

Re: Coredll patch Windows CE 4.21

Source:

<http://www.tech-archive.net/Archive/WindowsCE/microsoft.public.windowsce.platbuilder/2006-01/msg00662.html>

- *From:* "Antonio Andres" <aae1@xxxxxxxxxx>
 - *Date:* Tue, 17 Jan 2006 12:26:02 GMT
-

Hello. Thanks for the answer.

We are a research group with a certain experience in CSPs with x86 architectures (Windows 2000/XP), but we are beginners in the same subject with pocket PC's devices.

I'd want to make you some questions.

The way you say to do the tests of our CSP in a Pocket PC device is using the platform builder and activating the flag "Enable Kernel Debugger" isn't it?. But I don't know what I must to do. Do I must to do a new Windows CE Platform using an ARM BSP from selection (for example the ARM Integrator ARMV4I), build the image with the flag "Enabling Kernel Debugging" activated and download the image built using the '4.20 Emulator' as device (this option appears in the 'Configure Remote Connection' option)?. Or what I must to do?

Thanks and sorry if what I'm asking doesn't have much sense, but I repeat we are beggining in the Platform Builder World.

Regards,
Antonio.

"Ganapathy Raman (MS)" <graman@xxxxxxxxxxxxxxxxxxxxxx> escribió en el mensaje <news:elSqP2uGGHA.1028@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxx>

> You dont need the patch on CE 4.2. Signature checking of the CSP is
> disabled when the kernel debugger is attached. So you can debug your
> unsigned CSP using platform builder.

>

> --

> Ganapathy Raman

> Program Manager, Windows Mobile/CE Security

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> rights.

>

> "Antonio Andres" <aae1@xxxxxxxxxx> wrote in message

Re: Coredll patch Windows CE 4.21

> news:ZqOyf.43740\$kp.416715@xxxxxxxxxxxxxxxxxxxxxxxxxxxx
>> Hello. First of all thanks for the answer.
>>
>> Well, I'll try to show exactly what I want to do.
>>
>> The scenario is as follows:
>> - I have the platform Builder v4.2
>> - I ave a Pocket PC with Windows Mobile 2003
>> - I have a CSP developed for Windows XP which allow to use a concrete
>> type of smartcards
>>
>> Now, I want to transfer the actual implementation of the CSP to be used
>> in a Pocket PC device. The problem is that Microsoft don't allow to use a
>> new CSP in a device if this is not signed by they, and I need to do some
>> tests to debug my CSP before it gets sent to Microsoft for signing. The
>> coredll patched (which I commented in my post) allows to do tests with a
>> not signed CSP. I have an older version of this coredll patched, the
>> v2.11, provided by Microsoft.
>>
>> Now the questions:
>> 1) Is there any way to do tests with a not signed CSP in my device before
>> it gets sent to Microsoft for signing?
>> 2) Could I use the platform builder to do these tests?. If the answer is
>> YES, what I must to do?
>>
>> Thanks in advance,
>> Antonio.
>>
>>
>> "John Spaith [MS]" <jspaith@xxxxxxxxxxxxxxxxxxxxxxxx> escribió en el mensaje
>> news:%23nkZyyHGGHA.1552@xxxxxxxxxxxxxxxxxxxxxxxxxxxx
>>> If you have contacts within Microsoft (in particular some sort of
>>> Technical
>>> Account Manager or whoever you're working with to get your software
>>> signed
>>> or general product support?) you may have better luck. I'm not familiar
>>> with the patch, but if such a thing is available I would hope it'd be
>>> more
>>> readily had from a QFE site in MS somewhere.
>>>
>>> Most people on this group develop to Platform Builder so they'll have CE
>>> 4.2
>>> and CE 5.0 bits, but not the exact coredll on the PPC 2003.
>>>
>>> --
>>> John Spaith
>>> Software Design Engineer, Windows CE
>>> Microsoft Corporation
>>>
>>> Check out the new CE Networking Team Blog at
>>> <http://blogs.msdn.com/cenet/>.

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