

# Using Windows Portable Devices from c#

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*Source:*

<http://www.tech-archive.net/Archive/Media/microsoft.public.windowsmedia.sdk/2008-08/msg00052.html>

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Hi Folks –

Does anyone know what MS's current position is on using the WPD API from C# via COM interop?

I've found a few resources, three out of four MS resources:

<http://blogs.msdn.com/dimeby8>  
<http://code.google.com/p/zenses/>  
<http://www.codeplex.com/WpdTempSensor>  
<http://blogs.msdn.com/wpdblog/default.aspx>

The blog postings all drop off around the beginning of 2008. What happened?

I'm going to have to go to C++, because I can't get a transfer to the device happening via the IStream returned by CreateObjectWithPropertiesAndData. For posterity, here's as far as I've gotten – maybe someone else has gotten stuck at the same spot and can lend a hand:

<snip>

```
PortableDeviceClass dev = dm.GetDevice(LastDevice.Id);
if (dev != null)
{
    IPortableDeviceContent contentRef = null;
    dev.Content(out contentRef);
    Stream streamToFile = new FileStream(destinationFile,
    FileMode.Open, FileAccess.Read);
    PortableDeviceValuesClass props = new PortableDeviceValuesClass();
    SetProps(ref props, destinationFile, size);
    PortableDeviceApiLib.IStream objStream = null;
    uint bufSize = 0;
    string cookie = string.Empty;

    contentRef.CreateObjectWithPropertiesAndData((PortableDeviceApiLib.IPortableDeviceValues)props,
    out objStream,
    ref bufSize,
    ref cookie); // last
```

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param cookie – null in c++ sample

```
System.Runtime.InteropServices.ComTypes.IStream myStream =  
(System.Runtime.InteropServices.ComTypes.IStream)objStream;  
bool bRetry = false;  
try  
{  
int bytesWritten =  
StreamCopy(destinationStream,  
myStream,  
bufSize);  
</snip>
```

....and so on. There is a Write operation on myStream in the StreamCopy() method which throws a COMException:

```
System.Runtime.InteropServices.COMException (0x8007007A): The data  
area passed to a system call is too small. (Exception from HRESULT:  
0x8007007A).
```

I hope this helps anyone else looking into using WPD API interop. The dimeby8 blog mentioned above hints at success in moving resources FROM a device using the api, and I can iterate over connected devices and get device properties just fine, so it's not entirely useless.

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