POpenSkt Add a socket and listener to the socket table

#include <AppleTalk.h> **AppleTalk Manager**

```
OSErr       POpenSkt (thePBptr, async);
MPPPBPtr    thePBptr;     pointer to an DDPparms structure
Boolean     async;        0=await completion; 1=immediate return
            returns       Error Code; 0=no error
```

POpenSkt adds a socket and its socket listener to the socket table

thePBptr iis a pointer to an DDPparms structure.

Out-In	Name	Type	Size	Offset	Description
→	csCode	short	2	26	always openSkt
↔	socket	char	1	28	socket number
→	listener	Ptr	4	30	socket listener

async is a Boolean value. Use FALSE for normal (synchronous) operation or TRUE to enqueue the request and resume control immediately. See Async I/O.

Returns: an operating system Error Code. It will be one of:

noErr	(0)	No error
ddpSktErr	(-91)	Socket error

Notes: If the socket parameter is nozero, it must be in the range 64 to 127, and it specifies the socket's number; if socket is 0, **POpenSkt** opens a socket with a socket number in the range 128 to 254, and returns it in the socket parameter. listener contains a pointer to the socket listener.

POpenSkt will return ddpSktErr if you pass the number of an already opened socket, if you pass a socket number greater than 127, or if the socket table is full (the socket table can hold a maximum of 12 sockets).

Before it can use a socket, the program must call **POpenSkt** which adds a socket and its socket listener to the socket table. When a client is finished using a socket, call **PCloseSkt**, which removes the socket's entry from the socket table. To send a datagram via DDP, call **PWriteDDP**. If you want to read DDP datagrams, you must write your own socket listener. DDP will send every incoming datagram for that socket to your socket listener.