

Debug CE.NET Application with TCP/IP

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Change Log

Version	Date	Ву	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.

Click the Start button, then launch the desktop component of the application.	
Available IP Addresses: 192.168.0.214 192.168.55.101	
Start Exit OS Version: 4.10.908 CPU: ARM THUMB V4	
Nuthentication Utility	🌮 🕹 🇭 🎒 6:24 AM 🞯

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.

🖶 Smart Device Authentication Utility 👘 🔲 🔀		
Enter the IP address of the device you want to connect to. Then click Set Up Device to set up the device to listen for TCP connections. Click Close if you have no additional devices to set up.		
Device IP address: 192.168.0.21 4		
Set Up Device Close		
Status: Connection failed		

c. Click Set Up Device.

🔜 Smart Device Authentication Utility 🛛 🔲 🗖 🔀				
Enter the IP address of the device you want to connect to. Then click Set Up Device to set up the device to listen for TCP connections. Click Close if you have no additional devices to set up.				
Device IP address:	192.168.0.214	I		
	Set Up Device	Close		
Status: Connected				

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**.

Options Environment Source Control Text Editor	Show devices for platform: Windows CE	×
 Database Tools Debugging Device Tools General Devices HTML Designer Projects Windows Forms Designer 	Devices: Windows CE .NET Device Save As Windows CE .NET Emulator Delete Connect Connect	
📄 XML Designer	Device name: Windows CE .NET Device Transport: TCP Connect Transport Startup server: ActiveSync Startup Provider]
	OK Cancel Help	

- 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.

Configure TCP/IP Transport Settings			
Use fixed port number: 5656			
Device IP address			
C Obtain an IP address automatically using ActiveSync			
Use specific IP address:			
192.168.0.214			
OK Cancel Help			



h. Click OK.

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