

## Re: CheckUDP problem

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*Source:*

<http://www.tech-archive.net/Archive/WindowsCE/microsoft.public.windowsce.platbuilder/2007-11/msg00671.html>

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- *From:* Maarten <Maarten@xxxxxxxxxxxxxxxxxxxxxxxxxxxx>
  - *Date:* Mon, 26 Nov 2007 08:50:02 -0800
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Dear Paul,

I did search for ChechUPD already and will do it again, but I can not understand why the same platformbuilder runs OK with another system. The only difference is the PHY I'm using (LAN8700 of SMSC). Suprising is that the download most of the times hangs at exactly the same amout of data transfered. Once checkUDP occurs (EbootEtherReadData), I see with a TCPIP sniffer that PB retries correctly, but my platform keeps giving CheckUDP errors. I am affraid that I getting into loopback tests and so.....

—  
Maarten

"Paul G. Tobey [eMVP]" wrote:

A search for "CheckUDP" in the archives of microsoft.public.windowsce.platbuilder gives fifty-some results. I think I'd read all of those before moving forward. I seem to recall some download problems when certain settings on the PC, in the regsitry, were non-standard, for example.

[http://groups.google.com/advanced\\_search?q=&hl=en](http://groups.google.com/advanced_search?q=&hl=en)

Paul T.

"Maarten" <Maarten@xxxxxxxxxxxxxxxxxxxxxxxxxxxx> wrote in message news:0C2E6C39-63C8-4FDB-9552-BE6BD5EB06FF@xxxxxxxxxxxxxxxxxxxx

Dear GraemeW.

I tried this, but no success. I see that the (switched off) verify checksum function may not causing the problem. During communication I already get some !CheckUDP: UDP header checksum failure messages before the system 'hangs'.

Re: CheckUDP problem

The problem also is that EBOOT runs OK on a similar system (same processor and memory and internal mac) with a different PHY, so I guess I have to focus on hardware any hints on how to investigate this?

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Maarten

"GraemeW" wrote:

I used to see problems with downloads a long time ago with some platforms, the downloads would mostly continue but there were UDP timeout errors.

The way an nk.bin is downloaded, its basically a set of SRecords or blocks of data each with a checksum, the bootloader checksums each record AFTER its downloaded, this is normally quick as the blocks are small, but some blocks can be big, i.e. 1Mb in size, this takes a little while to calculate the checksum and the next UDP record from the TFTP server (i.e. PB) is lost as the bootloader wasn't servicing the network card whilst it was doing the checksum. So I calculated this checksum as the record is being downloaded, this increased download speed and got rid of the UDP errors, but for a test you can just try disabling it.

Maybe worth a try, its easy to do, copy the BLCOMMON out of platform, and just comment out the code in

static BOOL VerifyChecksum (DWORD cbRecord, LPBYTE pbRecord, DWORD dwChksum)

Re: CheckUDP problem

Always return TRUE, see if it helps... you can speed up the download on slowish CPUs by doing the calculation of the checksum as each packet it received. i got a 10-15% increase in download speed

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GraemeW

Blog - <http://ce4all.blogspot.com>

"Maarten" <Maarten@xxxxxxxxxxxxxxxxxxxxxxxxxxxx>

wrote in message

news:9B0DBE24-91A2-49A4-8079-FDC576A0FFBB@xxxxxxxxxxxxxxxxxxxx

I'm struggling with a CheckUDP problem in my 5.00 platform during kernel download. Suprisingly the error always occurs at the same moment (about 2.3Mb of kernel transfer), so I am more and more asking myself if it is hardware or software

To be sure my mac/phy operate correct, I would like to test these separate from the rest of the project. Could anyone give some hints how to do this? Could I e.g. use OALKitlethSendFrame/OALKitlethGetFrame to test the buffer contents with a loopback?

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Maarten

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