

## Re: How to create a UDP, broadcast socket with "On-Receive" notifications for WinCE?

**Source:**

<http://www.tech-archive.net/Archive/PocketPC/microsoft.public.pocketpc.developer.networking/2004-04/0030.html>

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Any ideas, please?

Is the CAsyncSocket class supposed to have functional callback notifications for WinCE, or does only CCESocket have working callback notifications?

Since I need UDP sockets, it doesn't seem like I can use the CCESocket class since it only supports TCP (SOCK\_STREAM) sockets. Any ideas on an alternative (hopefully easy to implement) way to create a UDP socket class that has "OnReceive" functionality, either via built-in callbacks or some customized code (polling thread?) ?

It seems strange that the CSocket and CAsyncSocket classes are included if Microsoft wanted developers to only the CCESocket class among all the included MFC socket classes.

Any help really appreciated.

Thanks,  
Ishan

ishan@himalayaninstitute.org (Ishan Tigunait) wrote in message news:<55a28c24.0404070822.27360669@posting.google.com>...

> *I need to create a socket class to be used for discovery broadcasts and acknowledgements (like DHCP). I've done this successfully in Windows XP( Win32/VC++ 6.0), but haven't had success in Windows CE 3.0 (Pocket PC 2002).*

>

> *I tried to use the CAsyncSocket class, but haven't been able to get the OnReceive notification to work. Does anyone know if the CAsyncSocket class included with WinCe is capable of asynchronous OnReceive notifications, or if only the CCESocket class has working notifications?*

>

> *I know about the OnReceive bug for CCESocket that required manually*

- > *setting the m\_bConnectCalled to TRUE, but don't see how this would*
- > *work for a connection-less UDP socket.*
- >
- > *Moreover, if CCeSocket is the only socket class that supports*
- > *asynchronous notifications in WinCE, does anyone know if its possible*
- > *to create UDP (SOCK\_DGRAM) sockets instead of the default TCP*
- > *(SOCK\_STREAM) sockets? The CCeSocket::Create() doesn't allow*
- > *specifying this, so I don't see how to create UDP socket class with*
- > *notifications.*
- >
- > *Any help or suggestion would be greatly appreciated. Examples of*
- > *working UDP socket code for WinCE would be great.*
- >
- > *Thanks,*
- > *Ishan*