

**RetransType**                      structure

#include <AppleTalk.h>

	<u>Size</u>	<u>Offset</u>	<u>Description</u>
typedef struct <b>RetransType</b> {			
<u>unsigned char</u> retransInterval;	1	0	Retransmit interval in 8-tick units
<u>unsigned char</u> retransCount;	1	1	Total number of attempts
} <b>RetransType</b> ;	2		

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Notes: RetransCount contains the *total* number of times a packet should be transmitted, including the first transmission. If retransCount is 0, the packet will be transmitted a total of 255 times.