

PRegisterName Add the name and address of an entity to names table

#include <AppleTalk.h>

AppleTalk Manager

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

PRegisterName adds the name and address of an entity to the node's names table.

thePBptr is a pointer to an NBPparms structure.

Out-In	Name	Type	Size	Offset	Description
→	csCode	<u>short</u>	2	26	always <u>registerName</u>
→	interval	<u>char</u>	1	28	retry interval
↔	count	<u>char</u>	1	29	retry count
→	ntQEIPtr	<u>Ptr</u>	4	30	names table element pointer
→	verifyFlag	<u>char</u>	1	34	set if verify needed

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
nbpDuplicate	(-1027)	Duplicate name already exists
nbpNISerr	(-1029)	Error opening names information socket

Notes: ntQEIPtr points to a names table entry containing the entity's name and internet address (built using NBPSetNTE). Meta-characters aren't allowed in the object and type fields of the entity name; the zone field, however, must contain the meta-character "*". If verifyFlag is TRUE, **PRegisterName** checks on the network to see if the name is already in use, and returns a result code of nbpDuplicate if so. interval and count contain the retry interval in eight-tick units and the retry count. When a retry is made, the count field is modified.

Warning: The names table entry passes to **PRegisterName** remains the property of NBP until removed from the names table. Don't attempt to remove or modify it. If you've allocated memory using a NewHandle call, you must lock it as long as the name is registered.

Warning: verifyFlag should normally be set before calling **PRegisterName**.

When an entity wants to communicate via an AppleTalk network, it should call **PRegisterName** to place its name and internet address in the names table. When an entity no longer wants to communicate on the network, or is being shut down, it should call **PLookupName**, which returns a list of all entities with the name you specify. If you already know the address of an entity, and want only to confirm that it still exists, call PConfirmName. PConfirmName is more efficient than PLookupName in terms of

network traffic.