PWriteLAP Send a frame to another node

#include <AppleTalk.h> **AppleTalk Manager**

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

PWriteLAP sends a frame to another node

thePBptr iis a pointer to an LAPparms structure.

Out-In	Name	Type	Size	Offset	Description
→	csCode	short	2	26	always writeLAP
→	wdsPointer	Ptr	4	30	write data structure

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
ddpLengthErr	(-92)	Packet length exceeds maximum
lapProtErr	(-94)	Invalid ALAP protocol type
excessCollsns	(-95)	No CTS received after 32 RTS's

Notes: The frame data and destination of the frame are described by the write data structure pointed to by wdsPointer. The first two data bytes of an ALAP frame sent to another computer using the **AppleTalk Manager** must indicate the length of the frame in bytes. The ALAP protocol type must be in the range 1 to 127.

Most programs will never need to call ALAP, because higher-level protocols will automatically call ALAP as necessary. If you do want to send a frame directly via ALAP, call the **PWriteLAP** function. There is no **PReadLAP** function. If you want to read ALAP frames, you must call **PAttachPH** to add your protocol handler to the node's protocol handler table. The ALAP module will examine every incoming frame and call your protocol handler for each frame received with the correct ALAP protocol. When your program no longer wants to receive frames with a particular ALAP protocol type value, it can call **PDetachPH** to remove the corresponding protocol handler from the protocol handler table.