

## Re: Physical memory access from C# in WinCE 6.0

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*Source:*

<http://www.tech-archive.net/Archive/WindowsCE/microsoft.public.windowsce.app.development/2008-11/msg00069>

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Hi again.

I am successfully performing physical memory accesses, as I have some LEDs working depending on the address, and it seems to work quite fine.

However, sometimes I have some "Access Violations"...

As I did not know if it was because of the ioctl code or something external to it, I decided to call the ReadFile function of coredll.lib from C#.

If I call the function 8 times inside a "for" loop, the eighth time it crashes giving the access violation. It seems that if I call 1 function every time 1 click one button, the error does not appear, but it does if IoControl or Read are called inside a loop for a certain number of times.

I have been debugging the OS and it crashes exactly in:

```
C:\WINCE600\PRIVATE\WINCEOS\COREOS\DEVICE\DEVCORE\devfile.c
```

either in the DM\_DevReadFile if I have called the ReadFile function or DM\_DevDeviceIoControl if I have called de DeviceIoControl function from C#. In fact, it crashes after exiting those functions, but I am not able to see the exact line of code... I have "shared source" but perhaps I could be missing something? While debuggin, the yellow arrow disappears from the devfile.c after exiting the function and after 2 or 3 steps then it is when it crashes.

First-chance exception in MSCOREE2\_0.DLL. (0xC0000005: Access Violation) is the error message I got in a message box in the OS debugger.

Any ideas of what could be happening here?

Thanks in advance.

Best Regards  
Albert

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