

**PRelRspCB**

Cancel a PSendResponse call

#include &lt;AppleTalk.h&gt;

**AppleTalk Manager**

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

In an exactly-once transaction, **PRelRspCB** cancels the specified **PSendResponse** call, without waiting for the release timer to expire or a TRel packet to be received. No error is returned for the **PSendResponse** call. When called to cancel a transaction that isn't using exactly-once service, **PRelRspCB** returns cbNotFound. The transaction ID can be obtained from the reqTID field of the **PSendResponse** queue entry; see the description of **PSendResponse** for details.

*thePBptr* is a pointer to an ATPPParamBlock structure.

<u>Out-In</u>	<u>Name</u>	<u>Type</u>	<u>Size</u>	<u>Offset</u>	<u>Description</u>
→	csCode	<u>short</u>	2	26	always <u>relRspCB</u>
→	atpSocket	<u>char</u>	1	28	socket number that request was received on
→	addrBlock	<u>AddrBlock</u>	4	30	destination of request
→	transID	<u>short</u>	2	48	transaction ID of request

*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)    ATP control block not found

Notes: To send a request to another socket and get a response, call **PSendRequest**. The call terminates when either an entire response is received or a specified retry timeout interval elapses. To open a socket for the purpose of responding to requests, call **POpenATPSkt**. Then call **PGetRequest** to receive a request; when a request is received, the call is completed. After receiving and servicing a request, call **PSendResponse** to return response information. If you cannot or do not want to send the entire response all at once, make a **PSendResponse** call to send some of the response, and then call **PAddResponse** later to send the remainder of the response. To close a socket opened for the purpose of sending responses, call **PCloseATPSkt**.