PWriteDDP   Send a datagram to another socket

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

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

   PWriteDDP sends a datagram to another socket.

      thePBptr iis a pointer to an DDPparms structure.

Out-In	Name	Type	Size	Offset	Description
→	csCode	short	2	26	always closeSkt
→	socket	char	1	28	socket number
→	checksumFlag	char	1	29	checksum flag
→	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
ddpSktErr	(-91)	Socket Error
ddpLenErr	(-92)	Datagram length too big
noBridgeErr	(-93)	No bridge found

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Notes: wdsPointer points to a write data structure containing the datagram and the
         address of the destination socket. If the checksumFlag is TRUE,
         PWriteDDP will compute the checksum for all datagrams requiring long
         headers.

         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.