

**ATPKillAllGetReq**      Cancel all calls to **ATPGetRequest**

#include &lt;AppleTalk.h&gt;

**AppleTalk Manager**

OSErr            **ATPKillAllGetReq**(*thePBptr*, *async*);  
ATPPBPtr        *thePBptr*;            address of an ATPPParamBlock structure  
Boolean         *async*;                0=await completion; 1=immediate return  
**returns**           Error Code; 0=no error

**ATPKillAllGetReq** function cancels all pending asynchronous calls to the **ATPGetRequest** function for the socket you specify with the *atpSocket* parameter.

*thePBptr* is a pointer to an ATPPParamBlock structure. The relevant fields are as follows:

<u>Out-In Name</u>	<u>Type</u>	<u>Size</u>	<u>Offset</u>	<u>Description</u>
→ csCode	<u>short</u>	2	26	Always <b>ATPKillAllGetReq</b>
→ atpSocket	<u>char</u>	1	28	Sockets for which to cancel all calls to <b>ATPGetRequest</b>

*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
cbNotFound	(-1102)	Control block not found; no pending asynchronous calls

Notes: The **ATPKillAllGetReq** function also calls the completion routine for each call to the **ATPGetRequest** function with the value reqAborted (-1105) in the D0 register.

Unlike the **ATPCloseSocket** function, the **ATPKillAllGetReq** function does not close the socket. You should call the **ATPKillAllGetReq** function before closing a socket. The *csCode* parameter is a routine selector, automatically set by the high-level language interface. It is always equal to **ATPKillAllGetReq** for this function.