

TOpenParams structure

#include <ADSP.h>

typedef struct TOpenParams {		<u>Size</u>	<u>Offset</u>	<u>Description</u>
<u>short</u>	localCID;	2	0	Local connection ID
<u>short</u>	remoteCID;	2	2	Remote connection ID
<u>AddrBlock</u>	remoteAddress;	4	4	Address of remote end
<u>AddrBlock</u>	filterAddress;	4	8	Address filter
<u>long</u>	sendSeq;	4	12	Local send sequence number
<u>short</u>	sendWindow;	2	16	Send window size
<u>long</u>	recvSeq;	4	18	Receive sequence number
<u>long</u>	attnSendSeq;	4	22	Attention send seq number
<u>long</u>	attnRecvSeq;	4	26	Attention receive seq num
<u>char</u>	ocMode;	1	30	Open connection mode
<u>char</u>	ocInterval;	1	31	Open connection request retry interval
<u>char</u>	ocMaximum;	1	32	Open connection request retry maximum
} TOpenParams;		34		