

Re: Multicast Socket for Win CE 4.2 / Pocket PC 2003

Source:

<http://www.tech-archive.net/Archive/WindowsCE/microsoft.public.windowsce.embedded.vc/2006-05/msg00302.htm>

- *From:* "Paul G. Tobey [eMVP]" <p space tobey no spam AT no instrument no spam DOT com>
 - *Date:* Fri, 26 May 2006 12:45:06 -0700
-

That's at a different level than SOAP. The WinSock code hasn't changed its API and multicast works, in general, on a variety of devices that I've built with various OS versions. I can't speak directly for Pocket PC, but I'd be surprised if it didn't work in a way that's similar to the desktop. It's never going to **be** the desktop, so don't expect every single thing that you can do to have the same set of options. Use the basic WinSock calls, not the WSxyz calls, for maximum compatibility.

The Unicode thing has **nothing** to do with incompatibility and Microsoft makes no guarantee that any given piece of code will compile and work correctly when just copied from the desktop. You have to understand the issues and take suitable steps. You're passing an incompatible parameter is all. Unless you are absolutely sure that you understand why a warning is generated, assume that it's a critical problem with your code, and, as I said, anything that mentions conversions from *char** to *unsigned short** conversions should trigger your Unicode response.

Paul T.

"bpriya" <bpriya@xxxxxxxxxxxxxxxxxxxxxxxxxxxx> wrote in message <news:30959CEE-7960-4670-81BD-9C2F893F8BF5@xxxxxxxxxxxxxxxxxxxx>

Thanks for your response. Back to my question, before I start porting, I want to make sure that the code which is derived from CAsyncSocket is running on Windows CE. I had experience in the past when porting codes for SOAP interface running on desktop, based on the eVC++ manual it also supports that. But then it does not even compile. I asked Microsoft people, and they said it's not supported anymore on Win CE, and they will update the manual to avoid confusions for the users. So I switch to PocketSOAP which is running now on my target. I hope the code for Multicast Socket running on desktop is still supported on Win CE

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desktop
can also be ported for Win CE 4.2 environment. I have past
experience
that
the
MFC codes that run on desktop don't necessarily work on
WinCE MFC
environment.

Rgds,
-bpriya

```
BOOL
CMulticastSocket::CreateReceivingSocket(LPCTSTR
strGroupIP, UINT
nGroupPort)
{
/* Create socket for receiving packets from multicast group
*/
if(!Create(nGroupPort, SOCK_DGRAM, FD_READ))
return FALSE;
BOOL bMultipleApps = TRUE;
SetSockOpt(SO_REUSEADDR, (void*)&bMultipleApps,
sizeof(BOOL),
SOL_SOCKET);

/* Fill m_saHostGroup_in for sending datagrams */
memset(&m_saHostGroup, 0, sizeof(m_saHostGroup));
m_saHostGroup.sin_family = AF_INET;
m_saHostGroup.sin_addr.s_addr = inet_addr(strGroupIP);
m_saHostGroup.sin_port = htons((USHORT)nGroupPort);

/* Join the multicast group */
m_mrMReq.imr_multiaddr.s_addr = inet_addr(strGroupIP);
/* group addr */
m_mrMReq.imr_interface.s_addr = htonl(INADDR_ANY);
/* use default */
if(setsockopt(m_hSocket, IPPROTO_IP,
IP_ADD_MEMBERSHIP, (char FAR
*)&m_mrMReq, sizeof(m_mrMReq)) < 0)
return FALSE;

return TRUE;
}
```

"voidcoder" wrote:

The description of your problem is quite
vague. What
errors do you get?

Re: Multicast Socket for Win CE 4.2 / Pocket PC 2003

"bpriya"

<bpriya@xxxxxxxxxxxxxxxxxxxxxxxxxxxx>

wrote in message

news:575FF536-C99F-47E2-8A45-1569202F871C@xxxxxxxxxxxxxxxxxxxx

Hi All,

We're developing applications using Embedded VC++ 4.0 on Win CE 4.2 platform with target of Pocket PC 2003. I'm trying to develop multicast socket datagram using CAsyncSocket as the base class. I downloaded sample code from web site using CAsyncSocket which runs well on desktop PC. Does anybody know that this should work also on Win CE 4.2 ? I tried to port this code to my application on Win CE 4.2 but it does not even compile correctly. Maybe I should make some changes but I don't want to waste time if it is not going to work later on. Appreciate any inputs.

Thanks for your kind responses.
-priyanto.

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