

POpenATPSkt

Open a socket for the purpose of receiving requests

#include <AppleTalk.h>

AppleTalk Manager

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

POpenATPSkt opens a socket 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>
→	csCode	<u>short</u>	2	26	always <u>openATPSkt</u>
↔	atpSocket	<u>char</u>	1	28	socket number
→	addrBlock	<u>AddrBlock</u>	4	30	socket request specification

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
tooManySkt	(-1074)	Too many responding sockets
noDataArea	(-1104)	Too many outstanding ATP calls

Notes: atpSocket contains the socket number of the socket to open. If it's 0, a number is dynamically assigned and returned in atpSocket. addrBlock contains a specification of the socket addresss from which requests will be accepted. A 0 in the network number, node ID, or socket number field of addrBlock means that requests will be accepted from every network, node, or socket, respectively.

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**.