

BuildBDSBuild a **BDS**

#include <AppleTalk.h>

AppleTalk Manager

<u>short</u>	BuildBDS	(<i>bufPtr</i> , <i>bdsPtr</i> , <i>buffSize</i>);
<u>Ptr</u>	<i>bufPtr</i> ;	pointer to data buffer
<u>Ptr</u>	<i>bdsPtr</i> ;	address of the BDS
<u>short</u>	<i>buffSize</i> ;	Buffer length
	returns	a <u>short</u>

BuildBDS builds a **BDS**, for use with ATP calls

bufPtr is the **BDS** structure's address.

bdsPtr is the **BDS**'s address.

buffSize specifies the length of the data buffer.

Returns: a short

Notes: The buffer will be broken up into pieces of maximum size (578 bytes).
The user bytes in the **BDS** are not modified by this routine. This routine is
provided only as a convenience, generally, the caller will be able to build
the **BDS** completely from a high-level language without it.