

Re: File system is not working in Retail Version in WinCE 5.0

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<http://www.tech-archive.net/Archive/WindowsCE/microsoft.public.windowsce.embedded/2006-10/msg00048.html>

- *From:* prabu <prabu@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx>
 - *Date:* Tue, 3 Oct 2006 07:15:02 -0700
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Hi Jim,

I am using the NAND Flash for FAT File System only and I am using the ram based registry.

I think that it is not only the timing issue in device side. Because In retail version, after loading the OS i am able to format the device. it read and write all the sectors. Also I am able to create the new partition after formatting the Flash and able to store the file. But if i reboot the device i am not even able to see the partitions that i already created.

During the filesystem initialization all the sectors are read fully in both debug and retail versions after that the loading sequences differs for each. In Debug version the mspart.dll is called and it also performed some read operations and the diskcache.dll is called and it also performed some read operations. I have given some prints in FMD_ReadSector Function to identify the above.

But this is not happening in the retail version.If MSPART.dll is called i definitely get this prints.Why the sequence is not happening?

Also I am able to see the files and folder in the FLASH during debug version that are created in retail version. So the data is not corrupted.

Please help us in this issue.

Thanks,

Prabu

"Jim" wrote:

I have a similar problem. I'm using a NOR based flash (AMD Spansion), and when I'm in debug mode, everything seems to work correctly. The mspart.dll, fatfsd.dll and diskcache.dll all get loaded. When I go to

Re: File system is not working in Retail Version in WinCE 5.0

release mode, none of the above three drivers load correctly.

The main difference I have is that this all works in both debug and release mode until I enable hive-based registry, then my problems start.

Are you using a hive registry?

Jim

prabu wrote:

Hi Anthony,

Thanks, Now i am able to format, create the new partition also i am storing the files to the NAND Flash File system. But when i reboot it in the retail Version, i am not able to see the partitions. But in debug version the files i created in the retail version is visible.

In Debug version boot process after the NAND.dll the MSPART.dll, FATFS.DLL and diskCache.dll are called one by one. But The MSPART.dll and other dlls are not called.

"prabu" wrote:

Hi Anthony,

Thanks for your reply.....

As per your suggestion if there is problem in our FMD, for NAND file system i have the own FMD, but for the NOR file system i am using the FMD given by the Microsoft in the public Directory and i am using tthe Strata P30 flash.

Advanced Thanks ,
Prabu Kumar.K

"Anthony Pellerin" wrote:

TFAT and FAL work fine in DEBUG and RETAIL version, you should check your FMD, and mainly the timing on your chip select of something like that.

I would suggest you modify your fmd_init so that at the end, it performs an

Re: File system is not working in Retail Version in WinCE 5.0

erase of the whole flash, writes different patterns in each sector (and spares), reads them back and compares to what is expected.

HTH

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écrit dans le message de news:

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Hi all,

I am trying to implement the
tfat filesystem for NAND
and NOR flash in my
device on WINDOWSCE
5.0.

Both Nor and Nand Flash
filesystem is working in the
Debug version. But it
is not working in the retail
version.

During the format operation,

FMD_WriteSector() is
called by the FAL, after that
FMD_ReadSector() is
called
by the FAL, then again the
FMD_WriteSector() and
FMD_ReadSector() is called
for each Sector Starting
from 0th Sector.

But the same operation is

Re: File system is not working in Retail Version in WinCE 5.0

not taken place in retail version for both NAND and NOR filesystem. Only FMD_ReadSector() is called for some time and it says the following error on the Message box.

"A System Cannot Write to the Specified Device".

Is there any Code Optimisation Issue During the Compilation process? Because both the NAND and NOR FMD drivers are working correctly in the Debug Version. The Same issue is occurred in both the file system.

Also I am suspecting the issue in FAL. Because the FMD_ReadSector() and FMD_WriteSector() is called by that Layer.

Advanced Thanks,
Prabu Kumar.K