Datagram Delivery Protocol (DDP)

Contents

About DDP 7-3
About Sockets and Socket Listeners 7-4
Assigning Socket Numbers 7-6
DDP Client Protocol Types 7-7
Obtaining Data From the Network 7-8
Using DDP 7-8
Sending and Receiving Data: An Overview 7-9
Opening a Socket 7-9
Sending Data 7-10
Receiving Data 7-10
Creating a DDP Write-Data Structure 7-12
Using Registers and Packet Headers 7-13
How the .MPP Driver Calls Your Socket Listener 7-13
The DDP Packet and Frame Headers 7-14
The MPW Equates 7-16
Reading an Incoming Packet 7-17
Using Checksums 7-19
A Sample Socket Listener 7-20
Socket Listener Queues and Buffers 7-20
Setting Up the Socket Listener 7-22
Initializing the Socket Listener 7-24
Processing a Packet 7-25
Testing for Available Packets 7-31
Measuring Packet-Delivery Performance 7-32
DDP Reference 7-34
Data Structures 7-34
The Write-Data Structure 7-35

The Address Block Record 7-35
MPP Parameter Block 7-36
Routines 7-37
Opening and Closing DDP Sockets 7-37
Sending DDP Datagrams 7-40
Summary of DDP 7-44
Pascal Summary 7-44
Constants 7-44
Data Types 7-44
Routines 7-45
C Summary 7-46
Constants 7-46
Data Types 7-46
Routines 7-47
Assembly-Language Summary 7-48
Constants 7-48
Data Structures 7-49
Result Codes 7-50