDP socket. It works but it is making debugging hell since I keep getting an ASSERT when DoRead is trying to see if the socket is listening or not. Someone at microsoft needs to take a good look at the DataThread and DoRead functions.

AliR.

"AliR" <AliR@newsgroup.nospam> wrote in message
news:guVJd.19847\$wi2.16147@newssvr11.news.prodigy.com...

> *Hi Everyone,*

>

> *I have two problems that I am trying to solve.*

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> *1. I am trying to send and receive UDP packets using CCeSocket on a*

> *PocketPC ver 3.0.x.x. I am able to send using a broadcast address (simply*

> *passing NULL as the address to SendTo), and my server receives the*
message.

> *Then the server turns around and sends a UDP packet back to the pocket pc*

> *client using it's address and port (I have even tried broadcasting it).*

But

> *nothing gets triggered at my client to read the data.*

>

> *2. I am trying to open a multicast socket with address 224.1.10.10 and*

port

> *29306, but i get an error 10049 (WSAEADDRNOTAVAIL)*

>

> *Any idea on how to solve these two problems?*

>

> *AliR.*

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