

# Re: Debug Win CE 5.0 with Serial Connection

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*Source:*

<http://www.tech-archive.net/Archive/WindowsCE/microsoft.public.windowsce.embedded/2007-07/msg00008.html>

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- *From:* "Paul G. Tobey [eMVP]" <p space tobey no spam AT no instrument no spam DOT com>
  - *Date:* Mon, 2 Jul 2007 08:48:05 -0700
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Yes. If your BSP can send the messages out the serial port, the Windows CE device doesn't care who is listening on the other end (or if anyone is listening). You'll have to refer to your documentation to figure out what exactly you need to do, though. There's no single correct answer. Why would using Platform Builder be a problem; seems like that's the *\*correct\** way to find a problem inside the OS...

Paul T.

"mario rogen" <maroi@xxxxxx> wrote in message  
<news:1183367531.602858.295810@xx>

Hi!

Is it possible to receive debug messages from a win CE image over a serial connection without platform builder?  
We've got a strange bug.. our device hangs every few restarts and we need to solve this problem!