PConfirmName   Confirm that an entity still exists

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

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

    PConfirmName confirms that an entity known by name and address still
exists (is still entered in the names directory).

    thePBptr is a pointer to an NBPparms structure.

Out-In	Name	Type	Size	Offset	Description
→	csCode	short	2	26	always confirmName
→	interval	char	1	28	retry interval
↔	count	char	1	29	retry count
→	entityPtr	Ptr	4	30	pointer to entity name
→	confirmAddr	AddrBlock	4	34	entity address
←	newSocket	char	1	38	socket number

    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
nbpNoConfirm	(-1025)	Name not confirmed
nbpConfDiff	(-1026)	Name confirmed for a different socket

Notes: entityPtr points to the entity's name (built using **NBPSetEntity)**.
confirmAddr specifies the address to be confirmed. No meta-characters
are allowed in the entity name. interval and count contain the retry
interval and the retry count. The socket number of the entity is returned in
newSocket.

    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.