

Debugging over serial port in CE6?

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<http://www.tech-archive.net/Archive/WindowsCE/microsoft.public.windowsce.platbuilder/2008-09/msg00107.html>

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Is there something different you need to do to jump to a run-time image and debug over the serial port vs. the ethernet? I have kitl enabled in the build options and I've booted up a debug variant from USB flash. I've configured platform builder according to these instructions (w/ the transport settings set to the serial port – I've tried both COM1 (0x3F8) and COM2 (0x2F8)):

<http://msdn.microsoft.com/en-us/library/aa936373.aspx>

However, these instructions indicate debugging over ethernet, but I think serial debugging would be the similar. I do have LAN adapter installed on my target, but it's not working, which is why I'd like to debug over the serial port. Platform Builder just sits idly while trying to connect to target.

Thanks,
Shawn Rosti