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// Application-dependent structure used to contain address information
typedef struct __attribute__((__packed__))
{
    IP_ADDR      MyIPAddr;           // IP address
    IP_ADDR      MyMask;             // Subnet mask
    IP_ADDR      MyGateway;          // Default Gateway
    IP_ADDR      PrimaryDNSServer;    // Primary DNS Server
    IP_ADDR      SecondaryDNSServer;  // Secondary DNS Server
    IP_ADDR      DefaultIPAddr;       // Default IP address
    IP_ADDR      DefaultMask;         // Default subnet mask
    BYTE         NetBIOSName[16];     // NetBIOS name
    struct
    {
        unsigned char : 6;
        unsigned char bIsDHCPEnabled : 1;
        unsigned char bInConfigMode : 1;
    } Flags;                          // Flag structure
    MAC_ADDR     MyMACAddr;           // Application MAC address

#if defined(WF_CS_TRIS)
    BYTE         MySSID[32];          // Wireless SSID (if using MRF24WB0M)
    BYTE         SsidLength;          // number of bytes in SSID
    BYTE         SecurityMode;        // WF_SECURITY_OPEN or one of the other
security modes
    BYTE         SecurityKey[64];     // WiFi Security key, or passphrase.
    BYTE         SecurityKeyLength;   // number of bytes in security key (can be 0)
    BYTE         WepKeyIndex;         // WEP key index (only valid for WEP)
#endif
#if defined(EZ_CONFIG_STORE) // WLAN configuration data stored to NVM
    BYTE         dataValid;
    BYTE         networkType;
    BYTE         saveSecurityInfo;    // Save 32-byte PSK
#endif
#endif

#if defined(STACK_USE_SNMP_SERVER) || defined(STACK_USE_SNMPV3_SERVER)
    // SNMPv2C Read community names
    // SNMP_COMMUNITY_MAX_LEN (8) + 1 null termination byte
    BYTE readCommunity[SNMP_MAX_COMMUNITY_SUPPORT][SNMP_COMMUNITY_MAX_LEN+1];

    // SNMPv2C Write community names
    // SNMP_COMMUNITY_MAX_LEN (8) + 1 null termination byte
    BYTE writeCommunity[SNMP_MAX_COMMUNITY_SUPPORT][SNMP_COMMUNITY_MAX_LEN+1];

    UINT32 SnmpEngineBootRcrd;
#endif
} APP_CONFIG;

```