

Re: Pocket PC UDP and Multicast

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Hi AliR,

Thanks very much for reporting this to us.

You may try following workaround for this problem. In your override of CCESocket::OnAccept, you can set the m_bConnectCalled member variable of the CCESocket object to TRUE after it is returned by Accept.

The problem with this method is that m_bConnectCalled is declared as private and you do not have access to it in your code. To get the required access, you must modify the Wcesock.h SDK header file so that m_bConnectedCalled is declared as public before compiling your application.

To do this, in Wcesock.h, insert a new line with just the "public:" statement on it before the "BOOL m_bConnectCalled;" line. Please make a backup copy of Wcesock.h before you modify it, and take care that you do not change anything else within the header file. Just changing the declaration does not change the memory layout of the class, and therefore your application will work properly with the MFC run-time dynamic-link library (DLL).

Please feel free to let me know if you need further assist.

Thanks,

Rhett Gong [MSFT]

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