

**EDelMulti**

Decrement a multicast address counter

#include &lt;ENET.h&gt;

**AppleTalk Manager**

**OSErr**            **EDelMulti**(*thePBptr*, *async*);  
**EParamBlkPtr** *thePBptr*;       address of an **EParamBlock** structure  
**Boolean**        *async*;        0=await completion; 1=immediate return  
**returns**        **Error Code**; 0=no error

**EDelMulti** decrements the counter kept by **The .ENET Driver** for a particular multicast address.

*thePBptr* is a pointer to an **EParamBlock** structure. The relevant fields are as follows:

Out-In	Name	Type	Size	Offset	Description
←	ioResult	<u>short</u>	2	16	Result code
→	csCode	<u>short</u>	2	26	Always ENetDelMulti
→	eMultiAddr	6 bytes	6	28	Multicast address
	<i>async</i>	is a <b>Boolean</b> value. Use <b>FALSE</b> for normal (synchronous) operation or <b>TRUE</b> to function asynchronously. See <u>Async I/O</u> .			

**Returns:** an operating system **Error Code**. It will be one of:

noErr	(0)	No error
eMultiErr	(-91)	Address not found

Notes: **EDelMulti** decrements the counter kept by **The .ENET Driver** for a particular multicast address. Each time a client of **The .ENET Driver** calls the **EAddMulti** function, the driver increments a counter for the multicast address specified by the eMultiAddr parameter. Each time a client of **The .ENET Driver** calls the **EDelMulti** function, the driver decrements the counter for the address specified by the eMultiAddr parameter. As long as the count for a multicast address is equal to or greater than 1, **The .ENET Driver** accepts packets directed to that multicast address. When the count for an address equals 0, the driver removes that address from the list of multicast addresses that it accepts.

Because more than one client of **The .ENET Driver** might be using a particular multicast address, you should call the **EDelMulti** function only once for each time you called the **EAddMulti** function.

The ioResult parameter returns the result of the function. If you call the function asynchronously, the function sets this field to 1 as soon as it begins execution, and it changes the field to the actual result code when it completes execution. The csCode parameter is the routine selector automatically set by the high-level language interface. It is always ENetDelMulti for this function.