

## NBPSetNTE

Build a Names Table Entry

#include &lt;AppleTalk.h&gt;

**AppleTalk Manager**

|              |                    |   |
|--------------|--------------------|---|
| void         | <b>NBPSetNTE</b>   | ( <i>nTEPtr</i> , <i>nbpObject</i> , <i>nbpType</i> , <i>nbpZone</i> , <i>Socket</i> ); |
| <u>Ptr</u>   | <i>nTEPtr</i> ;    | pointer to an Names Table Entry   |
| <u>Str32</u> | <i>nbpObject</i> ; | Names table entry object  |
| <u>Str32</u> | <i>nbpType</i> ;   | Names table entry type  |
| <u>Str32</u> | <i>nbpZone</i>     | Names table entry zone  |
| <u>short</u> | <i>Socket</i> ;    | Names table entry socket  |
|              | <b>returns</b>     | none  |

**NBPSetNTE** builds an NBP names table entry, for use with **PRegistername** call. Given a names table entry of at least the size of the **EntityName** data structure plus nine bytes (108 bytes), this routine sets the indicated object, type, zone and socket in that names table entry.

*nTEPtr* is the names table entry's address.

*nbpObject* is the names table entry object.

*nbpType* is the names table entry type.

*nbpZone* is the names table entry zone.

**Returns:** none