

**PLookupName** Return the addresses of all entities with a specified name

#include <AppleTalk.h>

**AppleTalk Manager**

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

**PLookupName** returns the addresses of all entities with a specified name.

*thePBptr* is a pointer to an NBPparms structure.

Out-In	Name	Type	Size	Offset	Description
→	csCode	<u>short</u>	2	26	always <u>lookupName</u>
→	interval	<u>char</u>	1	28	retry interval
↔	count	<u>char</u>	1	29	retry count
→	entityPtr	<u>Ptr</u>	4	30	pointer to entity name
→	retBuffPtr	<u>Ptr</u>	4	34	pointer to buffer
→	retBuffSize	<u>short</u>	2	40	buffer size in bytes
→	maxToGet	<u>short</u>	2	40	matches to get
←	numGotten	<u>short</u>	2	42	matches found

*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  
nbpBuffOvr (-1024) Buffer overflow

Notes: **PLookupName** returns the addresses of all entities with a specified name. entityPtr points to the entity's name (built using **NBPSetEntity**). Meta-characters are allowed in the entity name. retBuffPtr and retBuffSize contain the location and size of an area of memory in which the tuples describing the entity names and their corresponding addresses should be returned. maxToGet indicates the maximum number of matching names to find addresses for; the actual number of addresses found is returned in numGotten. interval and count contain the retry interval and the retry count. **PLookupName** completes when either the number of matches is equal to or greater than maxToGet, or the retry count has been exceeded. The count field is decremented for each retransmission.

numGotten is first set to 0 and then incremented with each match found. You can test the value in this field, and can start examining the received address in the buffer while the lookup continues.

Use **NBPExtract** to extract entity names from the buffer pointed to by retBuffPtr.

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.