EWrite Send a data packet over Ethernet

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

```
OSErr       EWrite(thePBptr, async);
EParamBlkPtr thePBptr;    address of an EParamBlock structure
Boolean      async;       0=await completion; 1=immediate return
             returns      Error Code; 0=no error
```

EWrite uses **The .ENET Driver** to send a data packet over Ethernet.

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

Out-In	Name	Type	Size	Offset	Description
←	ioResult	short	2	16	Result code
→	csCode	short	2	26	Always ENetWrite
→	ePointer	long	4	30	Pointer to write-data structure

async is a Boolean value. Use FALSE for normal (synchronous) operation or TRUE to function asynchronously. See Async I/O.

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

noErr	(0)	No error
eLenErr	(-92)	Packet too large or first entry of the write-data structure did not contain the full 14-byte header
excessCollsns	(-95)	Hardware error

Notes: You must first prepare a write-data structure that specifies the destination address and the protocol type and contains the data that you want to send. You place a pointer to the write-data structure in the ePointer parameter. If you want to send a packet larger than 768 bytes, first call the **ESetGeneral** function to put **The .ENET Driver** in general-transmission mode. If the size of the packet you provide is less than 60 bytes, the driver adds pad bytes to the packet. Write-data structures are described in **Using a Write-Data Structure**

The ioResult parameter returns the result of the function. If you call the function asynchronously, the function sets this field to 1 as soon as it begins execution, and it changes the field to the actual result code when it completes execution. The csCode parameter is a routine selector that is set automatically for you by the high-level language interface; it is always equal to ENetWrite for this function