

## Re: About file transferring

**Source:**

<http://www.tech-archive.net/Archive/WindowsCE/microsoft.public.windowsce.embedded.vc/2005-02/0552.html>

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**From:** Paul G. Tobey [eMVP] (*ptobey*)

**Date:** 02/22/05

Date: Tue, 22 Feb 2005 09:01:53 -0700

I'd suspect a problem with storage on the CE device, rather than network communications. Are you getting the file in small pieces, rather than trying to download it all into a memory buffer and then save it to disk? That should be pretty reliable and I don't recall having any problems with it.

It's worthwhile to apply all available QFEs to your OS, though, in case something has been fixed by MS.

Paul T.

"Maverick" <Maverick@maverick.com> wrote in message  
news:e0sM4QMGFHA.2296@TK2MSFTNGP15.phx.gbl...

> *Hi, all*

>

> *I am working on CE.net 4.2 and my device is a CEPC. From my device I  
> tried*

> *to get a large file(about 1MB) on a remote ftp server. But I always get a  
> smaller corrupted one. For example, the file size on ftp server is 400k,  
> but*

> *what I get is only 300K. If the file is smaller than 100K, I would get the  
> file without any error. I had tried using raw Socket and MFC's CSocket,  
> also I had tried to add more memory on the CEPC(now is 256MB), and I had  
> tried put the device and ftp server in a same LAN(so network is very  
> fast).*

> *However, no matter what I tried, I always get the same result. I also  
> tried*

> *the demo on*

> *<http://www.codeguru.com/Cpp/W-P/ce/networking/article.php/c3533/>, which*

> *got*

> *the same result.*

>

> *Does anybody have done such thing on CE.net before? Or is there any  
> alternative ways to stay clear of the damned Socket?*

>

> *maverick*

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