Re: Telnet Client search

Source:
http://www.tech−archive.net/Archive/WindowsCE/microsoft.public.windowsce.platbuilder/2007−10/msg00361.html

- *From*: "Paul G. Tobey [eMVP]" <p space tobey no spam AT no instrument no spam DOT com>
- *Date*: Tue, 16 Oct 2007 09:24:18 −0700

Sorry to hear about Standard SDK (but not sorry about MFC!). It sounds like you're being required to run under a Windows CE core license, as opposed to professional, which prevents you from including some components. Doing this keeps the cost of your license down.

I can't judge about the mental cost of doing NAT and making your CE box act as a gateway (but there is a gateway sample 'platform' that you can select when building your CE device), never having had a requirement for it.

Telnet is a very simple protocol and, if you're experienced with WinSock, you might be able to code up a Telnet client that does everything you need it to do in a couple of days. The main challenge of writing a Telnet client is going to be negotiating with the Telnet server for some of the handshaking settings. It certainly could not hurt to have whatever sample code you can find on the Web for doing that in Win32/WinSock. It's pretty much *got* to be calling just send() and recv() in there somewhere, so the code to do that negotiation should be reusable with only a little effort. Now, being both the server to an outside client and the client to your embedded Linux server is another level of complexity.

It seems to me that the best solution is to provide some means for external clients to connect to the embedded Linux server. That solves this problem without creating more code for you to maintain, while also allowing future adjustments more easily than some custom code. If it were me, that's the road I'd start on. If I found that I couldn't do that without changing my license, then at least you have the justification for doing that to present to whomever it is that's currently saying you can't do it. Once you get it to work, you then have a general−purpose method of bridging between the Linux box's domain and the rest of the world. If you have to do FTP tomorrow between external clients and the embedded Linux box, it's no more difficult than setting a few registry settings on the CE box. If you go with some sort of custom Telnet program that forwards data between the two subnets, any change of what's needed means you get to start over, this time with FTP.

Paul T.

"Roger Williamson" <RogerWilliamson@xxxxxxxxxxxxxxxxxxxxxxxxxx> wrote in

message news:0B2F1016−59A0−4553−9840−D373DA03D217@xxxxxxxxxxxxxxx

Paul,

You would think that searching the internet would be a valid option, but it seems not to be. Unfortunately, I'm running under a system where I'm not
allowed to have MFC, Standard SDK, and a number of other CE features which come standard. I also need something without a GUI component, something which would/could run strictly be a terminal application.

Given all of that, do you think that it would be simpler for me to just figure out how to do the NAT work needed for an external telnet client to find a telnet server on the CE platform's private network?

Thanks for the help,
Roger

"Paul G. Tobey [eMVP]" wrote:

> Seems like Google would be able to find you a Win32 Telnet client in source
> form with no problem, if not a Windows CE−specific one. You might need to
> get a couple of candidates and verify which WinSock APIs they are using to
> make sure that the porting task will be easy, but I wouldn't think that more
> than a few days would be necessary, if you are knowledgeable in network programming for Windows.
>
> Paul T.

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