

Mtp usb device code 10 android

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The Code 10 error is one of several device manager error codes. It is generated when the device manager cannot earn a hardware device, which is usually caused by outdated or damaged drivers. The device can also get a Code 10 error if the driver generates an error that the device manager doesn't understand. In other words, a Code 10 error can sometimes be a very general message indicating some kind of unspecified driver or hardware problem. The Code 10 bug can be applied to any hardware in Device Manager, although most Code 10 bugs are displayed on USB and audio devices. The Code 10 error is almost always displayed as follows: this device cannot be a hit. (Code 10) Detailed information about device manager errors, such as Code 10, is available in the state of the device in the properties of the device. Learn how to view the state of the device in the device manager. Device manager error codes are only for the device manager. If you see a Code 10 error elsewhere in Windows, it's likely to be a system error code or a software error that you shouldn't fix problems as a device manager problem. Restart your computer if you haven't already. There is always the possibility that the Code 10 error was caused by a temporary problem in the device manager or with the hardware. If so, a reboot, as in many situations, can fix it. Did you install the device or make changes to the device manager shortly before the Code 10 error appeared? If so, it is possible that the changes you made caused a mistake. Cancel the change if you can, restart your computer, and then check again for a Code 10 error. Depending on what happened, some solutions may include: If a USB device generates a Code 10 bug, remove each device according to the Universal Serial Bus controllers equipment category in the device manager as part of the driver re-installation. This includes any USB mass storage device, USB Host Controller and USB Root Hub. Correct driver re-installation, as in the instructions related above, is not the same as just updating the driver. Full driver re-installation involves the complete removal of the driver currently installed and then allowing Windows to install it again from scratch. Updating drivers for the device. It is also very possible that installing the latest drivers for the device could fix the Code 10 error, even if those drivers were previously functional. If this works, it means that the saved Windows drivers that you've reinstalled previously have either been damaged or out of date with a problem that has been fixed by more outdated drivers. Don't forget to check drivers from your computer and device manufacturer (if applicable) since one may have a later driver available than the other. Install the latest Windows updates. Microsoft often releases windows patches, and some computers don't have the latest service packages, any of which may contain a fix for Code 10 10 Remove UpperFilters and LowerFilters in the registry. Two specific values in the Windows registry can be damaged, leading to an error. While this is not a very common solution to the Code 10 problem, it is for many other device manager error codes. Don't be afraid to try this if previous ideas haven't worked. Try the old driver version or version for the previous version of Windows. Almost all manufacturers continue to provide previously available drivers on their websites. This trick doesn't work to fix Code 10 errors very often, and when it does, it probably means that the last driver provided by the manufacturer has serious problems, but it's worth a shot before trying the next few steps. Try using DriverHub to install a senior driver if you can't find it on the manufacturer's website. Purchase a POWERed USB hub if a Code 10 bug appears for a USB device. Some USB devices require more power than the USB ports in your computer can give it. Connecting these devices to a powered usb hub bypasses this problem. Replace the equipment. The hardware problem itself may be the cause of the Code 10 error, in which case replacing the hardware is your next logical step. Another possibility, though not very likely, is that the device is not compatible with your version of Windows. You can always check Windows HCL to be sure. If you're sure that the hardware problem isn't the cause of the Code 10 error, you can try installing Windows repairs. If that doesn't work, try installing Windows clean. We don't recommend doing either before you replace the equipment, but you may have to give them a try if you're out of other options. Please let us know if you have fixed the Code 10 error using a method we don't have above. We would like to keep this page as accurate as possible. If you don't want to solve this problem yourself, see how I can get my computer fixed? for a complete list of your support options, and help with everything along the way, how to figure out the cost of repairs, getting files, choosing a repair service, and more. Results 1 - 10 of 26 Prev 1 2 3 Next Hello everyone, I have some problems with my phone. Phone : HTC One Mini 2 Rom : NostromoPop 2.4.0 updated with 2.3.0 (in this stream No qgt; Android 5.1.1 Cyanogen 12.1 Unofficial Rooted. Obviously, Xposed framwork v87 I think this problem is more global than this drive or phone. That's why I didn't specify my phone or drive in the title. Lately I can not access to my phone on my computer, it is invisible. Send me an MTP device in the device manager 10 (the device cannot start), it worked fine two weeks ago. Until then, the problem seems banal, but ... After trying several methods found on the network to solve this kind of problem (re-installing the driver, editing the registry, multiple reboots, ...), ... always don't work. I try on other USB, on other PCs, with cable, the same. I try with 2 Windows 7 64bits and 1 Windows 10 64bits. On Windows 7 they do the same. I plug in the phone, it shows on the device manager without problems, but will not show in my computer and after 1 min, it shows me the error code 10. And on Windows 10, there is anything good on the device manager but the phone doesn't see in my PC either. Change MTP to PTP grey menu, but no more app. ButT ADB works, network exchange on USB work, and MTP at TWRP work. I think the problem is Android, but I don't want to re-use my phone right away. (If I don't have a choice) my phone restarted alone when traveling with GPS. Maybe a cause-and-effect relationship. I am looking for ideas or solutions to this problem. Thank you in advance PS : Sorry for my bad English, I speak fluent Google translation. April 21, 2017, 08:57 PM - #2 OP Junior Member More No Response... At least I'm trying to reprint: MTP in Android MTP is the full name of Media Protocol Transfer, a media file transfer protocol proposed by Microsoft. Android supports MTP from 3.0. But Google and Microsoft are a couple of friends in today's smartphone world, so why use MTP in Android? See below. Background Introduction Author believes that the vast majority of programmer magazine readers have more or less used MTP. Because long before smartphones became popular, digital cameras and MP3 players used MTP's predecessor, PTP (Image Transfer Protocol), to transfer media files. At the time, they were spotted on my computer as long as they were connected to the Windows operating system via a USB cable. Users can then use them as USB sticks, such as cataloguing, viewing and copying files. Since smart devices can be used as USB drives through MTP, how is it different from USB Mass Storage (UMS), which we usually use? In UMS, the detail of a PC storage device is a device block, not a file system. What do you mean? Here's a simple example. When an Android phone installs a sdcard to a PC via UMS, the PC has absolute control over the sdcard. Thus, the phone cannot access the sdcard at the same time. The consequence of this approach is that the camera or music program will not be able to work because there is no external storage space (note that the phones of some vendors have changed this to allow Camelra to record part of the video on the interior space for storage for a short time). This was also an obvious feature of earlier versions of Android. Also, because a PC can break its file system when sdcard is running, it's to the fact that the sdcard will not be recognized after the phone restart. Phone. There are many advantages to MTP, such as the ability to determine whether media files copied by a computer, a target phone, or even run an appropriate transcoding program to convert them into a phone-enabled format. However, MTP also has drawbacks compared to UMS: it transmits large files more slowly. MTP cannot directly change the file itself. You can only copy to local changes before copying them back. In addition to Windows, Linux and MacOS are not very good at supporting MTP. Below we will cover the MTP protocol. 1.1 ICC Protocol According to the protocol, the ICC consumer consists of two parts: The Initiator and the Defendant. Figure 1-1 shows: Figure 1-1 Actor and defendant illustration Fite 1-1: The main usb Host moment such as PC, laptop, etc. Defendant: Typically, devices that store media files, such as digital cameras and smartphones. The defendant's role in MTP is to process requests initiated by Initiator. It also directs the Event to notify Initiator of changes in its own state. Note: Later we will combine for the PC on behalf of Initiator, Android phone on behalf of the defendant. Like many other protocols, MTP has its own protocol stack, as shown in Figure 1-2: Figure 1-2 MTP Stack is known from Figure 1-2, and MTP protocol stack from top to top: Pysical Layer (Physical Layer): The physical layer is used to transmit data in the MTP protocol. Currently, three physical layers are available for MTP. They are USB: their main features are file transfer, speed synchronization of media files, and can be charged while running, which is currently the most commonly used method; It's the perfect way to stream it on your home network; Bluetooth:MTP/BT is the most energy efficient and slow mode of transmission, with less use. Transport layer: In MTP, the data format follows the command layer of the PTP protocol: different commands are performed in the MTP protocol. As mentioned above, MTP works in a command-and-response way (Initiator sends commands to respondent processing, Responser feedback processing results), which is characterized by the fact that all MTP commands are delivered at both ends of the device in the package (packages). Startor must get the results of processing the previous message, whether successful or term, before it can send the following message. Take the example of opening a PC file through MTP, which includes several basic MTP commands in order: When the device is first connected to the PC, The Introduction (i.e. PC) first sends a request called GetDeviceInfo to obtain information about the device, including the degree of PTP version supported by the device, expressed in percentage digits (default 100), supported by MTP, supported event types, and so on. Next. If the PC side is doing a file operation, the target file must be located from the root. Because of the Windows feature, the phone's internal memory card appears as a disk symbol in the windows system. Note that if you have two memory cards inside your phone, such as an internal memory card and an external SD card, Windows will appear as two disk characters. The PC side needs to return StageID to the disk character through the GetStorageIDs command. MTP StorageID is a 32-bit unsigned integrator, and each StageID is a logical disk symbol. The PC side can use GetStorageInfo to obtain information about the storage device, such as the remaining storage space, file system type, access rights, etc., based on the next step' StorageID number. The PC then uses the GetObjectHandles command to view the files under that drive and the directional object handles (the object handle represents a file or directory). This value is generated by the defendant and guarantees uniqueness). With Object Handle, the computer can manipulate these files or directories, for example, by continuing to receive information about catalog sub-files and sub-directions through GetObjectHandles. Assuming you now need to copy the file to your phone, your computer will transmit file information (such as file name, file size) to your phone through the SendObjectInfo command. The phone should check whether there is enough space in the target catalog and the relevant permissions. If all goes well, THE COMPUTER will transmit data to the phone via SendObject. The real storage space for files to your device is TheResponder on your phone. MTP, implemented by Android, also updates information to the media database after the transfer of the media file. In addition, the PC can use the SetObjectPropValue command to customize various file property values, such as Addio BitRate, Rate Sample, Number Of Channels, and more. Above is a simple example of using MTP for readers. For each of these MTP commands, readers may wish to read Help 1, MTP Specification v1.0.pdf. The protocol has a very accurate description of different commands, such as table 1-1, which shows the GetDeviceInfo command, and the definition of the return value. Its types of parameters and delivery directions are detailed (you have to say that Microsoft's development/technical documentation is pretty good compared to Linux). Table 1-1 GetDeviceInfo defines the getDeviceInfo numerical number for the team as 0x1001 OK, and the Parameter_Not_Supported table 1-2 shows the definition of GetDeviceInfo's return dataset. Table 1-2 GetDeviceInfo returns the definition of a dataset PTP support level for mobile phones, expressed in%, default 100 phone support protocol Manufacturer PTP, the default 0xFFFFF Devices Supported Devices Property Code Array phone can generate its own file format, except for a copy in the phone format 1.2 OS support MTP and MTP certification protocol since Microsoft proposed the MTP protocol. MTP and the multimedia system are now closely integrated into the Windows operating system and have become an important part of the Windows Media platform. Such as WMP10 (Windows Media Player). Player). artistic support. In addition to offering MTP protocol and providing strong support in the Windows operating system, Microsoft also manages devices that use the MTP protocol. All MTP-enabled devices must pass the Microsoft WLK (Windows Logo Kit) test. Devices tested by WLK can get a logo. For more information about the WLK test, please contact . You can also download wpdmon from the above links, which is the most commonly used testing tool in MTP development and displays commands, data and return values sent by all PCs and phones during MTP operations. Figure 1-3 shows an information scheme intercepted with wpdmon while testing the Android phone's MTP feature: Figure 1-3 wpdmon tool using the diagrams Below we look at the implementation of MTP in Android Ping. Two Android MTP in Android integrates MTP from 3.0 for three main reasons: If your phone wants to support UMS, you should have an SD card because the SD card is usually in a section-supported format for Windows. If you want to install internal storage space in Windows through UMS, the internal storage space should be in a specific section format. It just isn't possible for some phones. Because the internal storage space itself can be a device, they are in a single partitioning format. You can't add another storage device in a specific section format because you need to use UMS. When THE UMS is installed on a PC, the PC operating system has absolute control. At the moment, Android will not be able to control these devices. Based on the casera example given earlier, this is unacceptable for an increasingly advanced version of Android. Another fact that cannot be ignored is that the Windows operating system still occupies a very high market share among ordinary working people. I'm afraid this is also an important reason to know that Linux and MacOS don't support MTP enough, and Android wants to integrate it. 2.1 MTP code architecture in Android To use the MTP feature, you first need to turn on the USB connection mode for MTP in the settings, as shown in figure 1-4: MTP settings in Figure 1-4 Settings Figure 1-4 shows the setting of USB connection mode in the help machine (Android version 4.1). This action actually causes the USB driver to make appropriate changes. This article is not intended to discuss the process, readers can turn to the phone init.platform-name.usb.rc file to view the settings of the USB system ANDROID. MTP/PTP tends to replace UMS, judging by several 4.0 and subsequent versions of the models that are currently on the market. According to previous references, MTP in Android is closely integrated with existing MediaProvider modules to better reflect the Media Transfer function. Its basic structure is shown in Figure 1-5: Figure 1-5 Android MTP architectural chart with a figure of 1-5 shows that the architecture of Android MTP from the bottom up: The C-layer includes several basic objects such as MtpRequestPacke is responsible for from USB Review reads data and the structure of the command format and its parameters, MtpDataPacket is responsible for structured packages that the phone will return to the PC, and MtpResponsePacket is responsible for structured phones to get the answer to the PC. MtpServer is responsible for reviewing PC commands and calling the appropriate interface functions for processing. Processing. Let's take a look at the MTP workflow. 2.2 MTP Process Analysis Let's first look at the process of running the MTP module, as shown in Figure 1-6: Figure 1-6 MTP The main process of running the module with a figure of 1-6 shows: When the phone is connected to a usb cable, UsbReceiver receives USB_STATE broadcast event from the system. He must then request USB link status, MTP settings information, and UsbManager's PTP settings. When a user is configured to use MTP mode, UsbReceiver launches MtpService through the service's start-up feature. MtpService begins by creating a MtpDatabase and an onStartCommand object. UsbReceiver also calls MdiaProvider to call bindService MtpService function in a special uri (value content://media/none/mtp_connected). Thus, MediaProvider and MtpService have established a close relationship. MtpServer is the main processing module of the Android Flat MTP protocol, it will run a separate stream to receive commands on the PC side, its code is displayed in figure 1-7: Figure 1-7 MtpServer run snippets of function code in Figure 1-7, MtpServer constantly read requests from descriptor files, and then call the handleRequest for processing. Finally, the processing result returns to the right end. From this code, readers can see that the command layer android MTP and the physical layer are less connected, making it easy to implement MTP/IP functionality after all. Next, let's look at the processing process for sending SendObjectInfo on the PC side, as shown in Figure 1-8: Figure 1-8 sendObjectInfo Flow Processing Chart from Figure 1-8 You can see that the SendObjectInfo processing process is basically the following: PC sends the SendSendObjectInfo mtpserver command. MtpServer needs to check the maximum file size that can be maintained for the remaining space on the storage device. If all goes well, it adds an element of data to the media database through the MediaProvider insertion feature. The computer then transmits the contents of the MtpServer file via SendObject. MtpServer creates a file and records the data into the file. When file data is sent, MtpServer triggers the end of SendObject. EndObject launches MediaScanner to scan media files. Of course, after scanning the media database, the media information that the file carries is added (if it is an MP3 file, album information, singers, genres, length, etc.). When we describe SendObjectInfo, we also see that Android is taking full advantage of its platform to truly combine media transfer protocols with media scanning to maximize MTP. Iii Summary This article basically introduces MTP into Android. Although the MTP protocol is provided by Microsoft, it is so widely used for historical reasons that Android also provides the most basic MTP implementation.

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