New Technical Notes

Macintosh

Developer Support

AppleTalk Phase 2 on the Macintosh

Networking **M.NW.AppleTalk2Mac**

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This Technical Note discusses the new features and calls available with AppleTalk Phase 2.
Changes since August 1989: Incorporated the `ClosePrep` and `CancelClosePrep` transitions and the new control calls to the .MPP driver.

AppleTalk Phase 2 is only available on Macintosh Plus or later Macintosh platforms, and it requires the installation of AppleTalk file V53, or greater. Both EtherTalk 2.0 and TokenTalk 2.0 automatically install this AppleTalk file. Developer Technical Support can supply the Phase 2 drivers for development use; however, if you need to include the Phase 2 drivers in your product, you must license them from Software Licensing. For more information, contact:

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What is AppleTalk Phase 2?

AppleTalk Phase 2 contains enhancements to the routing and naming services of AppleTalk. Among these enhancements is the ability to create AppleTalk networks which support more than 254 nodes, and to do so in a manner that is, to the greatest extent possible, compatible with current AppleTalk implementations and applications. Multiple zones per network are now supported, and users can choose their machine's zone. Benefits include improved network traffic and better router selection. New calls and features have been implemented with this enhancement and are documented in this Note.

Are AppleTalk Phase 2 Drivers Present?

So you want to use these new calls and features, but can you? First, one needs to check to

see if the node is running AppleTalk Phase 2. There are two ways this can be accomplished. The easiest way is to make a `_SysEnvirons` call and check the returned `atDrvrVersNum` field. If this byte is greater than or equal to 53, then AppleTalk Phase 2 drivers are present. If, for some reason, a `_SysEnvirons` call is not practical or otherwise not possible, one can check 7 bytes off the device control entry for the .MPP driver for a single byte, which is the driver version (actually the low byte of the `qFlags` field of `DCtlQHdr` in the DCE). Again, if this

byte is 53 or greater, AppleTalk Phase 2 is present, and the calls and features outlined in this Note may be used.

Calls to the .MPP Driver

AppleTalk Phase 2 introduces many new variables, and we highly recommend that you use the new `GetAppleTalkInfo` call instead of looking at MPP globals directly. In addition, on a Macintosh running the AppleTalk Internet Router software, there may be more than one .MPP driver present. These additional drivers can be found by walking through the unit table (`UTableBase` $11C) and looking for drivers named .MPP other than at unit slot 9. Generally, the only port of interest to you is the user port, reflected in this call as `PortID` 0 with a `refnum` of -10.

GetAppleTalkInfo

```
Parameter Block
   --> 26    csCode           word      ; always GetAppleTalkInfo (258)
   --> 28    Version          word      ; requested info version
   <-- 30    VarsPtr          pointer   ; pointer to well known MPP vars
   <-- 34    DCEPtr           pointer   ; pointer to MPP DCE
   <-- 38    PortID           word      ; port number [0..7]
   <-- 40    Configuration    long      ; 32-bit configuration word
   <-- 44    SelfSend         word      ; non zero if SelfSend enabled
   <-- 46    NetLo            word      ; low value of network range
   <-- 48    NetHi            word      ; high value of network range
   <-- 50    OurAddr          long      ; our 24-bit AppleTalk address
   <-- 54    RouterAddr       long      ; 24-bit address of (last) router
   <-- 58    NumOfPHs         word      ; max. number of protocol handlers
   <-- 60    NumOfSkts        word      ; max. number of static sockets
   <-- 62    NumNBPEs         word      ; max. concurrent NBP requests
   <-- 64    NTQueue          pointer   ; pointer to registered name queue
   <-> 68    *LAlength        word      ; length in bytes of data link addr
   --> 70    *LinkAddr        pointer   ; data link address returned
   --> 74    *ZoneName        pointer   ; zone name returned
             * for extended networks only
```

This call is provided to simplify the task of obtaining details about the current AppleTalk network connection. The following are the parameters which this call returns:

`Version` is passed by the caller. The concept is similar to one used by `_SysEnvirons`, where a version ID is passed to the function to return a requested level of information. If the driver cannot respond because this number is too high, `paramErr` is returned. The current version number is 1.

`VarsPtr` is the pointer to AppleTalk variables. This points to the well known `sysLapAddr` and read header area or RHA.. This pointer may not be equal to $2D8 (`ABusVars`) for other than port 0.

`DCEPtr` is a pointer to the driver's device control entry. See the Device Manager chapters of *Inside Macintosh* for details.

`PortID` is the port number, and it is always zero, unless a router is active and a driver `refnum` other than -10 is used.

`Configuration` is a 32-bit word of configuration flags. Currently only the following bits are returned:

	31 (SrvAdrBit)	is true if server node-ID was requested at open time. Note that even if server address is requested, it may be ignored by those ADEVs which do not honor it (i.e., EtherTalk, TokenTalk, etc.).
	30 (RouterBit)	is true if an AppleTalk Internet Router was loaded at system startup. Note that a router may be loaded, but not active.
	7 (BadZoneHintBit)	is true if the node's zone name hint is invalid, thus causing a default zone to be selected.
	6 (OneZoneBit)	is true if only one zone is assigned to an extended network.
SelfSend	(the ability for a node to send packets to itself) is non-zero if this feature is currently enabled.	
NetLo	is the low value of the network range. Non-extended networks always have a range of exactly one network, if the network number is known.	
NetHi	is the high value of the network range.	
OurAddr	is the 24-bit AppleTalk network address of the node. The most significant byte is always zero.	
RouterAddr	is the 24-bit AppleTalk address of the router from which we last heard. Users should always use this address when attempting to communicate directly with a router.	
NumOfPHs, NumOfSkts, and NumNBPEs	are maximum capacities for the driver. They are number of protocol handlers, number of static sockets, and number of concurrent NBP requests allowed, respectively.	
NTQueue	is a pointer to the registered names table queue. See *Inside Macintosh*, Volume II, The AppleTalk Manager, for NT Queue details.	
LALength	is passed by the caller to indicate how much (if any) of the data link address is to be copied to a user-suppled buffer (pointed to by LinkAddr). The actual length is returned by the driver. If the caller requests more bytes than the actual number, then data in the buffer after the address is undefined. The caller is responsible for providing sufficient buffer space.	
LinkAddr	is a pointer to a user-supplied buffer into which the data link address data is copied. If the pointer is NIL, no data is copied.	
ZoneName	is a pointer to a user-supplied buffer into which the node's stored zone name is copied. If the pointer is NIL, no data is copied. The user buffer must be 33 bytes or more in size.	

Calls to the .ATP Driver

KillAllGetReq

```
Parameter Block
   --> 26    csCode          word      ; always KillAllGetReq (259)
```

```
   --> 28    atpSocket        byte      ; socket on which to kill all pending GetRequests
```

`KillAllGetReq` aborts all outstanding `GetRequest` calls on the specified socket and completes them with `reqAborted` errors (it does not close the specified socket, it only kills all pending `GetRequest` calls on that socket). To kill all the `GetRequest` calls, simply pass the desired socket number in the `atpSocket` field.

Result codes	`noErr`	No Error	(0)
	`cbNotFound`	control block not found	(-1102)

Setting the TRel Timer in SendRequest Calls

It is now possible to set the TRel timer in `SendRequest` or `NSendRequest` calls with ATP XO (exactly once) service so as not to be locked into the pre-AppleTalk Phase 2 time of 30 seconds. This is done by setting bit 2 in the `atpFlags` field to indicate to the driver that an extended parameter block is being used. Make a standard `SendRequest` call, but add the timeout constant desired in the new `TRelTime` field byte of the parameter block. Both nodes must be running AppleTalk Phase 2 for this feature to be supported.

The timeout constants are enumerated as follows in the lower three bits of the `TRelTime` ($32 offset) byte:

000	$0	TRel timer set to 30 seconds
001	$1	TRel timer set to one minute
010	$2	TRel timer set to two minutes
011	$3	TRel timer set to four minutes
100	$4	TRel timer set to eight minutes

All other values are reserved.

```
Parameter Block
   --> 50    TRelTime         byte      ; indicates time to wait for TRel packet
```

Name Binding Protocol (NBP) Change: Wildcard Lookup

In AppleTalk Phase 2, NBP is enhanced to provide additional wildcard support. The double tilde (≈), $C5, is now reserved in the object name and type strings and used in a lookup to mean a match of zero or more characters. Thus "≈cliff" matches "cliff," "the cliff," "grazing off the cliff," etc., and "123≈456" matches "123456," "123zz456," etc. At most one ≈ is allowed in any string. A single ≈ has the same meaning as a single =, which also must continue to be accepted. The ≈ has no special meaning in zone names. Clients of NBP must be aware that "old" (pre-AppleTalk Phase 2) nodes may not process this new wildcard feature correctly. This feature should probably only be used when it is known that the responding devices are running Phase 2 drivers as well.

Obtaining Zone Information Using the New .XPP Driver Calls

Previously, Zone Information Protocol (ZIP) functions were accomplished via direct ATP calls to the local router. It was rather nasty business, having to mess with the `ATPUserData` on subsequent calls to retain state information. We now recommend the use of the following XPP

driver calls to access ZIP. Old ATP calls will continue to be supported for compatibility. It should also be noted that with Phase 2 drivers present, the .XPP driver is automatically opened by MPP.

GetZoneList

```
Parameter Block
    --> 26    csCode          word      ; always xCall (246)
    --> 28    xppSubCode      word      ; always zipGetZoneList (6)
    --> 30    xppTimeout      byte      ; retry interval (seconds)
    --> 31    xppRetry        byte      ; retry count
        32    <unused>        word      ; word space for rent.  see the super.
    --> 34    zipBuffPtr      pointer   ; pointer to buffer (must be 578 bytes)
    <-- 38    zipNumZones     word      ; no. of zone names in this response
    <-- 40    zipLastFlag     byte      ; non-zero if no more zones
        41    <unused>        byte      ; filler
    --> 42    ziplnfoField    70 bytes  ; on initial call, set first word to zero
```

`GetZoneList` is used to obtain a complete list of zones on the internet. `ZipBuffPtr` points to a buffer that.must be 578 bytes (`ATPMaxData`) in length. The actual number of zone names returned in the buffer is returned in `zipNumZones`. The fields `xppTimeout` and `xppRetry` contain the ATP retry interval (in seconds) and count, respectively.

The first time this call is made, the first word of the `ziplnfoField` should be set to zero. When the call completes, `zipLastFlag` is non-zero if all the zone names fit into the buffer. If not, the call should be made again immediately, without changing `zipInfoField` (it contains state information needed to get the next part of the list). The call should be repeated until `zipLastFlag` is non-zero. The 70-byte `zipInfoField` must always be allocated at the end of the parameter block.

Result codes	`noErr`	No Error	(0)	
	`noBridgeErr`	No router is available		(-93)
	`ReqFailed`	SendRequest failed; retry count exceeded		(-1096)

Following are short examples of using `GetZoneList`.

Pascal

```
const
{ csCodes for new .XPP driver calls }
 xCall = 246;

{ xppSubCodes }
 zipGetLocalZones = 5;
 zipGetZoneList = 6;
 zipGetMyZone = 7;

type
{ offsets for xCall queue elements  }
  xCallParam = packed record
   qLink: QElemPtr;
   qType: INTEGER;
   ioTrap: INTEGER;
   ioCmdAddr: Ptr;
   ioCompletion: ProcPtr;
   ioResult: OsErr;
   ioNamePtr: StringPtr;
   ioVRefNum: INTEGER;
   ioRefNum: INTEGER;
```

```
   csCode: INTEGER;
   xppSubCode: INTEGER;
   xppTimeOut: Byte;
   xppRetry: Byte;
   filler: INTEGER;
   zipBuffPtr: Ptr;
   zipNumZones: INTEGER;
   zipLastFlag: INTEGER;
   zipInfoField: packed array[1..70] of Byte;
  end;

procedure doGetZoneListPhs2;

type
  XCallParamPtr = ^XCallParam;
var
  xpb: XCallParamPtr;
  resultCode: OSErr;
  zoneBuffer, theBufferPtr: Ptr;
  totalZones: integer;
begin
  xpb := XCallParamPtr(NewPtr(sizeof(XCallParam)));

  zoneBuffer := NewPtr(33 * 100);{ size of maxstring * 100 zones }

  theBufferPtr := NewPtr(578);    { size of atpMaxData }

  xpb^.zipInfoField[1] := 0;      { ALWAYS 0 on first call.  contains state info on}
                                  { subsequent calls }

  xpb^.zipInfoField[2] := 0;      { ALWAYS 0 on first call.  contains state info on }
                                  {subsequent calls }

  xpb^.ioRefNum := XPPRefNum;           { driver refNum -41 }

  xpb^.csCode := xCall;
  xpb^.xppSubCode := zipGetZoneList;
  xpb^.xppTimeOut := 3;
  xpb^.xppRetry := 4;
  xpb^.zipBuffPtr := Ptr(theBufferPtr); { this buffer will be filled with }
                                        { packed zone names }

{ initialization for loop }
  xpb^.zipLastFlag := 0;
  totalZones := 0;
  resultCode := 0;

{ loop until zipLastFlag is non-zero or an error occurs }
  while ((xpb^.zipLastFlag = 0) and (resultCode = 0)) do
  begin
  resultCode := PBControl(ParmBlkPtr(xpb), false);

  if (resultCode = noErr) then
    begin
      totalZones := xpb^.zipNumZones + totalZones;
      { you can now copy the zone names into the zoneBuffer }
    end;
  end;
  DisposPtr(theBufferPtr);
  DisposPtr(zoneBuffer);
  DisposPtr(Ptr(xpb));
end;
```

C

```
/*
csCodes for new .XPP driver calls
*/
#define xCall              246

/*
xppSubCodes
*/
#define zipGetLocalZones   5
#define zipGetZoneList     6
#define zipGetMyZone       7

/*
offsets for xCall queue elements
*/
typedef struct
   {
   QElemPtr                qLink;
   short                   qType;
   short                   ioTrap;
   Ptr               ioCmdAddr;
   ProcPtr                 ioCompletion;
   OsErr                   ioResult;
   StringPtr               ioNamePtr;
   short                   ioVRefNum;
   short                   ioRefNum;
   short                   csCode;
   short                   xppSubCode;
   unsigned char           xppTimeOut;
   unsigned char           xppRetry;
   short                   filler;
   Ptr               zipBuffPtr;
   short                   zipNumZones;
   short                   zipLastFlag;
   unsigned char           zipInfoField[70];
} xCallParam;

doGetZoneListPhs2()
{
   xCallParam       xpb;
   OSErr                   resultCode = 0;
   Ptr              zoneBuffer, theBufferPtr;
   short                   totalZones = 0;

   zoneBuffer = NewPtr(33*100);         /* size of maxstring * 100 zones */

   theBufferPtr = NewPtr(578);          /* size of atpMaxData */

   xpb.zipInfoField[0] = 0;             /* ALWAYS 0 on first call.  contains state info
                                        on subsequent calls */
   xpb.zipInfoField[1] = 0;             /* ALWAYS 0 on first call.  contains state info
                                        on subsequent calls */

   /* initialization for loop */
   xpb.zipLastFlag = 0;

   xpb.ioCRefNum = XPPRefNum;           /* driver refNum -41 */
   xpb.csCode = xCall;
   xpb.xppSubCode = zipGetZoneList;
   xpb.xppTimeOut = 3;
   xpb.xppRetry = 4;
   xpb.zipBuffPtr = (Ptr) theBufferPtr; /* this buffer will be filled with
                                        the packed zone names */
```

```
        /* loop until zipLastFlag is non-zero or an error occurs */
        while(xpb.zipLastFlag == 0 && resultCode == 0) {

            resultCode = PBControl(&xpb, false);

            if(resultCode == noErr) {
                  totalZones += xpb.zipNumZones;
                  /* you can now copy the zone names into the zoneBuffer */
              }
    DisposPtr(theBufferPtr);
    DisposPtr(zoneBuffer);
    }
}
```

GetLocalZones

```
Parameter Block
    --> 26    csCode          word      ; always xCall (246)
    --> 28    xppSubCode      word      ; always zipGetLocalZones (5)
    --> 30    xppTimeout      byte      ; retry interval (seconds)
    --> 31    xppRetry        byte      ; retry count
        32    <unused>        word      ; filler
    --> 34    zipBuffPtr      pointer   ; pointer to buffer (must be 578 bytes)
    <-- 38    zipNumZones     word      ; no. of zone names in this response
    <-- 40    zipLastFlag     byte      ; non-zero if no more zones
        41    <unused>        byte      ; filler
    --> 42    ziplnfoField    70 bytes  ; on initial call, set first word to zero
                                        ; on subsequent calls, do not modify!
```

This call has the same format and procedures as `GetZoneList`, the difference being that `GetLocalZones` returns a list of zone names currently defined only on the node's network cable rather than the entire network. The 70-byte `zipInfoField` must always be allocated at the end of the parameter block.

Result codes	`noErr`	No Error	(0)
	`noBridgeErr`	No router is available	(-93)
	`ReqFailed`	SendRequest failed; retry count exceeded	(-1096)

Note: The examples for `GetZoneList` will also work for `GetLocalZones` if you substitute the `xppSubCode`.

GetMyZone

```
Parameter Block
    --> 26    csCode          word      ; always xCall (246)
    --> 28    xppSubCode      word      ; always zipGetMyZone (7)
    --> 34    zipBuffPtr      pointer   ; pointer to buffer (must be 33 bytes)
    --> 42    ziplnfoField    70 bytes  ; first word must be set to zero on every call
```

`GetMyZone` returns the node's AppleTalk zone name. This is the zone in which all of the node's network visible entities are registered. `ZipBuffPtr` points to a buffer that must be 33 bytes in length. If `noBridgeErr` is returned by the call, there is no internet, and the zone name is effectively an asterisk (*). The 70-byte `zipInfoField` must always be allocated at the end of the parameter block.

Result codes	noErr	No Error	(0)
	noBridgeErr	No router is available	(-93)
	ReqFailed	SendRequest failed; retry count exceeded	(-1096)

Following are short examples of using GetMyZone.

Pascal

```
procedure getMyZonePhs2;
var
  xpb:xCallParam;
  resultCode :OSErr;
  myZoneNameBuffer:Ptr;
begin
  myZoneNameBuffer  := NewPtr(33);

  xpb.ioCRefNum := xppRefNum;
  xpb.csCode := xCall;
  xpb.xppSubCode := zipGetMyZone;
  xpb.zipBuffPtr := myZoneNameBuffer;
  xpb.zipInfoField[1] := 0;             { ALWAYS 0 }
  xpb.zipInfoField[2] := 0;             { ALWAYS 0 }
  resultCode := PBControl(@xpb, false);
end;
```

C

```
getMyZonePhs2()
{
   xCallParam xpb;
   OSErr            resultCode;
   Ptr       myZoneNameBuffer;

   myZoneNameBuffer  := NewPtr(33);

   xpb.ioCRefNum = xppRefNum;
   xpb.csCode = xCall;
   xpb.xppSubCode = zipGetMyZone;
   xpb.zipBuffPtr = (Ptr) myZoneNameBuffer;
   xpb.zipInfoField[0] = 0;             /* ALWAYS 0 */
   xpb.zipInfoField[1] = 0;             /* ALWAYS 0 */
   resultCode = PBControl(&xpb, false);
}
```

Potential Nastiness

When running on a node with Phase 2 compatible drivers, we always recommend using the .XPP calls outlined in the previous section. Care was taken to keep backward compatibility with the already existing ATP ZIP calls (they are being trapped out with the Phase 2 drivers), but there are problems about which you should be aware.

- Do not rely on checking the TID (transaction ID validity bit) or other bits in the atpFlags, as some of you have been doing. The atpFlags are not guaranteed to be correct on an ATP ZIP call with a Phase 2 driver present.
- Do not repeatedly stuff the router address back into the ATPParamBlock on subsequent ATP ZIP GetZoneList calls. There exists the possibility of concurrent GetZoneList calls being made by other tasks and wrong router addresses being used (a small possibility yes, but it does exist).

The AppleTalk Transition Queue

To keep applications and other resident processes on the Macintosh informed of AppleTalk events, such as the opening and closing of AppleTalk drivers, a new transition queue has been implemented. Processes can register themselves with the AppleTalk Transition Queue, and when a significant event occurs, they will be notified of this fact. Each transition queue element has the following MPW assembly-language format:

```
AeQentry    RECORD      0
QLink       DS.L        1       ; link to next record
QType       DS.W        1       ; unused
CallAddr    DS.L        1       ; pointer to task record
            ENDR
```

Three calls have been provided in the LAP Manager to add an entry, remove an entry, and return a pointer to the AppleTalk event queue header. The method for making calls to the LAP Manager is explained in the following section. The queue is maintained by the LAP Manager, so it can be active even when AppleTalk (MPP) is not.

Making a LAP Manager Call

The LAP Manager is installed in the system heap at startup time, before the AppleTalk Manager opens the .MPP driver (hence, the inclusion of the AppleTalk Transition Queue in LAP Manager rather than under .MPP). Calls are made to the LAP Manager by jumping through a low-memory location, with register `D0` equal to a dispatch code that identifies the function. The exact sequence is:

```
            MOVEQ  #Code,D0             ; D0 = ID code of wanted LAP call
            MOVE.L LAPMgrPtr,An         ; An -> start of LAP manager (from $B18)
            JSR    LAPMgrCall(An)       ; Call the LAP manager at entry point

LAPMgrPtr   EQU    $B18                 ; This points to our start (more
                                        ; commonly known as ATalkHk2)
LAPMgrCall  EQU    2                    ; Offset to make LAP manager calls
```

The AppleTalk Transition Queue LAP Calls

LAddAEQ (`D0`=23)
Call: `A0-->` Entry to be added to the AppleTalk event queue.

The `LAddAEQ` call adds an entry, pointed to by `A0`, to the AppleTalk event queue.

```
            MOVEQ  #LAddAEQ,D0          ; D0 = 23 code of LAddAEQ LAP call
            MOVE.L LAPMgrPtr,An         ; An -> start of LAP manager (from $B18)
            JSR    LAPMgrCall(An)       ; Call the LAP manager at entry point
```

LRmvAEQ (`D0`=24)
Call: `A0-->` Entry to be removed from the AppleTalk event queue.

The `LRmvAEQ` call removes an entry, pointed to by `A0`, from the AppleTalk event queue.

```
            MOVEQ  #LRmvAEQ,D0          ; D0 = 24 code of LRmvAEQ LAP call
            MOVE.L LAPMgrPtr,An         ; An -> start of LAP manager (from $B18)
            JSR    LAPMgrCall(An)       ; Call the LAP manager at entry point
```

LGetAEQ (D0=25)
Return: A1--> Pointer to the AppleTalk event queue header.

The LGetAEQ call returns a pointer in A1 to the AppleTalk event queue header, previously described.

```
MOVEQ  #LGetAEQ,D0          ; D0 = 25 code of LGetAEQ LAP call
MOVE.L LAPMgrPtr,An         ; An -> start of LAP manager (from $B18)
JSR    LAPMgrCall(An)       ; Call the LAP manager at entry point
```

The Transitions

Each process is called at CallAddr when any significant transitions occur. A value is passed in, which indicates the nature of the event. Additional parameters may also be passed and a pointer to the task's queue element is also passed. This is provided so processes may append their own data structures (e.g., a globals pointer) at the end of the task record, which can be referenced when they are called. Processes should follow the MPW C register conventions. Registers D0, D1, D2, A0, and A1 are scratch registers that are not preserved by C functions. The arguments passed to the process should be left on the stack, since the calling routine removes them. All other registers should be preserved.

The Open Transition

For AppleTalk open transitions, the process has the following interface:

From assembly language, the stack upon calling looks as follows:

```
OpenEvent     RECORD        0
ReturnAddr    DS.L          1      ; address of caller
theEvent      DS.L          1      ; = 0 ; ID of Open transaction
aqe           DS.L          1      ; pointer to task record
SlotDevParam  DS.L          1      ; pointer to Open parameter block
              ENDR
```

This routine is called **only** when the open routine for .MPP executes successfully. Every entry in the transition queue is called in the same order that the entries were added to the queue. If AppleTalk is already open and an _Open call is made, no process is called. The process should return a function result in D0, which is currently ignored.

A pointer to the open request parameter block is passed to the open event process for information only (i.e., the event process may not prevent AppleTalk open calls). Those fields which are of interest are OpenPB->ioPermssn, passed by the caller, and OpenPB->ioMix, which is both passed by the caller and updated by the .MPP open (see *Inside Macintosh*, Volume V, The AppleTalk Manager).

The Close Transition

For AppleTalk close transitions, the process has the following interface:

From assembly language, the stack upon calling looks as follows:

```
CloseEvent    RECORD        0
ReturnAddr    DS.L          1      ; address of caller
theEvent      DS.L          1      ; = 2 ; ID of Close transaction
aqe           DS.L          1      ; pointer to task record
              ENDR
```

The process is being told that AppleTalk is closing, which gives the process an opportunity to close gracefully. Every entry in the event queue is called, one after the other, in the same order that the entries were added to the queue. The close action cannot be cancelled. The process should return a function result in D0, which is currently ignored.

The ClosePrep and CancelClosePrep Transitions

The AtalkClosePrep and the CancelAtalkClosePrep control calls are used by various elements of the System, such as the Chooser, to inform or query AppleTalk clients of the closing of network drivers. For example, on a machine equipped to go to sleep or to wake up, the _Sleep trap is used by such entities as sleeptimer, Finder, and Shutdown to inform AppleTalk clients that it is desirable for the the network driver (.MPP) to be closed. The _Sleep trap may be trying to do any of the following three things: request permission for sleep, alert for impending sleep, or inform that wake up is underway. The sleep request calls the following two .MPP control calls; these calls are made before sleep queue procedures are called.

The first control call, AtalkClosePrep, is used to inform or query AppleTalk clients that the network driver might be closed in the very near future. The call has the following interface:

AtalkClosePrep (csCode = 259)

```
Parameter Block
   --> 26    csCode          word      ;always AtalkClosePrep
   <-- 28    clientName      pointer   ;-> name of client using driver
```

Result codes `noErr` The AppleTalk network driver (.MPP) may be closed
`closeErr` The AppleTalk network driver (.MPP) may not be closed

clientName is a pointer to an identifying string that is returned only if the result is closeErr. Note that the pointer may be NIL in this case, while the pointer is always NIL if the return code is noErr.

All tasks in the AppleTalk Transition Queue are called with the event ClosePrep. The tasks can prevent driver closure with a negative response to the event call. Each task is called with the following interface:

From assembly language, the stack upon calling looks as follows:

```
ClosePrep           RECORD      0     ;top of the stack
ReturnAddr          DS.L        1     ;addr of caller
theEvent            DS.L        1     ;=3
aqe                 DS.L        1     ;->task rec.
clientName          DS.L        1     ;ptr. to ptr. to name of client
                    ENDR
```

For this event, theEvent = 3, and the task is being **both** informed and asked if closing the network driver is acceptable. If driver closure is acceptable, the task need only to reply affirmative (D0 = 0), or if not acceptable, deny the request (D0 ≠ 0). The task may use the event as an opportunity to “prepare to die” or may simply respond. For example, a task may prevent further sessions from forming while waiting for the actual close event.

clientName is a pointer to a field in the .MPP control call parameter block where the task may optionally store a string address. This string identifies the client who has AppleTalk in use and is denying the request to close it. This string may be used in a dialog to inform the user to take appropriate action or explain why the requested action could not be performed.

If any task responds negatively, no subsequent tasks are called. Any tasks called prior to the one that denied a query are recalled with another event, CancelClosePrep (described below), enabling them to "undo preparations to die," and the control call then completes with a closeErr error.

From assembly language, the stack upon calling looks as follows:

```
CancelClosePrep     RECORD        0      ;top of the stack
ReturnAddr          DS.L          1      ;addr of caller
theEvent            DS.L          1      ;=4
aqe                 DS.L          1      ;->task rec.
                    ENDR
```

For this event, theEvent = 4, and the task is being informed that although it has recently approved a request to close the network driver, a subsequent task in the AppleTalk Transition Queue has denied permission. This event permits the task to undo any processing that may have been performed in anticipation of the network driver being closed. The process should return a function result in D0, which is currently ignored.

The second new control call, CancelAtalkClosePrep, is used to undo the effects of a successful AtalkClosePrep control call. Even though all queried tasks in the AppleTalk Transition Queue approved of network driver closure, other conditions may exist after making the AtalkClosePrep control call which prohibit network driver closure. In this case, it is necessary to recall all tasks to undo any processing that may have been performed in anticipation of the network driver being closed. The control call to do this has the following interface:

CancelAtalkClosePrep (csCode = 260)

```
Parameter Block
   --> 26    csCode          word      ;always CancelAtalkClosePrep
```

Result codes noErr Nothing could possibly go wrong

All tasks in the AppleTalk Transition Queue are called with the event CancelClosePrep as described above.

Note: The use of the low-memory global ChooserBits ($946) is no longer an acceptable means of preventing AppleTalk from closing when AppleTalk Phase 2 is present. Transitions other than defined above must be ignored and are reserved for future implementation. In the future transitions may be defined for notifying processes when a change in zone name occurs.

Potential Compatibility Problems

Using DDP and Talking to Routers

If, for some reason, you need to talk to any router via DDP, always use the `GetAppleTalkInfo` call outlined in this Note to get the router's actual 24-bit address.

The `WriteLAP` function (`csCode` = 243) to the .MPP driver is no longer supported, since a node is no longer identified only by its eight-bit (LAP) node ID.

On a Macintosh running the AppleTalk Internet Router software, the `SelfSend` flag is always set, so if you try to clear this flag using the `PSetSelfSend` call (Inside Macintosh, Volume V-514), you will get an error.

Further Reference:

- *Inside AppleTalk*
- *Inside Macintosh*, Volume II, The AppleTalk Manager
- *Inside Macintosh*, Volume V, The AppleTalk Manager
- *EtherTalk and Alternate AppleTalk Connections Reference*, May 5, 1989—Draft (DTS)
- AppleTalk Phase 2 Protocol Specification (DTS)
- Macintosh Portable Developer Notes (DTS)