



Debug CE.NET Application with TCP/IP

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Change Log

Version	Date	By	Change
1.0	06/26/2003	John Baik	Created

The following procedure details how to set up a Visual Studio .NET 2003 development environment for creating, debugging and deploying a managed code application on a custom Microsoft® Windows® CE .NET device that is not ActiveSync enabled.

1. System Requirements

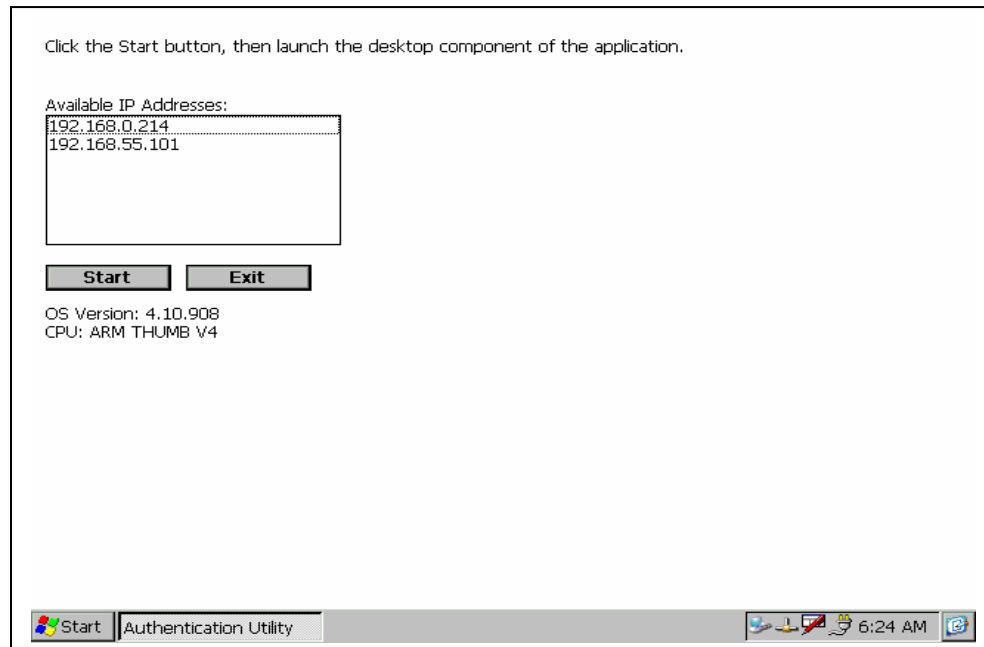
- Visual Studio .NET 2003
- Windows CE Utilities for Visual Studio .NET 2003
- Windows CE .NET 4.1 or Windows CE .NET 4.2
- LAN/WLAN networking components on the device
- Ethernet connection
- BitsyX CE image Version 4.10.19 or Later

2. To use the Smart Device Authentication Utility

1. Open a new or saved Smart Device project in Visual Studio .NET.
2. Run the Smart Device Authentication Utility on the device.

2.1 To run the Smart Device Authentication Utility on the device

You can find **SDAuthUtilDevice.exe** from \Windows Folder on your Device.

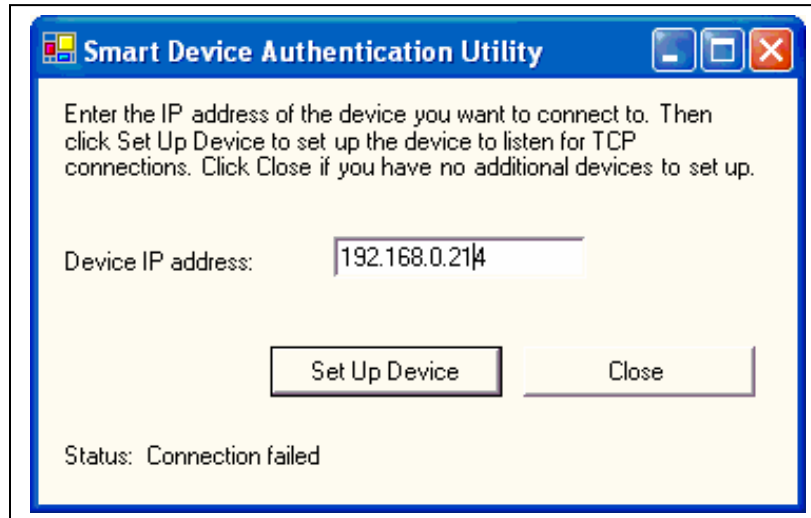


Then click IP address IP address you try to use and Press Start Button.

2.2 Run the Smart Device Authentication Utility from Visual Studio .NET.

To run the Smart Device Authentication Utility on the computer

- a. On the **Tools** menu, click **Smart Device Authentication Utility**.
- b. In the **Device IP address** box, enter the IP address of the device.



- c. Click **Set Up Device**.

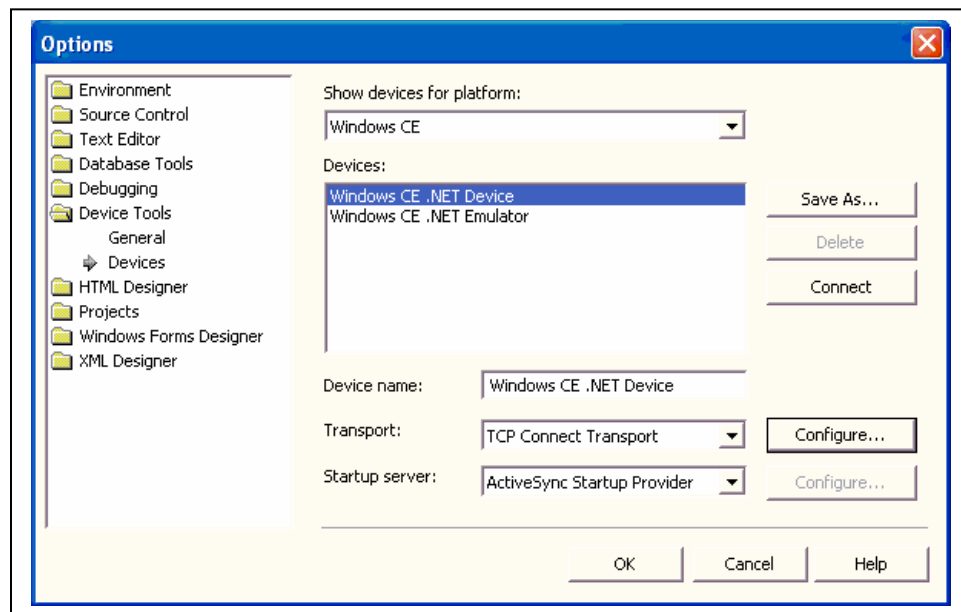


Note: Then you'll see **SDAuthUtilDevice.exe** exit from your Device.

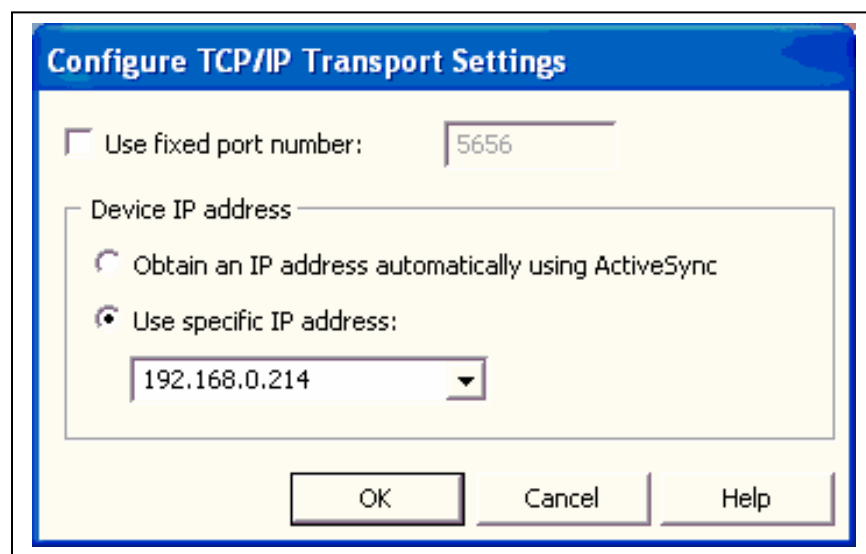
2.3 Apply the new setting to Visual Studio

To apply the settings to Visual Studio

- a. On the **Tools** menu, click **Options**.



- b. Click **Device Tools** and then click **Devices**.
- c. In the **Show devices for platform** box, click the device that you want to connect to.
- d. Click **Save As**, type a new name in the box, and click **OK**.
- e. In the **Transport** box, click **TCP Connect Transport**.
- f. Click **Configure**.
- g. Click **Use specific IP address**, and enter the device's IP address.



- h. Click **OK**.

You can now create, debug and deploy managed code applications for Windows CE .NET platforms using Visual Studio .NET 2003.