

PCloseATPSkt Close a specified socket

#include <AppleTalk.h>

AppleTalk Manager

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

PCloseATPSkt closes the socket whose number is specified in the *atpSocket* parameter of the ATPparms structure, for the purpose of receiving requests.

thePBptr is a pointer to an ATPparms structure.

<u>Out-In</u>	<u>Name</u>	<u>Type</u>	<u>Size</u>	<u>Offset</u>	<u>Description</u>
→	<i>csCode</i>	<u>short</u>	2	26	always <u>closeATPSkt</u>
→	<i>atpSocket</i>	<u>char</u>	1	28	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:

<i>noErr</i>	(0)	No error
<i>noDataArea</i>	(-1104)	Too many outstanding ATP calls

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**.