

## Re: network flash update question

**Source:**

<http://www.tech-archive.net/Archive/WindowsCE/microsoft.public.windowsce.platbuilder/2004-07/1284.html>

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**From:** jcondon666 (jcondon666\_at\_discussions.microsoft.com)

**Date:** 07/29/04

Date: Thu, 29 Jul 2004 13:43:22 -0700

Dean,

Is there a good how-to on this ( setting up a network flash server ) or did you piece it together from different sections?

Jim

"Dean Ramsier" wrote:

> *Actually, CE42 does support a file server. See PB help for more details.*  
> *Issues with updating the NK.bin itself still remain as outlined below.*  
>  
> --  
> *Dean Ramsier - eMVP*  
>  
>  
> *"Seung Yi" <seungyi@codetelligence\_NOSPAMMERS\_.com> wrote in message*  
> *news:uHwoAaZdEHA.1356@TK2MSFTNGP09.phx.gbl...*  
> *> jcondon666 wrote:*  
> >  
> > *Hello,*  
> > >  
> > > *I'm working on a solution for a customer of mine. They have asked for*  
> *the capability to update the flash over the network. On a previous solution,*  
> *the flash was exposed as a network file system that allowed for the update*  
> *of the nk.bin and the application.*  
> > >  
> > > *Is this functionality in WinCE 4.2 or do I need a third party solution.*  
> *I'm looking at the strata flash block driver but can't find a good*  
> *description of how to enable a fat file system on top of it and whether or*  
> *not it supplies what I want.*  
> > >  
> > > *Thanks for any help.*  
> >  
> > *Previous versions of CE did not support Windows file sharing (could only*  
> *do it as a client). In CE 5.0, I believe you can now map local folders*  
> *as network shares. Also CE 5.0 has FTP server support now. If your*

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> > *image is an execute-in-place image in flash then updating becomes more*  
> > *difficult as you won't be able to update while your image is running.*  
> > *If your flash is organized as a filesystem (like FAT) and the nk.bin*  
> > *resides as a simple file and is loaded into RAM for execution then it*  
> > *becomes easier as you simply have to expose the folder containing the*  
> > *nk.bin file.*  
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> > --  
> > *Seung Yi*  
> > *Senior Engineer*  
> > *Codetelligence, Inc.*  
> > *Web : [www.codetelligence.com](http://www.codetelligence.com)*  
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