

**BuildLAPwds**

Build a single-frame write data structure

#include &lt;AppleTalk.h&gt;

**AppleTalk Manager**

void	<b>BuildLAPwds</b>	( <i>wdsPtr</i> , <i>dataPtr</i> , <i>destHost</i> , <i>protoType</i> , <i>frameLen</i> );
<u>Ptr</u>	<i>wdsPtr</i> ;	pointer to write data structure
<u>Ptr</u>	<i>dataPtr</i> ;	pointer to buffer
<u>short</u>	<i>destHost</i> ;	destination node
<u>short</u>	<i>protoType</i> ;	protocol type
<u>short</u>	<i>frameLen</i> ;	length of buffer
	<b>returns</b>	none

**BuildLAPwds** builds a single-frame write data structure LAP WDS for use with the **LAPWrite** call. Given a buffer of length *frameLen* pointed to by *dataPtr*, it fills in the WDS pointed to by *wdsPtr* and sets the destination node and protocol type as indicated by *destHost* and *protoType*, respectively.

*wdsPtr* is the write data structure's address.

*dataPtr* is a pointer to the data buffer.

*destHost* is the destination node.

*protoType* specifies the protocol type.

*frameLen* is the size of the data in bytes.

**Returns:** none

---

Notes: The WDS indicated must contain at least two elements.