

## Re: tcp/ip over usb

**Source:**

<http://www.tech-archive.net/Archive/PocketPC/microsoft.public.pocketpc.developer/2004-09/1098.html>

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The desktop pass-through connection doesn't handle ICMP packets, hence all requests to ping hosts across it will fail. However, TCP and UDP packets are handled – ex. try connecting your client app to your server running on your PC over TCP using PC's IP addr as destination.

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"vivian" <[v\\_crompton@hotmail.com](mailto:v_crompton@hotmail.com)> wrote in message  
news:41493a07\$1@duster.adelaide.on.net...

- > *I am writing a cross platform game for pocket PCs/windows desktops, using*
- > *TCP/IP for communications.*
- > *Unfortunately, while it all works fine on desktop machines, I am unable to*
- > *get TCP/IP fully working over the USB cable.*
- >
- > *I can surf the web using explorer on the pocket PC, with Activesync*
- > *passthrough turned on, but I can not ping the desktop machine that the*
- > *pocket PC is connected to, nor can I see a web server on my local network*
- > *by*
- > *IP address such as 192.168.0.1:4000 where the seb server (actually a perl*
- > *httpd) would be running on port 4000.*
- > *According to vxUtil, the IP address of the pocket PC is 192.168.55.101 and*
- > *it's gateway ( activesync?) is 192.168.55.100.*
- >
- > *The pocket PC can ping it's own address, but not the gateway address, nor*
- > *the real IP address of the PC it is connected to (192.168.0.3) I can not*
- > *find any settings somewhere to somehow bridge or route the 192.168.55.x*
- > *traffic, and at any rate, I can't even seem to ping the 192.168.55.100 end*
- > *either from the pocket PC or the desktop machine.*
- >
- > *Please help!*
- > *Basically I just need TCP/IP working over USB so I can connect to a server*
- > *on the desktop machine from the pocket PC.*
- >

microsoft.public.pocketpc.developer: Re: tcp/ip over usb

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