NBPSetEntity Build an NBP entity structure

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

void	**NBPSetEntity***(buffer,nbpObject,nbpType,nbpZone)*;	
Ptr	*buffer*;	pointer to an EntityName data structure
Str32	*nbpObject;*	Buffer object
Str32	*nbpType*;	Buffer type
Str32	*nbpZone*	Buffer zone
	returns	none

NBPSetEntity builds an NBP entity structure, for use with the
PLookupName and **PConfirmName** calls. Given a buffer of at least the size
of the EntityName data structure (99 bytes), this routine sets the indicated
object, type, and zone in that buffer

  buffer is the EntityName data structure's address

  nbpObject is the buffer object

  nbpType is the buffer type

  nbpZone is the buffer zone

  Returns: none