EAddMulti   Add a multicast address to the node

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

OSErr   **EAddMulti(**_thePBptr, async_**);**
EParamBlkPtr _thePBptr_;   address of an EParamBlock structure
Boolean   _async_;   0=await completion; 1=immediate return
                 returns   Error Code; 0=no error

    EAddMulti is a function used to add a multicast address to the node on which
The .ENET Driver is running.

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

Out-In	Name	Type	Size	Offset	Description
←	ioResult	short	2	16	Result code
→	csCode	short	2	26	Always ENetAddMulti
→	eMultiAddr	6 bytes	6	28	Multicast address

      async is a Boolean value. Use FALSE for normal (synchronous) operation
         or TRUE to function asynchronously. See Async I/O.

   Returns: an operating system Error Code. It will be one of:
      noErr   (0)   No error
    eMultiErr (-91)   Invalid address or table is full

Notes: You must provide (in the eMultiAddr parameter) the multicast address
      that you want to use. Each time a client of **The .ENET Driver** calls the
      EAddMulti function for a particular multicast address, the driver
      increments a counter for that multicast address. Each time a client of
      The .ENET Driver calls the **EDelMulti** function, the driver decrements
      the counter for that address. 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. If any client of **The .ENET Driver** in the node has
      called the **EAddMulti** function for a particular multicast address, the
      driver receives packets delivered to that address.

      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
      ENetAddMulti for this function.