

Re: !EventConnect Problem

Source:

<http://www.tech-archive.net/Archive/WindowsCE/microsoft.public.windowsce.app.development/2007-06/msg00139>

- *From:* Doug Allender <doug.allender@xxxxxxxxx>
 - *Date:* Mon, 25 Jun 2007 06:48:02 -0700
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We can't seem to find any of the above causing us problems, but for what its worth I'll give you some more info, which may or may not be usefull.

We have our CE unit being polled by a PC to provide data via tcp/ip. with a poll time of 500mS we get a break in communication approx once a day, this is approx 2 minuts and accompanied by

```
0x83a2d400: ndisMResetCompleteStage2: Internal reset
0x83a2d400: *InsertTCB: SetIdleTimerReset
0x83a2d400: InsertTCB: setting fTCBTimerOn to 0
0x83a2d400: *InsertTCB: Restarting TCBTimer
.... may get several copies of the TCB Timeouts.
```

with a poll every 5 seconds the 2 minute brakes were very infrequent (approx every 8 days), but about once every 2 days we would get a break of approx 20minutes when the event connect messasges are generated over and over.

we also see the event connect messages if we try to use the remote performance tool... so? I'm not sure where I'm going from here. The socket server we are using is multi-threaded, however this only seems to have about 4 threads running to deal with the communications we have going on.

any thoughts

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Snr. Des. Eng.
Northern Hi-Tec

"Paul G. Tobey [eMVP]" wrote:

The message is printed, best I can read, in the following situations:

1. The socket is not in a listening state. Presumably, this would occur if you bound a socket to the right TCP port number, but didn't call listen.
2. The address family of the incoming connection doesn't match that of the socket bound to the port (and listening).

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3. There's a problem with the connection address, sockaddr. I'd have to read a bunch more code to see what exactly this is testing for.

4. The incoming connection queue has no room for connections. I suppose this might happen if you called listen(0), or if you already had enough pending connections to the listening socket that there wasn't room for another potential client.

Paul T.

"Doug Allender" <doug.allender@xxxxxxxx> wrote in message
news:2A9573EE-7565-433A-B7F9-43BEDBBF44A7@xxxxxxxxxxxxxxxxxxxx

We have a C++ application which uses a lot of TCP connections, and has a bug we are currently trying to trace. We are using WinCE 4.2 on an arm platform, and receive the following message, repeatedly when our problem occurs "!\EventConnect: connect not accepted IncConnQ = 0". Has anyone else seen this message, or can anyone point me in the correct direction.

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Snr. Des. Eng.
Northern Hi-Tec