PRemoveName   Remove an entity name for the names table

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

OSErr   **PRemoveName(**_thePBptr, async_**);**
MPPPBPtr   _thePBptr_;   pointer to an NBPparms structure
Boolean   _async_;   0=await completion; 1=immediate return
               returns   Error Code; 0=no error

   PRemoveName removes an entity name from the names table of the given
   entity's node.

        thePBptr iis a pointer to an NBPparms structure.

Out-In	Name	Type	Size	Offset	Description
→	csCode	short	2	26	always removeName
→	entityPtr	Ptr	4	30	pointer to entity name

        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
        nbpNotFound (-1028) Name not found

───

 Notes: When an entity wants to communicate via an AppleTalk network, it should
          call **PRegisterName** to place its name and internet address in the names
          table. When an entity no longer wants to communicate on the network, or is
          being shut down, it should call **PLookupName**, which returns a list of all
          entities with the name you specify. If you already know the address of an
          entity, and want only to confirm that it still exists, call **PConfirmName**.
          PConfirmName is more efficient than **PLookupName** in terms of
          network traffic.