Picking a Node Address Selecting non-conflicting addresses

Normally upon opening, the node number picked by the **AppleTalk Manager** will be in the node number range (0x001-0x07F). It is possible to indicate that a node number in the server range 0x080-0x0FE is desired. Picking a number in the server range is a more time-consuming but more thorough process, and it's required for server nodes because it greatly decreases the possibility of a node number conflict.

To open AppleTalk with a server node number, an extended open call is used. An extended open call is indicated by having the immediate bit set in the **Open** trap itself. In the extended open call, the high bit (bit 31) of the extension longword field (ioMix) indicates whether a server or workstation node number should be picked. Set this bit to 1 to request a server node number. The rest of this field should be zero, as should all other unused fields in the queue element. A server node number can only be requested on the first **Open** call to the .MPP driver.

Sending Packets to One's Own Node

Upon opening, the ability to send a packet to one's own node (intranode deliver) is disabled. This feature of the **AppleTalk Manager** can be manipulated through the **PSetSelfSend** function. Once enabled, it is possible, at all levels, to send packets to entities within one's own node. An example of where this might be desirable is an application sending data to a print spooler that is actually running in the background on the same node.

Enabling (or disabling) this feature affects the entire node and should be performed with care. For instance, a desk accessory may not expect to receive names from within its own node as a response to an NBP look-up; enabling this feature from an application could break the desk accessory. All future programs should be written with this feature in mind.