

PCloseSkt Remove specified socket from the socket table

#include <AppleTalk.h>

AppleTalk Manager

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

PCloseSkt removes the entry of the specified socket from the socket table.

thePBptr is a pointer to an DDPparms 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>closeSkt</u>
→	socket	<u>char</u>	1	28	socket number

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
ddpSktErr	(-91)	Socket error

Notes: If you pass a socket number of 0, or if you attempt to close a socket that isn't open, **PCloseSkt** will return a ddpSktErr.

Before it can use a socket, the program must call **POpenSkt** which adds a socket and its socket listener to the socket table. When a client is finished using a socket, call **PCloseSkt**, which removes the socket's entry from the socket table. To send a datagram via DDP, call **PWriteDDP**. If you want to read DDP datagrams, you must write your own socket listener. DDP will send every incoming datagram for that socket to your socket listener.