PNSendRequest Send an ATP request to another socket

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

```
OSErr      PNSendRequest(thePBptr, async);
ATPPBPtr   thePBptr;    pointer to an ATPParamBlock structure
Boolean    async;       0=await completion; 1=immediate return
           returns      Error Code; 0=no error
```

PNSendRequest sends an ATP request to another socket.

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

Out-In	Name	Type	Size	Offset	Description
←	userData	long	4	18	User bytes
←	reqTID	short	2	22	Transaction ID used in request
→	csCode	short	2	26	Always sendRequest
→	atpSocket	short	2	28	Socket to send request on; current bitmap
↔	atpFlags	char	1	29	control information
→	addrBlock	long	4	30	Destination socket address
→	reqLength	short	2	34	Request size in bytes
→	reqPointer	Ptr	4	36	Pointer to request data
→	bdsPointer	Ptr	4	40	Pointer to response**BDS**
←	numOfBuffs	char	1	44	Number of responses expected
→	timeOutVal	char	1	45	Timeout interval
→	numOfResps	char	1	46	Number of responses received
→	retryCount	char	1	47	Number of retries
←	intBuff	short	2	48	Used internally

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
reqFailed	(-1096)	SendRequest failed: retry count exceeded
tooManyReqs	(-1097)	Too many concurrent requests
noDataArea	(-1104)	Too many outstanding ATP calls
reqAborted	(-1105)	Request canceled by user

Notes: The **PNSendRequest** call is functionally equivalent to the **PSendRequest** call, however, **PNSendRequest** allows you to specify, in the atpSocket field, the socket *through* which the request is to be sent. This socket must have previously opened through an **POpenATPSkt** request (otherwise a badATPSkt error will be returned). Note that **PNSendRequest**. Note that **PNSendRequest** requires two additional bytes of memory at the end of the parameter block, immediately following the retryCount. These bytes are for the internal use of the **AppleTalk Manager** and should not be modified while the **PNSendRequest** call is active.

There is a machine-dependent limit as to the number of of concurrent **PNSendRequests** that can be active on a given socket. If this limit is exceeded, the error tooManyReqs is returned.

One additional difference between **PSendRequest** and **PNSendRequest** is that **PNSendRequest** is that a **PNSendRequest** can only be aborted by a **PKillSendReq** call, whereas a **PSendRequest** can be aborted by either a

PRelTCB or **PKillSendReq**.