

## Re: Pocket PC UDP and Multicast

**Source:**

<http://www.tech-archive.net/Archive/Development/microsoft.public.win32.programmer.networks/2005-02/0057.html>

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Be aware that not only UDP but TCP implementation of CCESocket have suffered ( at least in past ) from different bugs ( you can googlize that in CE newsgroups ).

Arkady

"AliR" <AliR@newsgroup.nospam> wrote in message

news:f\_bKd.24797\$ic4.18801@newssvr30.news.prodigy.com...

> *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.*

>>

>> *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.*  
> >  
> >  
>  
>