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**ATNBPRC** structure

```
#include <AppleTalk.h>
```

		<u>Size</u>	<u>Offset</u>	<u>Description</u>
typedef struct <b>ATNBPRC</b> {				
<u>ABCallType</u>	abOpcode;	1	0	Type of call
<u>short</u>	abResult ;	2	2	Result code
<u>long</u>	abUserReference;	4	4	For your use
<u>EntityPtr</u>	nbpEntityPtr;	4	0	Pointer to entity name
<u>Ptr</u>	nbpBufPtr;	4	4	Pointer to buffer
<u>short</u>	nbpBufSize;	2	8	Buffer size in bytes
<u>short</u>	nbpDataField;	2	10	Number of addresses or socket number
<u>AddrBlock</u>	nbpAddress;	4	12	Socket address
<u>RetransType</u>	nbpRetransmitInfo;	2	16	Retransmission information
} <b>ATNBPRC</b> ;		18		

```
typedef ATNBPRC *ATNBPRCPtr;  
typedef ATNBPRC **ATNBPRCHandle;
```

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Notes: When data is sent via NBP, nbpBufSize indicates the size of the data in bytes and nbpBufPtr points to a buffer containing the data. When data is received via NBP, nbpBufPtr points to a buffer in which the incoming data can be stored and nbpBufSize indicates the size of the buffer in bytes. NBPAddress is used in some calls to give the internet address of a named entity. The AddrBlock is described in **ATDDPRC**.

NBPRetransmitInfo contains information about the number of times a packet should be transmitted and the interval between retransmission. See **RetransType**.

NBPEntityPtr points to a variable of type **EntityName**.