



AppleShare IP 6.2
Developer's Kit

AppleTalk Filing Protocol
Version 2.1 and 2.2



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About This Manual

This document describes extensions to version 2.0 of the AppleTalk Filing Protocol (AFP). Version 2.0 is documented in *Inside AppleTalk*. The AFP 2.1 extensions support extra features in AFP servers and new calls that were added to the hierarchical file system (HFS) for System 7. The AFP 2.2 extensions support new features introduced in AppleShare IP 5.0.

Conventions Used in This Manual

The Courier font is used to indicate server control calls, code, and text that you type. Terms that are defined in the glossary appear in boldface at first mention in the text. This guide includes special text elements to highlight important or supplemental information:

Note

Text set off in this manner presents sidelights or interesting points of information. ◆

IMPORTANT

Text set off in this manner—with the word Important—presents important information or instructions. ▲

▲ **WARNING**

Text set off in this manner—with the word Warning—indicates potentially serious problems. ▲

For more information

The following books provide information that is important for all AppleShare developers:

- *AppleShare IP Administrator's Manual*. Apple Computer, Inc.
- *Inside Macintosh*. Apple Computer, Inc.

For information about the programming interface for managing users and groups, see the following publication:

- *AppleShare IP 6.2 Developer's Kit: AppleShare Registry Library*. Apple Computer, Inc.

For additional information on the AppleTalk Filing Protocol (AFP), see the following publications:

- *AppleShare IP 6.2 Developer's Kit: AppleTalk Filing Protocol*. Apple Computer, Inc.
- *Inside AppleTalk, Second Edition*. Apple Computer, Inc.

For information on user authentication modules (UAMs), see the following publication:

- *AppleShare IP 6.2 Developer's Kit: User Authentication Modules*. Apple Computer, Inc.

For information on controlling an AppleShare file server and handling server events, see the following publication:

- *AppleShare IP 6.2 Developer's Kit: Server Control Calls and Server Event Handling*. Apple Computer, Inc.

For information on using the AppleShare IP File Server 6.1 and Macintosh File Sharing, see the following manuals:

- *AppleShare Client User's Manual*. Apple Computer, Inc.
- *Macintosh Networking Reference*. Apple Computer, Inc.

AppleTalk Filing Protocol Version 2.1 and 2.2

This document describes extensions to version 2.0 of the AppleTalk Filing Protocol (AFP). Version 2.0 is documented in *Inside AppleTalk*. The AFP 2.1 extensions support extra features in AFP servers and new calls that were added to the hierarchical file system (HFS) for System 7. The AFP 2.2 extensions support new features introduced in AppleShare IP 5.0.

lists all of the AFP version strings.

Table 1-1 AFP version strings

AFP version	AFP version string
AFP 1.1	AFPVersion 1.1
AFP 2.0	AFPVersion 2.0
AFP 2.1	AFPVersion 2.1
AFP 2.2	AFP2.2

Note

AFP version 1.0 was not released. ♦

About AFP Version 2.1

The following commands were added to AFP version 2.1:

- `FPGetSrvrMsg` (page 53), which enables an AFP client to get a string message from the server. Use of this command is optional; a server can be considered AFP 2.1–compliant whether or not it supports this command.
- `FPCreateID` (page 40), `FPDeleteID` (page 42), `FPResolveID` (page 58), and `FPExchangeFiles` (page 44), which support file IDs. File IDs provide a mechanism by which applications and users can keep track of a file even if it has been moved or its name has been changed. Use of these commands is optional. For more information, see “Bitmap for `FPGetVolParms`” (page 18).
- `FPGetCatSearch` (page 34), which allows searching of the catalog on almost any field that is returned by `PBGetCatInfo`. Use of this command is optional. For more information, see “Bitmap for `FPGetVolParms`” (page 18).

AFP 2.1 also defines changes in the behavior of the server to support optional enhanced security features.

To accommodate some of the new features of AFP version 2.1 and HFS, the bitmaps of certain commands were modified:

- new Directory Attributes and Access Rights returned by `FPGetFileDirParms` and any command that uses this bitmap
- new bit definitions in the `Flags` word returned by `FPGetSrvrInfo`
- new Volume Attributes returned by `FPGetVolParms`

A user authentication method (UAM) known as Two-Way Random Number Exchange was introduced with AFP 2.1. When this method is used, not only is the user authenticated to the server, but the server is authenticated to the user.

A “blank access privileges” feature was added. It is designed to be used on a local computer in which some portions of the hierarchical file system are shared (or “exported”) for regular users, while the entire hierarchy is available for the local user (and the owner when connected remotely). A folder with blank access privileges “inherits” the privileges of the folder in which it is contained.

Furthermore, when a folder is created remotely, the default access privileges assigned to that folder are different under AFP 2.1 than under AFP 2.0. When a user creates a new folder under AFP 2.1, the owner is still assigned full privileges, but the enclosing folder’s Group and Everyone privileges are copied to the new folder.

In AFP 2.1, user and group names are valid in either the owner field or the group field. This enhancement allows for two new situations that were not allowed under AFP 2.0:

- A folder can now be owned by more than one user.
- A different set of access privileges for a shared folder can be assigned for a user (or group) than for everyone else.

About AFP Version 2.2

The following commands were modified for AFP version 2.2:

- `FPGetSrvrInfo` (page 48), which retrieves information about the server, including its name, machine type, the AFP versions and user authentication methods it supports, the server's unique identifier, and its AFP network address.
- `FPGetVolParms` (page 56), which retrieves information about a particular volume, such as the creation date, modification date, backup date, total size, number of free bytes, and volume name.
- `FPopenVOL`, which now uses the same bitmap as `FPGetVolParms` (page 56).

In addition, AFP version 2.2 implements server notifications as an attention code. For details, see Table 1-6 (page 22).

Blank Access Privileges

AFP version 2.1 and later supports blank access privileges for folders. When a folder's blank access privileges bit is set, then its other access privilege bits are ignored and it uses the access privilege bits of its parent. The inherited access privileges include the parent's group affiliation.

Blank access privileges cannot be set on any share point. Since the volume root directory (directory ID = 2) of a shared volume is always a share point for the administrator/owner, blank access privileges cannot be set on a volume root directory.

IMPORTANT

This paradigm is useful because it causes folders' access privileges to behave as users expect them to: When a folder with blank access privileges is moved around within a folder hierarchy, it always reflects the access privileges of the folder containing it. However, when the blank-access-privileges bit is cleared for a folder, its current access privileges "stick" to that folder and remain unchanged no matter where the folder is moved. Therefore, although the use of blank access privileges is optional under AFP 2.1, it is highly recommended that you include this feature in your AFP 2.1 implementation as it has subtle human interface repercussions. ▲

Two-Way Random Number Exchange UAM

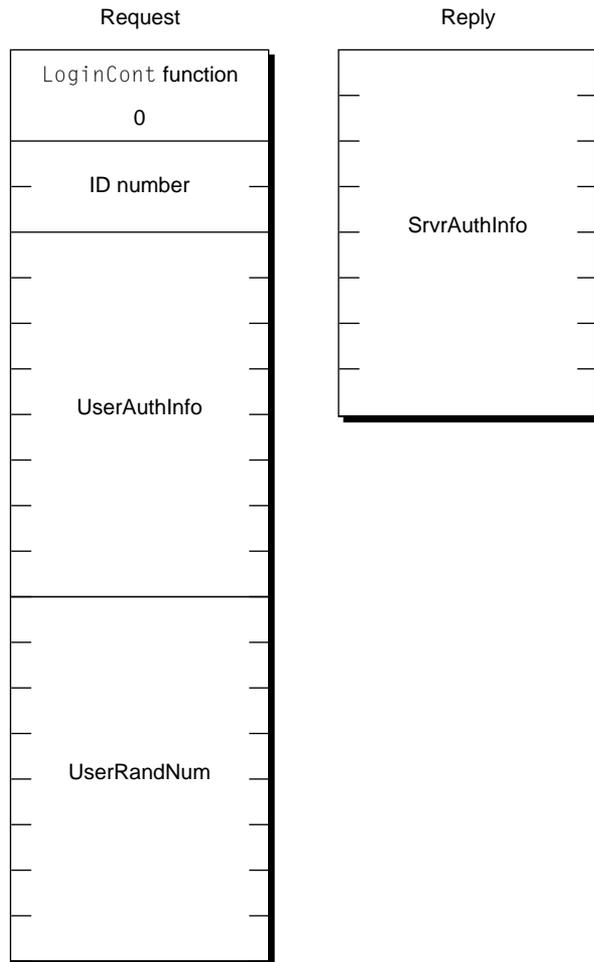
AFP version 2.1 and later supports a user authentication method known as the Two-Way Random Number Exchange UAM. With this UAM, the user is authenticated to the server and the server is also authenticated to the user. This method uses the same initial steps as the Random Number Exchange UAM, with one additional step. The corresponding UAM string is 2-Way Random exchange.

Both the Random Number Exchange UAM and the Two-Way Random Number Exchange UAM start with the client asking to log on to the server. If the logon is allowed, the server returns a 2-byte ID number, an 8-byte random number challenge and an error of `afpAuthContinue`. The client then encodes the challenge with its password and sends the encoded challenge along with the ID number back to the server in an `FPLoginCont` command block. If the encoded password is correct, the client is authenticated and `noErr` is returned. However for the Two-Way Random Number Exchange UAM, the client sends a second 8-byte random number challenge, the server encodes the client challenge with what it believes is the users password and returns the encoded challenge in the `FPLoginCont` reply.

The client compares this response with what resulted from its encoding of the client challenge; if the two are identical, the server is also authenticated. This feature guards against spoofing (that is, using a fake server to get passwords or data).

Figure 1-1 shows the request and reply block formats for the `FPLoginCont` command when the Two-Way Random Number Exchange UAM is used.

Figure 1-1 Request and reply blocks for Two-Way Random Number Exchange



The Two-Way Random Number Exchange UAM is not available for use with the `FPChangePassword` command, nor is it required. If the user is concerned

about authenticating the server, he or she will have already logged on to the server with the Two-Way Random Number Exchange UAM. Since the user must already be authenticated to call `FPChangePassword`, he or she is assured that the server is the one expected.

UAM Implementation Notes

Both the Random Number Exchange UAM and the Two-Way Random Number Exchange UAM use 8-bit ASCII characters in the password. Seven-bit ASCII is used only by the Cleartext UAM.

The Random Number Exchange and Two-Way Random Number Exchange UAMs interpret differently the password used as the key passed to the **National Institute of Standards and Technology** Data Encryption Standard (NIST DES) algorithm (The NIST is formerly known as the National Bureau of Standards [NBS].)

With the Random Number Exchange UAM, the key (password) is used without change. Thus, the low-order bit of each byte of the password is ignored. The NIST DES algorithm uses only 56 bits of the 64-bit key, and the unused bits are where the low-order bit of each password character is kept. The result is that in passwords, “0” matches “1”, “b” matches “c”, and so on.

With the Two-Way Random Number Exchange UAM, the key is shifted left 1 bit before it is used, so that the high-order bit is ignored. Two values are still accepted for each byte of the password. However, the two values will not be adjacent in ASCII space and so will probably not be adjacent alphabetically. (For example, “0” will match “∞”, “7” will match “Σ”, and so on.)

Modified Bitmap Definitions

This section describes the bitmaps defined for AFP 2.1 and later. The bitmap definitions are divided into three categories: **Directory Attributes and Access Privileges** words in `FPGetFileDirParms`, **Flags** word in `FPGetSrvrInfo`, and **Volume Attributes** word in `FPGetVolParms`.

Bitmaps for FPGetFileDirParms

To accommodate the ability to share folders within Macintosh File Sharing and AppleShare 3.0 (as opposed to the ability to share only entire volumes under AppleShare 2.0.1), the bit definitions shown in Table 1-2 were added to the Directory Attributes word for `FPGetFileDirParms` for AFP version 2.1 and later.

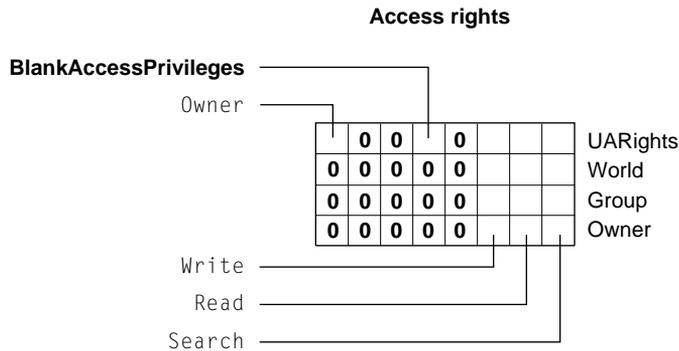
Table 1-2 Bit definitions added to the Directory Attributes word

Bit	Meaning
<code>IsExpFolder</code> (bit 1)	This folder is a share point. This folder, and all folders within it, will give feedback to the local user, indicating that access privileges are valid (for example, by using tabbed folders or drop-box folder icons, or by enabling the Get Privileges [System 6] or Sharing [System 7] menu items). None of the folders outside the shared (exported) area show access privileges on the local computers (although they may still possess valid access privilege information, which only an administrator can see or modify).
<code>Mounted</code> (bit 3)	This share point is mounted by a user who is not an administrator. The icon for such a folder indicates to the user of the local computer, that this folder is a share point, and that a remote user currently has it mounted.
<code>InExpFolder</code> (bit 4)	This folder is in a shared area of the folder hierarchy. This folder, and all folders within it, will give feedback to the local user, indicating that access privileges are valid. This folder cannot be shared, since a share point cannot exist within another share point.

Note

`IsExpFolder`, `Mounted`, and `InExpFolder` are read-only; they cannot be set with `FPSetFileDirParms`. They are returned to the remote user and are relevant to a general AFP server. The reason is that the administrator/owner can access the whole server from the volume root directory down, and regular users can access only those portions of the volume that are contained within the share points (which may be contained within the volume directory level). ♦

Figure 1-3 Access Rights long word



Bitmap for FPGetSrvrInfo

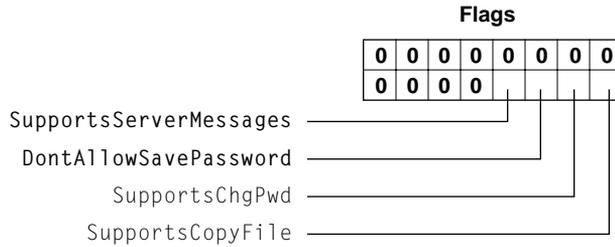
To accommodate optional new features in AFP 2.1, bit definitions shown in Table 1-4 were added to the Flags word for `FPGetSrvrInfo`.

Table 1-4 Bit definitions added to the Flags word

Bit	Meaning
DontAllowSavePassword (bit 2)	The client should not allow the user to save his or her password for volumes mounted at system startup. The item-selection dialog box may still allow the user to save his or her name. However, when this bit is set, the button offering that option is not displayed.
SupportsServerMessages (bit 3)	Since server messages are an option in AFP 2.1, this bit allows servers to specify whether this optional feature is supported.

Figure 1-4 shows the entire Flags word, with the added bits shown in boldface.

Figure 1-4 Flags word



For information about additional changes made to the `FPGetSrvrInfo` bitmap for AFP 2.2, see the section “`FPGetSrvrInfo`” (page 48).

Bitmap for `FPGetVolParms`

To accommodate the new HFS calls in System 7, the bit definitions shown in Table 1-5 were added to the Volume Attributes word for `FPGetVolParms`.

Table 1-5 Bit definitions added to the Volume Attributes word

Bit	Meaning
<code>HasVolumePassword</code> (bit 1)	This volume has a volume password. Volume passwords were supported in prior versions of AFP; now the volume attributes reflect this information. This bit has the same value as the <code>HasPassword</code> bit returned for each volume by <code>FPGetSrvrParms</code> .
<code>SupportsFileIDs</code> (bit 2)	This volume supports file IDs. In general, if file IDs are supported on one volume, they will be supported on all volumes, but this bit allows the server to be more selective, if necessary.

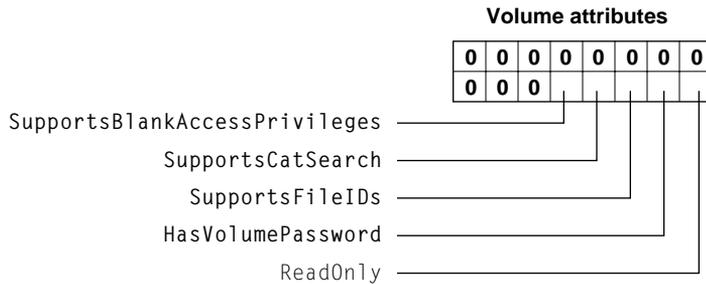
continued

Table 1-5 Bit definitions added to the Volume Attributes word (continued)

Bit	Meaning
SupportsCatSearch (bit 3)	This volume supports the <code>FPatSearch</code> command. Since the use of <code>FPatSearch</code> is optional in AFP 2.1, this bit allows the server to make this capability available on a per-volume basis.
SupportsBlankAccessPrivileges (bit 4)	This volume supports blank (inherited) access privileges.

Figure 1-5 shows the entire Volume Attributes word, with the new bits for AFP version 2.1 in boldface.

Figure 1-5 Volume Attributes word



Security Features

This section describes the security features of AFP version 2.1 and later: minimum password length, password expiration, and maximum failed logon attempts.

Minimum Password Length

With AFP version 2.1 and later, you can specify the minimum length for a user's password. This length is specified by means of some administrative program. If the user's password is too short, he or she will get an `afpPwTooShortErr` error upon logging on. The client code should display an explanatory dialog box and then allow the user to change his or her password. The `FPChangePassword` command will continue to fail with an `afpPwTooShortErr` error until a password of at least the specified length is submitted.

The administrative program should be intelligent enough to prevent the administrator from giving users passwords that are too short; otherwise these users' first logon attempts will be dissatisfying, if not confusing. Whether or not the administrative program should alert the administrator when passwords for existing users are too short (as might happen when the administrator changes the minimum password length from 4 to 8) is up to the developer of the administrative program. The maximum password length is still 8.

Password Expiration

With AFP version 2.1 and later, you can specify the period of time after which a user must change his or her password. This interval can be specified by means of a server administrative program. If the user changes the password before the password expiration time expires, the password expiration timer is reset. If the user does not change the password before the interval expires, the actions that he or she can perform become severely limited. If the workstation is using AFP 2.1, the user can issue an `FPChangePassword` command and change the password, issue an `FPLogout` command, or issue an `FPLoginCont` command. (If the user issues any other command, the error `FPParmErr` is returned.) The `FPLoginCont` command returns one of the following errors: `afpPwTooShortErr`, `afpPwExpiredErr`, or `afpPwNeedsChangeErr`. At this point the user is logged on, and the only command that can be issued is `FPChangePassword` or `FPLogout`. If the user issues any other command, the error `FPParmErr` is returned. Once the user successfully changes the password, the user can issue any command.

Note that if the workstation is using a version of AFP earlier than 2.1, two additional calls, `FPGetSrvrParms` and `FPOpenVol`, allow the user to log on as usual without returning an error.

If the administrator wants to give a user an account that becomes inactive after a certain interval, the administrator can set the password expiration time to that interval and then disallow the changing of the password. When the time expires, the user is no longer able to connect to the server.

To keep users from circumventing this feature, a new error, `afpPwdSameErr`, is returned by the `FPChangePassword` command. This error prevents the user from changing his or her password when the new password is the same as the old password. The `FPChangePassword` command returns `afpPwdSameErr` only if the password expiration feature is enabled.

Maximum Failed Logon Attempts

With AFP version 2.1 and later, you can specify the maximum number of consecutive failed logon attempts that will be allowed before the user's account is disabled. This count can be specified by an administrative program. The count is reset to zero after every successful logon. For every failed logon attempt without a preceding successful logon, the count is incremented. When the maximum number of failed logon attempts is reached, the user's account is disabled. Any attempts to log on after the account is disabled result in an `FPParmErr` indicating that the user is unknown or that his or her account is disabled. The administrator must enable the user's account again. AFP does not notify the administrator that a user's account has been disabled; the user must notify the administrator by some other means, such as a phone call.

Changes to AFPUserBytes Definitions

The `AFPUserBytes` bytes make up the 2-byte attention code sent in an ASP Attention packet to the AFP client. This section describes how the `AFPUserBytes` bytes were augmented to accommodate AFP 2.1 features (such as the server message feature) and modes in the workstation code (such as `Disconnect`) and new capabilities in the client code (such as auto-reconnect). For AFP 2.2, the attention code 0011 represents a server notification (see Table 1-6).

The `AFPUserBytes` bytes are shown in Figure 1-6.

Figure 1-6 AFPUserBytes

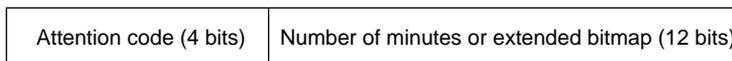
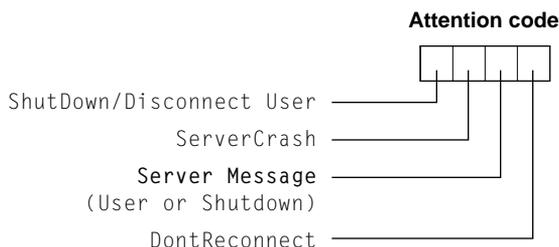


Figure 1-7 shows how the attention code bits for the AFPUserBytes bytes are defined, with the bit definitions for AFP 2.1 in boldface.

Figure 1-7 Attention code bits in AFPUserBytes



The bit numbers for the attention code bits are defined in Table 1-6.

Table 1-6 Attention code bits

Bit	Meaning
15	Shutdown or Attention bit. This bit is used when the server is being shut down or one or more users are being disconnected.
14	Server Crash bit. The server has detected an internal error, and the session will close immediately with minimal flushing of files. There may be some data loss. This condition is never accompanied by a server message and is highly unlikely to occur.

continued

Table 1-6 Attention code bits (continued)

Bit	Meaning
13	Server Message bit. There is a server message that the client should request by calling <code>FPGetSrvrMsg</code> with a <code>MsgType</code> of "Server." For more information, see the section "FPGetSrvrMsg" (page 53). The client should request the message as soon as possible after receiving this attention code. Otherwise, the server message it receives could be out of date.
12	Don't Reconnect bit. This bit is set when the user is disconnected, so that the client's reconnect code does not attempt to reconnect the session. This bit is not set for normal server shutdowns and is not set when the server loses power or when there is a break in network cabling. This mechanism allows administrators to shut down the server for backup purposes, bring the server up, and allow disconnected clients to reconnect transparently. This bit is ignored when the number of minutes is any value other than zero.

Table 1-7 lists valid combinations for the attention code bits.

Table 1-7 Valid combinations for the Attention Code bits

Combination	Meaning
1000	The server is shutting down in the designated number of minutes, or the user will be disconnected in the designated number of minutes. No message accompanies this shutdown. This attention code may be used when the server shuts down (that is, when the administrator quits file service).
1001	The server is shutting down, or the user will be disconnected in the designated number of minutes. No message accompanies this shutdown. This attention code is used upon user disconnection (for example, when the administrator detects an intruder and disconnects him or her).

continued

Table 1-7 Valid combinations for the Attention Code bits (continued)

Combination	Meaning
1010	The server is shutting down, or the user will be disconnected in the designated number of minutes. A message accompanies this shutdown. The workstation should immediately submit an <code>FPGetSrvrMsg</code> command to receive and display the message. This attention code can be used upon server shutdown (that is, when the administrator quits file service).
0100	The server is shutting down immediately, possibly due to an internal error, and can perform only minimal flushing. A message never accompanies this attention code.
1011	The server is shutting down, or the user will be disconnected in the designated number of minutes. A message accompanies this shutdown. The workstation should immediately submit an <code>FPGetSrvrMsg</code> command to receive and display the message. This is one of the codes used upon user disconnection (for example, when the administrator detects an intruder and disconnects him or her).
0100	The server is going down immediately (possibly because of an internal error) and can perform only minimal flushing. Number of minutes is ignored. No message ever accompanies such an attention code.
0010	The server has a server message available for this workstation. The workstation should immediately submit an <code>FPGetSrvrMsg</code> command to receive and display the message. The extended bitmap is reserved for Apple Computer's use only.
0011	Reserved (AFP 2.1). Server Notification (AFP 2.2). The server is notifying the client of an event relating to the current session. Bit 0 in the extended bitmap indicates that the modification date of one of the volumes mounted from the server has changed. The client should issue an <code>FPGetVolParms</code> command for each volume mounted from the server.
0001	Reserved. The extended bitmap is reserved for Apple Computer's use only.
0000	Reserved. The extended bitmap is reserved for Apple Computer's use only.

Note that for some of the valid bit patterns, the lower 12 bits of `AFPUserBytes` are interpreted as the number of minutes before the action described by the bit pattern will take place. This value can be a number in the range 0 to 4094 (\$FFE) inclusive. A value of 4095 (\$FFF) means that the action is being canceled.

Some AFP 2.1–Related Questions and Answers

It appears to be a requirement that all user IDs be numerically different from all group IDs. When upgrading an old volume, must one change these IDs if they are not numerically different?

Yes. AppleShare’s user ID numbers and group ID numbers have always been that way. In addition, AFP 2.1 servers must assign the guest user ID number 0 and the administrator/owner ID number 1.

Do `FMapID` and `FMapName` work the same way in AFP 2.1 as they do in AFP 2.0? (That is, must one choose the proper subfunction or get an error?)

Under AFP 2.1, calls to `FMapID` must use subfunction code 1 or 2 and calls to `FMapName` must use subfunction code 3 or 4. The subfunction used tells the call which database (user or group) to search first. This process doesn’t affect the `FMapID` command (since user and group IDs come from the same pool of numbers) except in one way: The user/group name will be returned for that ID no matter what. However, it does affect the `FMapName` command. For example, if you have both a user and a group named “Fred” and you call `FMapName`, the subfunction code will determine where the match is found (user or group).

Note that the AFP 2.1 server responds the same way for 1.1 and 2.0 clients as it does for AFP 2.1 clients.

On the Macintosh, `PBGetCatInfo` returns the file ID in the `ioDirID` field for files. Is this the value returned in the `FileNumber` field by `FPGetFileDirParm`?

The value returned in the `FileNumber` field by the AppleShare file server is what the file server gets from the Macintosh File Manager’s `PBGetCatInfo` call. Since AppleShare implementations supporting AFP 2.1 on the Macintosh run under System 7, everything works as it would on a local volume. (That is, the value could represent a file ID or a directory ID, and you must use `FResolveID` to check whether the value is a real file ID.)

How does the AFP file server know which directory is the Network Trash Folder?

The Network Trash Folder is identified by name and will not be localized in international versions of the Macintosh system software, as it is invisible.

Do servers using AFP 2.1 have to limit their icons to any particular size?

Yes, because Macintosh workstations running versions of AFP earlier than 2.1 behave poorly if the icon size is greater than 1536.

Is it true that the value of `DTRefNum` is the same as that of Volume ID for AFP desktop database calls?

Yes, but only if that volume has not been closed and then reopened. If it is reopened, new values for `DTRefNum` and Volume ID are assigned).

Is it true that `FPCloseVol` does not close all files open on a volume?

Yes, you should specifically close all open files on a volume before closing it, rather than relying on `FPCloseVol` to close them for you.

AFP over TCP

This section describes how the Transmission Control Protocol (TCP) can be used to transport AFP packets efficiently. With TCP as the transport protocol, AFP services can be made available over the Internet just as they are made over AppleTalk networks. When a user mounts a remote volume over TCP, the type of network over which the volume is mounted is completely transparent to the user. On local area networks, providing AFP services over TCP/IP effectively utilizes the bandwidth of high speed network media such as Fiber Distributed Data Interface (FDDI) and Asynchronous Transfer Mode (ATM).

TCP can be used as the transport protocol for AFP version 2.1 and version 2.2. In theory, versions of AFP prior to 2.1 could also use TCP as the transport protocol, but doing so is not recommended because the AFP 2.1 or later version of `FPGetSrvrInfo` is required to obtain a machine's IP address.

Implementation

A layer known as the Data Stream Interface (DSI) is used to provide AFP services over TCP. With minimal overhead, the DSI requires establishes an

interface between AFP and TCP but is generic enough to be used over any data stream protocol. The DSI has the following characteristics:

- It registers the AFP server on a well-known data stream port. For TCP, the port number is 548. Protocol suites that include a service-locating protocol can be used to advertise and locate an AFP server. For example, NBP can be used for AFP over ADSP, and the Service Advertisement Protocol (SAP) can be used to for AFP over IPX/SPX.
- It uses a request/response model that supports multiple outstanding requests on any given connection. In other words, the request's window size may be greater than 1 in length.
- It replies to multiple outstanding requests in any order.
- It provides a one-to-one mapping between the AFP session and the port ID or connection ID maintained by the data stream protocol.
- It maintains some state information for every open client connection. This allows the server to demultiplex requests to an appropriate AFP session.
- It allows the AFP server to send and receive large packets. The size of the packets is based on the underlying network's maximum transmission unit (MTU).

The DSI Header

The DSI prepends the header shown in Figure 1-8 to every AFP request and reply packet.

Figure 1-8 DSI header format

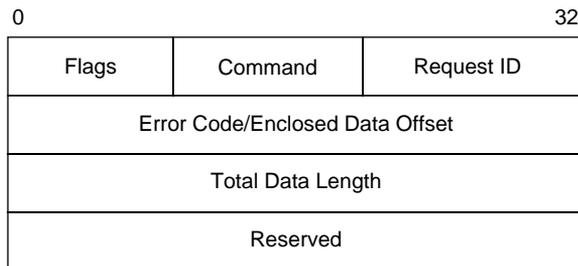


Table 1-8 describes each field in the DSI header.

Table 1-8 Fields in the DSI header

Field	Purpose
Flags	<p>An 8-bit value that allows an AFP server to determine the packet type. The following packet types are defined:</p> <p>0x00 = request 0x01 = reply</p>
Command	An 8-bit value containing a value that represents a DSI command.
Request ID	<p>A 16-bit value containing a request ID on a per connection (session) basis. A request ID is generated by the host that issued the request. In reply packets, the request ID is used to locate the corresponding request.</p> <p>Request IDs must be generated in sequential order and can be from 0 to 65535 in value. The request ID after 65535 wraps to 0. The client generates the initial request ID and sends it to the server in a <code>DSIOpenSession</code> command. The server uses the following algorithm to anticipate the client's next request ID:</p> <pre>if (LastReqID == 65536) LastReqID = 0; else LastReqID = LastReqID + 1; ExpectedReqID = LastReqID;</pre> <p>Servers begin generating request IDs at 0.</p>
Error Code/ Enclosed Data Offset	<p>In request packets, this field is ignored by the server for all commands except <code>DSIWrite</code>. For future compatibility, clients should set this field to 0 for all commands except <code>DSIWrite</code>.</p> <p>In request packets for which the command is <code>DSIWrite</code>, this field contains a data offset that is the number of bytes in the data representing AFP command information. The server uses this information to collect the AFP command part of the packet before it accepts the data that corresponds to the packet. For example, when a client sends an <code>FPWrite</code> command to write data on the server, the enclosed data offset would be 12.</p> <p>In reply packets, this field contains an error code.</p>

continued

Table 1-8 Fields in the DSI header (continued)

Field	Purpose
Total Data Length	A 32-bit unsigned value that specifies the total length of the data that follows the DSI header.
Reserved	A 32-bit field reserved for future use. Clients should set this field to zero.

DSI Commands

DSI commands are similar to ASP commands, and they preserve all of the ASP commands except `ASPWriteContinue`. The DSI commands are listed in Table 1-9.

Table 1-9 DSI commands

Command Name	Command Code	Originator of Command Requests
<code>DSICloseSession</code>	1	Client and server
<code>DSICommand</code>	2	Client only
<code>DSIGetStatus</code>	3	Client only
<code>DSIOpenSession</code>	4	Client only
<code>DSITickle</code>	5	Client and server
<code>DSIWrite</code>	6	Client only
<code>DSIAttention</code>	8	Server only

Note

For consistency between ASP and DSI commands, the command code for `DSIAttention` is 8. ♦

DSIOpenSession

Usually, the `DSIOpenSession` command request is the first request issued by the client after it establishes a connection with an AFP server. (The client can also send a `DSIGetStatus` command request. In this case, the AFP server immediately

tears down the connection after delivering the requested status information.) The `DSIOpenSession` command request opens a DSI session and delivers the client's initial request ID.

The data portion of a `DSIOpenSession` packet may contain options defined by the client (request) or server (reply). The options must conform to the format shown in Table 1-10.

Table 1-10 DSIOpenSession option format

0	8	16
Option Type	Option Length	Option

Table 1-11 describes each field in the option portion of the `DSIOpenSession` packet.

Table 1-11 Fields in the option portion of the DSIOpenSession packet

Field	Purpose
Option Type	<p>An unsigned 8-bit value indicating the type of information contained by the Option field. Two types are defined:</p> <p>0x00 = server request quantum. Sent by the server to the client to indicate that the Option field contains the size of the largest request packet the server can accept.</p> <p>0x01 = attention quantum. Sent by the client to the server to indicate that the Option field contains the size of the largest attention packet the client can accept.</p>
Option Length	An unsigned 8-bit value containing the length of the variable-length Option field that follows.
Option	A variable-length value sent in network byte order (most significant byte first) representing the number of bytes the server and the client can accept in request and attention packets, respectively, but not including the length of the DSI header and the AFP command. The length of the Option field is variable, but for maximum performance, it should be a multiple of 4 bytes.

DSICommand

Once the client opens a DSI session, the DSI is ready to accept and process `DSICommand` requests from the client. When it receives a `DSICommand` request, the DSI removes the header, saves the request context in its internal state, and passes the data (an AFP request) to the AFP server.

When the DSI receives a reply, it uses the command and request ID fields in the DSI header of the reply to match the reply with its corresponding request and the request context in order to send the reply to the client. Once the DSI sends the reply to the client, the DSI reclaims storage allocated for the request context.

DSIWrite

The `DSIWrite` command request contains an `FPWrite` or an `FPAddIcon` request and the associated data. The amount of data to be written may be up to the size of the Server Request Quantum described earlier in the section “`DSIOpenSession`” (page 29).

The AFP server may or may not be ready to accept the data, so the DSI only forwards the AFP request portion to the AFP server, using the enclosed data offset in the DSI header to determine the length of the AFP header.

Once it processes the header and determines that the client has the privileges required to write the data, the AFP server retrieves the data to be written from the DSI. Once the AFP server declines the request or the DSI finds that all of the data has been written, the DSI disposes of the data and reclaims the storage associated with it.

DSIAttention

The AFP server uses standard data stream packets to send `DSIAttention` command request packets to the client. The attention code is stored as part of the data in the DSI packet. The size of the attention code and any other attention type cannot be larger than the size specified by the attention quantum when the client opened the session. The default attention quantum size is 2.

DSITickle

The `DSITickle` command provides a way for AFP servers and clients to detect time-outs caused by the abnormal termination of DSI sessions and data stream connections. By default, an AFP server sends a `DSITickle` command request packet every 30 seconds to the client if the AFP server has not sent any other

data to the client in the previous 30 seconds. (Leland, what if it *received* data from the client in the past 30 seconds.) Likewise, the client sends a `DSITickle` command request packet every 30 seconds to the client if the client server has not sent any other data to the AFP server in the previous 30 seconds.

If an AFP server does not receive any data from a client for two minutes, the AFP server terminates the session with the client. Likewise, the client terminates the session with the AFP server if the client does not receive any data from the server for two minutes.

Instead of using a timer to determine when to send a `DSITickle` command, many client implementations send a `DSITickle` command whenever they receive a `DSITickle` command from the AFP server.

DSICloseSession

To close a session, an AFP client or server sends a `DSICloseSession` command request. Without waiting for a reply, the sender of the `DSICloseSession` command closes the AFP session and reclaims all of the resources allocated to the session. Then it tears down the data stream connection.

Note

The `AFPLogout` command does not close the session. ♦

DSIGetStatus

In the context of data stream communication, the client must establish a session with the server in order to exchange information with it, but in the context of ASP, a client can send an `ASPGetStatus` command to the server without establishing a session. To support `ASPGetStatus`, the AFP server supports the `DSIGetStatus` command on its listening port.

To obtain ASP status information, the client must establish a connection on the server's listening port. The client then sends a `DSIGetStatus` command to the server. The server then returns the status information to the client and immediately tears down the connection.

AFP 2.1 and Later Reference

Commands Added or Modified for AFP 2.1 and Later

Table 1-12 lists the commands that were added for AFP version 2.1 and later. Each command code is a 16-bit integer sent high-byte first in the packet.

Table 1-12 Commands added for AFP version 2.1 and later

Command	Hexadecimal	Decimal
FPGetSrvrMsg	0x0026	\$38
FPCreateID	0x0027	\$39
FPDeleteID	0x0028	\$40
FPResolveID	0x0029	\$41
FPExchangeFiles	0x002A	\$42
FPcatSearch	0x002B	\$43

Table 1-13 lists the commands that were modified for AFP version 2.2.

Table 1-13 Commands modified for AFP version 2.2

Command	Modification
FPGetSrvrInfo	Returns information about a server's support for TCP/IP.
FPGetVolParms	Returns information about volumes greater than 4 gigabytes (GB) in size.

The sections that follow describe each new or modified command.

FPcatSearch

Searches a volume for files that match specified criteria.

Inputs	<i>VolumeID</i> (int)	The ID of the volume on which the file is located.
	<i>ReqMatches</i> (long)	The maximum number of matches to return.
	<i>Reserved</i> (long)	Reserved. (Must be zero.)
	<i>CatPosition</i> (16 bytes)	Current position in the catalog.
	<i>FileRsltBitmap</i> (int)	The fields in the <i>File</i> parameters that are to be returned; this field is the same as the <i>File Bitmap</i> field in the <i>FPGetF1DrParms</i> command (with some restrictions, explained later in this section).
	<i>DirRsltBitmap</i> (int)	The fields in the <i>Dir</i> parameters that are to be returned; this field is the same as the <i>Directory Bitmap</i> field in the <i>FPGetF1DrParms</i> command (with some restrictions, explained later in this section).
	<i>RequestBitmap</i> (long)	The fields in the <i>File/Dir</i> parameters that are to be searched. (The structure of the bitmap is shown later in this section.)
	<i>Specification1</i>	Search criteria lower bounds and values.
	<i>Specification2</i>	Search criteria upper bounds and masks.
	Outputs	<i>CatPosition</i> (16 bytes)
<i>FileRsltBitmap</i> (int)		Copy of the input bitmap.
<i>DirRsltBitmap</i> (int)		Copy of the input bitmap.
<i>ActualCount</i> (long)		The number of matches that were actually found.
<i>Results</i>		An array of records that describes the matches that were found.
<i>FPError</i> (long)		

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Result codes	<code>afpCallNotSupported</code>	The AFP version is earlier than 2.1.
	<code>afpCatalogChanged</code>	The catalog has changed and <i>CatPosition</i> may be invalid. No matches were returned.
	<code>afpParmErr</code>	Session reference number, volume identifier, or pathname type is unknown; pathname is null or bad.
	<code>afpEofError</code>	No more matches.

VERSION

Supported by AFP 2.1 and later.

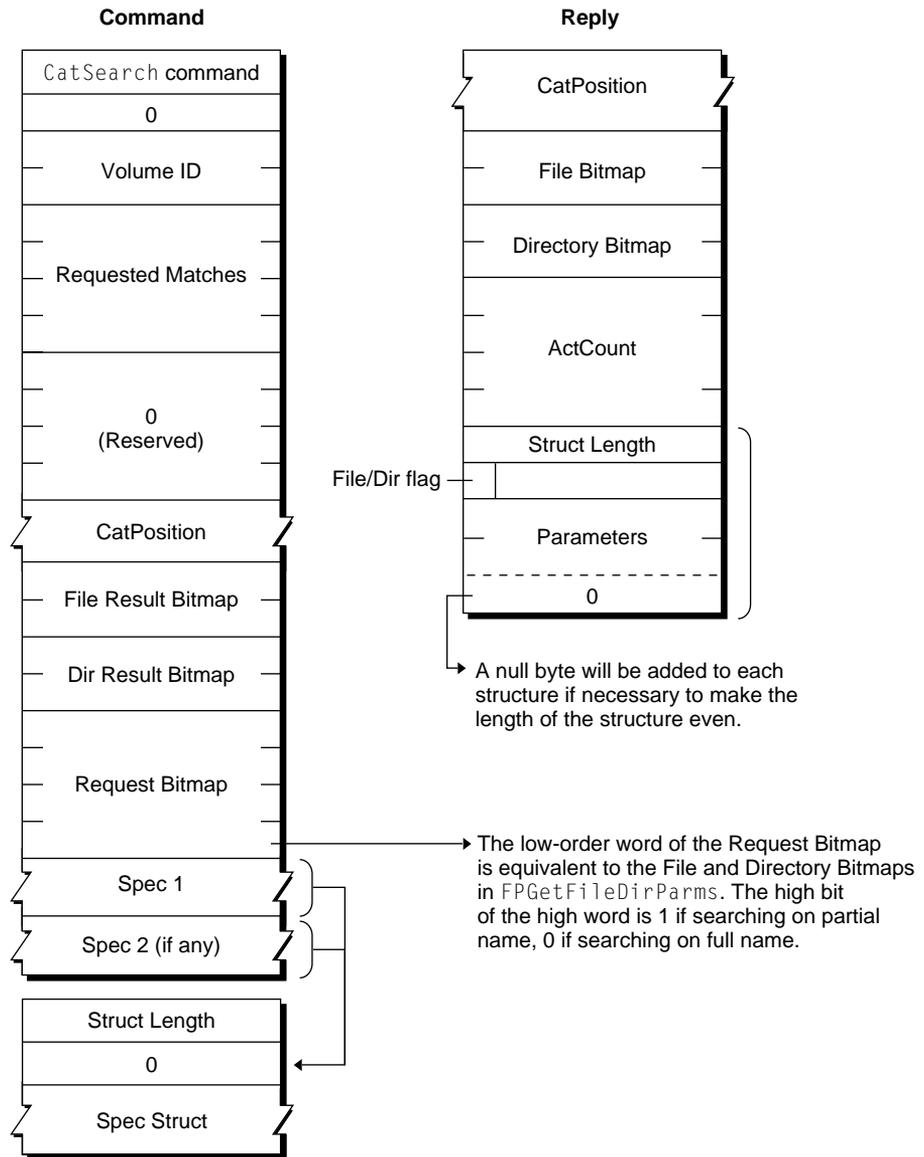
DISCUSSION

The `FPCatSearch` command searches a volume for files that match a specified criteria and returns an array of records that describes the matches that were found. The criteria can include any fields in the file bitmaps, directory bitmaps, or both, that are defined for the `FPGetFileDirParms` command. Information parameters for the matching files and directories are returned. These parameters can also be any of those specified for the `FPGetFileDirParms` command.

Before issuing this command, the user must call `FPOpenVol` for the volume that is to be searched.

Figure 1-9 shows the command and reply blocks for the `FPCatSearch` command.

Figure 1-9 Command and reply blocks for the FPCatSearch command



The first word of the *CatPosition* parameter specifies whether the field denotes a “real” catalog position or a hint. If the first word is zero, `FPCatSearch` starts the search at the beginning of the volume. If the first word is nonzero, *CatPosition* is a “real” catalog position and `FPCatSearch` begins its search with this entry.

The *Specification1* and *Specification2* parameters are used together to specify the search parameters. These parameters are packed in the same order as the bits in the request bitmap. All variable-length parameters (such as those containing names) are put at the end of each specification record. An offset is stored in the parameters to indicate where the actual variable-length parameter is located. This offset is measured from the start of the specification parameters (not including the length and filler bytes). Results are packed in the same way.

The fields in *Specification1* and *Specification2* have different uses:

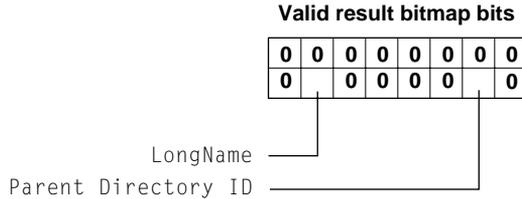
- In the name field, *Specification1* holds the target string; *Specification2* must always have a `nilname` field.
- In all date and length fields, *Specification1* holds the lowest value in the target range and *Specification2* holds the highest value in the target range.
- In file attributes and Finder Info fields, *Specification1* holds the target value, and *Specification2* holds the bitwise mask that specifies which bits in that field in *Specification1* are relevant to the current search.

The `FPCatSearch` command returns the error `afpEofError` only when it has reached the end of the volume directory tree. For example, if the client requests ten matches, the server may return only four matches, without returning an error. The client should then make a request for six (10 minus 4) more matches, using the same *CatPosition* value that was received in the previous reply. This process continues until the originally requested matches are received or an `afpEofError` is returned. If `FPCatSearch` returns the error `afpCatalogChanged`, the client cannot continue the search. The client must restart the search by setting the first word of *CatPosition* to zero.

The `FPCatSearch` command returns files or directories or both, depending on the *FileRsltBitmap* and *DirRsltBitmap* fields. If the *FileRsltBitmap* field is zero, `FPCatSearch` assumes that you are not searching for files. Likewise, if the *DirRsltBitmap* field is zero, `FPCatSearch` assumes that you are not searching for directories. If both fields are nonzero, `FPCatSearch` returns both files and directories. Note that if you are searching for both files and directories, certain restrictions apply as to what fields `FPCatSearch` will search. The rest of this section describes these restrictions.

The only valid bits for the *FileRsltBitmap* and *DirRsltBitmap* fields are the LongName and Parent Directory ID bits. Figure 1-10 shows the valid Result Bitmap bits.

Figure 1-10 Valid result bitmap bits



The low-order word of *RequestBitmap* is roughly equivalent to the File and Directory Bitmaps in `FPGetFileDirParms`. (See the bitmaps for the differences.) The high bit of the high-order word of *RequestBitmap* indicates whether the search should match on full names or partial name (0 = full name, 1 = partial name). There is no equivalent to the `fsSBNegate` bit used by the Macintosh File Manager's `PBCatSearch` function.

Figure 1-11 shows the valid directory bits. The `FPcatSearch` command can only search for this information when it searches for directories.

Figure 1-11 Valid directory bits

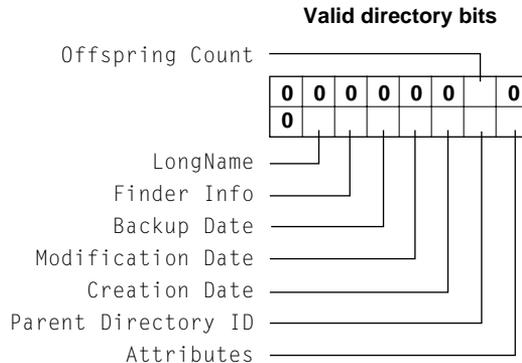


Figure 1-12 shows the valid file bits. The `FPCatSearch` command can search for this information only when it searches for files.

Figure 1-12 Valid file bits

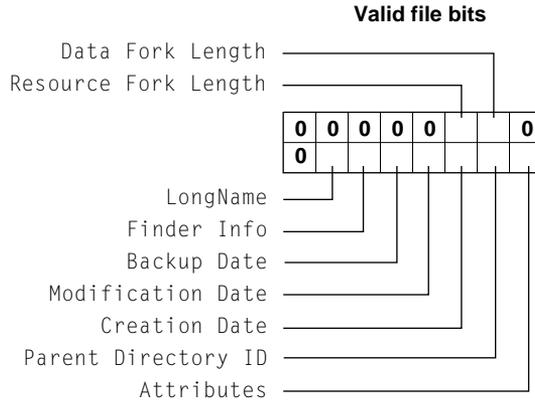
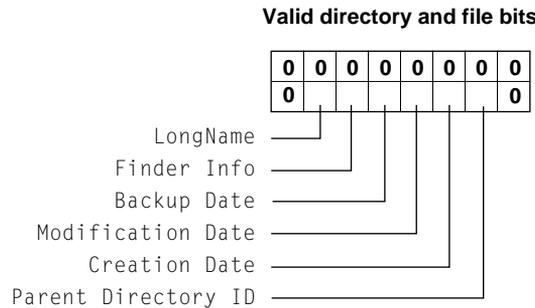


Figure 1-13 shows the valid directory and file bits. The `FPCatSearch` command can search for this information when it searches for directories and files.

Figure 1-13 Valid directory and file bits



The inhibit bits are the only valid bits that the `FPCatSearch` command can search for in the *Attributes* parameter. For files, these bits are `DeleteInhibit`, `RenameInhibit`, and `WriteInhibit`. For directories, these bits are `DeleteInhibit` and `RenameInhibit`. You cannot search any bits in *Attributes* when you are searching for files and directories.

PRIVILEGES

The user need have no special access privileges to use this command; however, to see all the files, folders, or files and folders that match the specified criteria, the user must have Read Only or Read & Write privileges to them. The `FPCatSearch` command skips folders for which the user does not have Read Only or Read & Write privileges.

FPCreateID

Creates a unique file ID for a specified file.

Inputs	<i>VolumeID</i> (int)	The ID of the volume on which the file ID is to be created.
	<i>DirectoryID</i> (long)	The ID of the directory in which the file is to be created.
	<i>PathType</i> (byte)	Path type of the pathname: 0 = short name 1 = long name
	<i>Pathname</i> (string)	String name of the file that is the target of the file ID (that is, the filename of the file for which you want to create the file ID).
Outputs	<i>FileID</i> (long)	File ID that was created for the specified file.
	<i>FPErrror</i> (long)	

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Result codes	<code>afpCallNotSupported</code>	The AFP version is earlier than 2.1.
	<code>afpObjectNotFound</code>	The target file does not exist.
	<code>afpIDExists</code>	A file ID already exists for this file. The file ID is returned in the FileID field.
	<code>afpObjectTypeErr</code>	Object defined was a directory, not a file.
	<code>afpVolLocked</code>	The destination volume is read-only.
	<code>afpAccessDenied</code>	User does not have the privileges required to issue this command.
	<code>afpParmErr</code>	Session reference number, volume identifier, or pathname type is unknown; pathname is null or bad.

VERSION

Supported by AFP 2.1 and later.

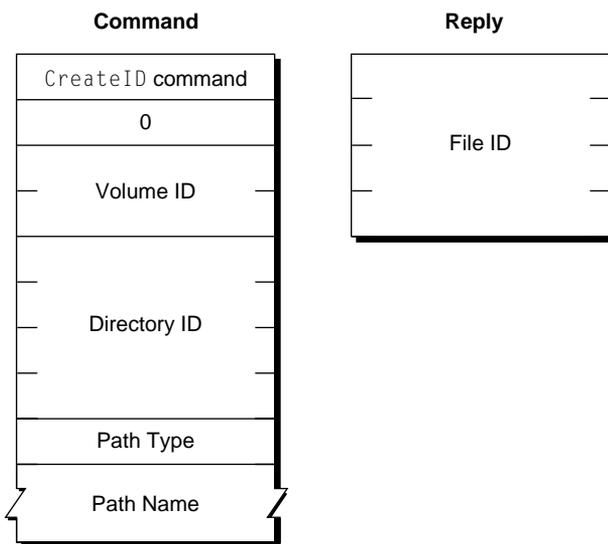
DISCUSSION

File IDs provide a means of keeping track of a file even if its name or location changes. The scope of file IDs is limited to the files on a volume. File IDs cannot be used across volumes.

Before using this command, the client must have called `FP0penVol1` for this volume.

The AFP server should take steps to ensure that every file ID is unique and that no file ID is reused once it has been deleted.

Figure 1-14 shows the command and reply blocks for the `FPCreateID` command.

Figure 1-14 Command and reply blocks for the FPCreateID command**PRIVILEGES**

The user must have the Read Only or the Read & Write privilege to use this command.

FPDeleteID

Invalidates all instances of the specified file ID.

Inputs	<i>VolumeID</i> (int)	The ID of the volume on which the file ID is to be deleted.
	<i>FileID</i> (long)	The file ID that is to be invalidated.
Outputs	<i>FPError</i> (long)	
Result codes	afpCallNotSupported	The AFP version is earlier than 2.1.
	afpObjectNotFound	The target file does not exist. The file ID is deleted anyway.

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afpIDNotFound	File ID was not found. (No file thread exists.)
afpObjectTypeErr	Object defined was a directory, not a file.
afpVolLocked	The destination volume is read-only.
afpAccessDenied	User does not have the privileges required to use this command.
afpParmErr	Session reference number, volume identifier, or pathname type is unknown; pathname is null or bad.

VERSION

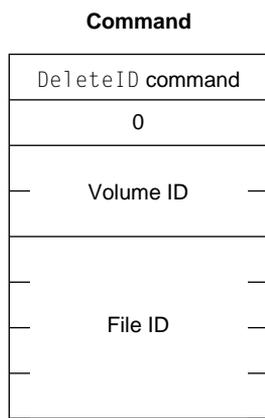
Supported by AFP 2.1 and later.

DISCUSSION

Before using this command, the user must have called `FPOpenVol` for this volume.

Figure 1-15 shows the command block for the `FPDeleteID` command.

Figure 1-15 Command block for the `FPDeleteID` command



PRIVILEGES

The user must have the Read Only or the Read & Write access privilege to use this command.

FPEXchangeFiles

Preserves existing file IDs when an application performs a Save or a Save As operation.

Inputs	<i>VolumeID</i> (int)	The ID of the volume on which the two files are located.
	<i>SrcDirID</i> (long)	The ID of the directory that contains the source file.
	<i>DestDirID</i> (long)	The ID of the directory that contains the destination file.
	<i>SrcPathType</i> (byte)	Path type of the source pathname: 1 = short name 2 = long name
	<i>SrcPathName</i> (string)	String name of the source file.
	<i>DestPathType</i> (byte)	Path type of the source pathname: 1 = short name 2 = long name
	<i>DestPathName</i> (string)	String name of the destination file.
Outputs	<i>FPErr</i> (long)	
Result codes	afpCallNotSupported	The AFP version is earlier than 2.1.
	afpIDNotFound	File ID was not found. (No file thread exists.)
	afpObjectTypeErr	Object defined was a directory, not a file.

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<code>afpBadIDErr</code>	File ID number is not a defined file ID.
<code>afpAccessDenied</code>	User does not have the privileges required to use this command.
<code>afpParmErr</code>	Session reference number, volume identifier, or pathname type is unknown; pathname is null or bad.

VERSION

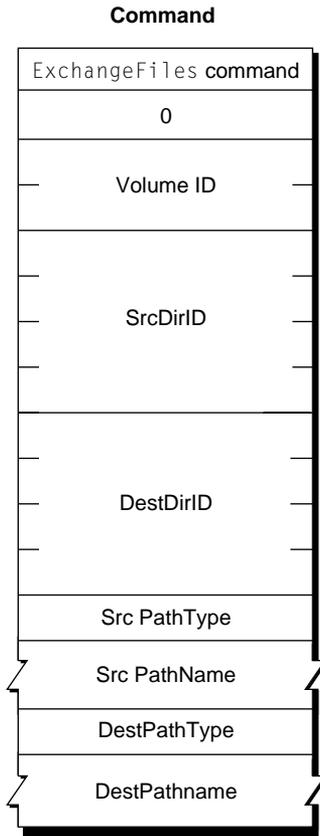
Supported by AFP 2.1 and later.

DISCUSSION

To use this command, both files must exist on the same volume. File IDs do not, however, have to exist on the files to be exchanged. The files being exchanged can be open or closed. Before you call `FPEXchangeFiles`, you must call `FPOpenVol` for the volume on which the files reside.

Figure 1-16 shows the command block for the `FPEXchangeFiles` command.

Figure 1-16 Command block for the FPEXchangeFiles command



The following example shows the results of an FPEXchangeFiles operation between two files named Blue and Red.

Figure 1-17 Example of calling FPEXchangeFiles

	Before	➔	After
Catalog information	RefNum 100		RefNum 100
	Filename Blue		Filename Red
	Parent directory ID 31		Parent directory ID 32
	File ID 121		File ID 222
	Length 962		Length 962
	Creation date Jan 1991		Creation date Feb 1992
	Modification date April 1991		Modification date April 1991
	RangeLock 0...10		RangeLock 0...10
	DenyModes DenyWrite		DenyModes DenyWrite
Data	BlueBlueBlueBlueBlueBlueBlueBlue BlueBlueBlueBlueBlueBlueBlueBlue BlueBlueBlueBlueBlueBlueBlueBlue BlueBlueBlueBlueBlueBlueBlueBlue		BlueBlueBlueBlueBlueBlueBlueBlue BlueBlueBlueBlueBlueBlueBlueBlue BlueBlueBlueBlueBlueBlueBlueBlue BlueBlueBlueBlueBlueBlueBlueBlue
Catalog information	RefNum 202		RefNum 202
	Filename Red		Filename Blue
	Parent directory ID 32		Parent directory ID 31
	File ID 222		File ID 121
	Length 961		Length 961
	Creation date Feb 1992		Creation date Jan 1991
	Modification date May 1992		Modification date May 1992
	RangeLock 25...30		RangeLock 25...30
	DenyModes None		DenyModes None
Data	RedRedRedRedRedRedRedRedRed RedRedRedRedRedRedRedRedRed RedRedRedRedRedRedRedRedRed RedRedRedRedRedRedRedRedRed		RedRedRedRedRedRedRedRedRed RedRedRedRedRedRedRedRedRed RedRedRedRedRedRedRedRedRed RedRedRedRedRedRedRedRedRed

Notice that only the filename, parent directory ID, file ID, and creation dates are exchanged. Byte-range locks and deny modes still apply to the same file reference number and data.

PRIVILEGES

The user must have the Read & Write privilege to both files to use this command.

FPGetSrvrInfo

Retrieves information about a server.

Inputs	<i>SAddr</i> (EntityAddr)	Internet address of the server. (OT Address).
Outputs	<i>FPError</i> (long) <i>Flags</i> (long)	Flags describing capabilities of the server, consisting of: 0 = supports copy file. 1 = supports changing passwords. 2 = doesn't allow passwords to be saved. 3 = supports server messages. 4 = supports server signature. 5 = supports TCP/IP. 6 = supports server notifications.
	<i>ServerName</i> (string)	A string containing the name of the server.
	<i>MachineType</i> (string)	A string containing a description of the server's hardware, operating system, or both.
	<i>AFPVersions</i> (string)	A string containing the versions of AFP that the server supports.
	<i>UAMs</i> (string)	A string containing the UAMs that the server supports.
	<i>VolumeIconAndMask</i> (256 bytes)	128 bytes of icon data and 128 bytes of mask data.
	<i>ServerSignature</i> (16 bytes)	A 16-byte number that uniquely identifies the server.
	<i>NetworkAddresses</i> (AFP Network Address)	The server's network addresses. (The AFP Network Address format is described later in this section.)
Result codes	<i>afpNoServer</i>	The server is not responding.

VERSION

Modified for AFP 2.2 and later.

DISCUSSION

The `FPGetSrvrInfo` command retrieves information about the server in the form of an information block.

Note

`FPGetSrvrInfo` is the only AFP command that the client can use without establishing a session with the server. ♦

To facilitate access to all of the fields in the information block, the block begins with a header containing the offset to each field in the block: first an offset to the machine type, followed by the offset to the AFP versions strings, the offset to the UAM strings, the offset to the volume icon and mask, the flags word, the server name padded to an even boundary, the offset to the server signature, and the offset to the IP numbers. The volume icon and mask, server signature, and IP numbers are optional. If the volume icon and mask is not included, the offset is 0. The offsets for the server signature and IP numbers are included only if either of their bits in the flags word are set.

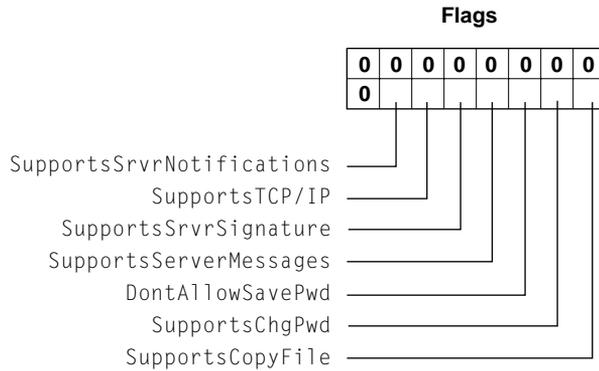
Because the server can pack the fields in the information block in any order, no assumptions should be made about the order of the fields; instead applications should access the fields only through the offsets. The exception is the *ServerName* field, which is always after the *Flags* field.

The AFP version and UAM strings are each formatted as one byte containing the number of strings that follow, with the strings packed back-to-back without padding. AFP version 2.2 is denoted by the string “AFP2.2”, and AFP version 2.1 is denoted by the string “AFPVersion 2.1”.

If the *VolumeIconAndMask* field is not included, its offset is 0.

Figure 1-18 shows the bits in the *Flags* field.

Figure 1-18 Flags field in the FPGetSrvrInfo information block



Offsets for the *ServerSignature* and *NetworkAddresses* fields are present only if either of their bits in the *Flags* field is set.

The *ServerSignature* field contains a unique identifier for the server. Client applications should use the server signature to ensure that the client does not log on to the same server multiple times. Preventing multiple logons is important when the server is configured for multihoming.

The *NetworkAddresses* field contains a list of addresses that the client can use to connect to the server over AppleTalk or TCP/IP. Each address is stored as an AFP Network Address. The format of an AFP Network Address is shown in Figure 1-19.

Figure 1-19 AFP Network address format

Length	Tag	Address
--------	-----	---------

Each AFP Network Address data item consists of a length byte containing the total length in bytes of the data item, followed by a tag byte identifying the type of address contained by the *Address* field, followed by up to 254 bytes of data. Table 1-14 lists the possible values of the *Length* and *Tag* fields and describes the type of address stored in the *Address* field.

Table 1-14 Fields of the AFP network address format

Total Length in Bytes	Tag	Address
06	0x01	IP address consisting of 4 bytes.
08	0x02	IP address (4 bytes) with port number (2 bytes).
06	0x03	DDP address (2 bytes for the network number, 1 byte for the node number, and 1 byte for the socket number).

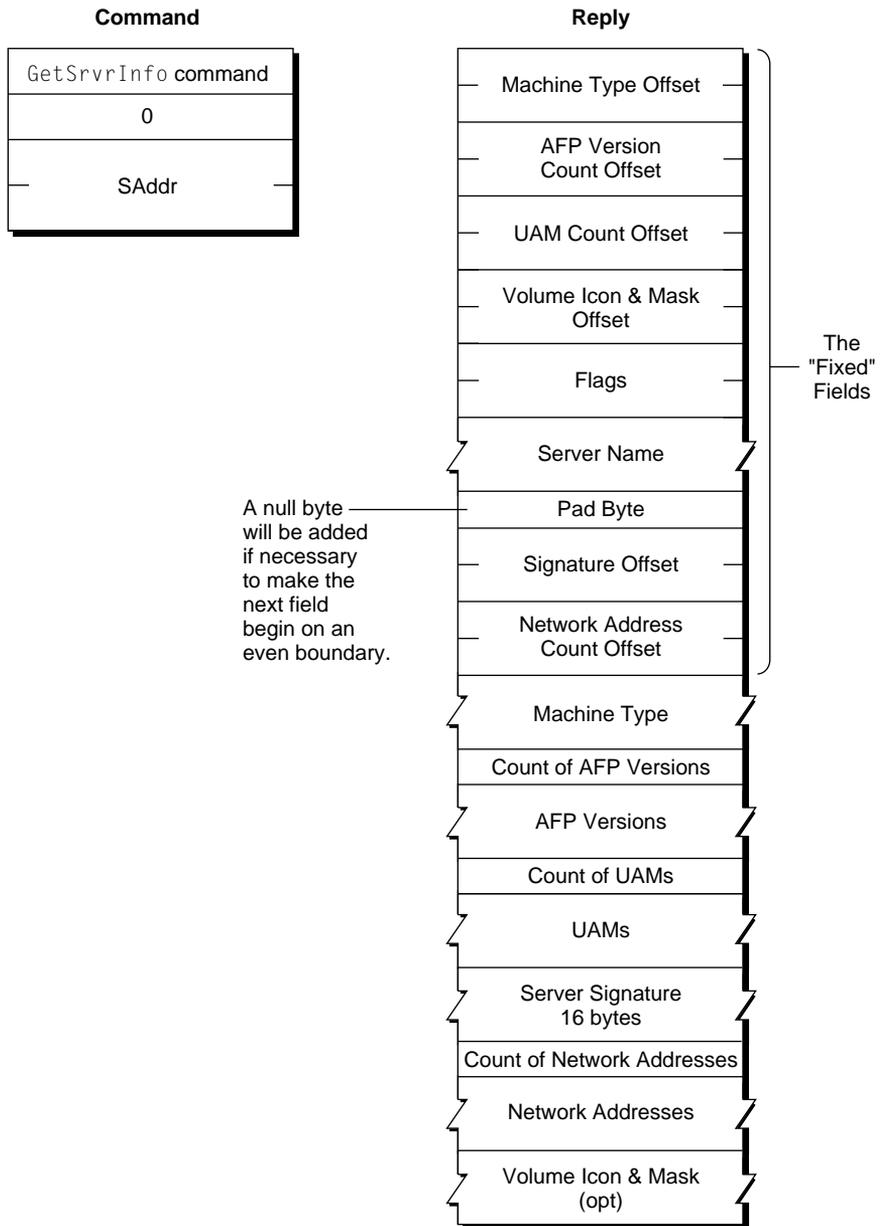
The network address format provides the available network address to the client. Tags that the client does not recognize must be ignored.

Note

Tag 0x00 and 0x04 to 0x40 are reserved. ♦

Figure 1-20 shows the command and reply blocks for the `FPGetSvrInfo` command.

Figure 1-20 Command and reply blocks for the FPGetSrvrInfo command



FPGetSrvrMsg

Gets a string message from the server.

Inputs	<i>MsgType</i> (int)	Type of server message: 0 = logon 1 = server (This value should be used in response to the Server Message bit in the attention code.)
	<i>MsgBitmap</i> (int)	Bitmap indicating what information to pass with the server message. (Currently, this is only the message string itself.) The structure of the bitmap is shown later in this section.
Outputs	<i>MsgType</i> (int)	Type of server message: 0 = logon 1 = server
	<i>MsgBitmap</i> (int)	Bitmap indicating what information was passed.
	<i>SrvrMessage</i> (string)	String message from the server.
	<i>FPErr</i> (long)	
Result codes	<code>afpCallNotSupported</code>	The server does not implement <code>FPGetSrvrMsg</code> , or the AFP version is earlier than 2.1.
	<code>afpUserNotAuth</code>	The user was not logged on.
	<code>afpBitMapErr</code>	The specified bitmap has unrecognized bits set.

VERSION

Supported by AFP 2.1 and later.

DISCUSSION

The client uses the `FPGetSrvrMsg` command to receive shutdown, user, and logon messages from the server. Usually, the server sends an attention code to the client when these messages are available. However, the client can call `FPGetSrvrMsg` at any time. The server returns an empty or zero-length string if no message is available.

The logon message type allows the server to send a message to a client at logon time. The client can query the server for a logon message at logon time, or whenever it is convenient to do so. If there is no logon message, `FPGetSrvrMsg` returns a zero-length string, and nothing need be displayed.

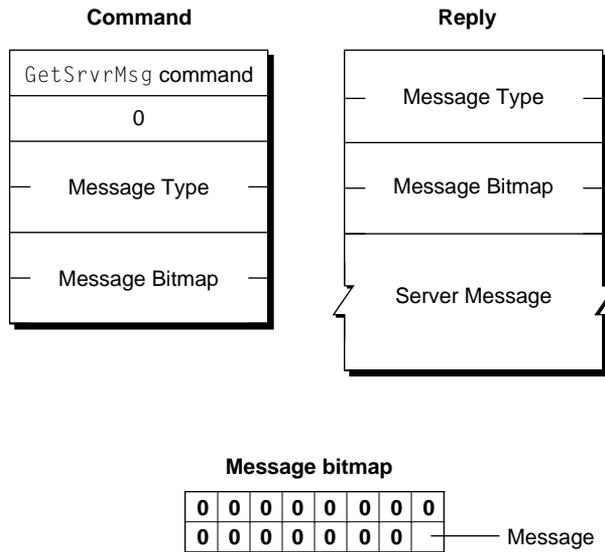
There are two server message types:

- **Shutdown.** In addition to sending an attention code when the server is going to shut down, the server can send a message explaining, for example, why the server is going down, how long it will be down, and so on. The client is made aware that a shutdown message is available by the server's setting the Server Message bit in `AFPUserBytes` along with the Shutdown bit.
- **User.** The server can send a message to a specified user or users. The client is made aware that a user message is available by the server's setting the Server Message bit in `AFPUserBytes`. Clients that implement older AFP versions should simply ignore this bit.

The maximum size of any of these messages is 200 bytes including the length byte (a `Str199`). The attention mechanism currently being used has been augmented to let the client know that there is a server message. The client then requests (by means of `FPGetSrvrMsg`) the message from the server.

Figure 1-21 shows the command and reply blocks for the `FPGetSrvrMsg` command.

Figure 1-21 Command and reply blocks for the FPGetSrvrMsg command



PRIVILEGES

The user must be logged on to the server to receive server message notifications. Other than that, the user need have no special access privileges to use this command.

FPGetVolParms

Retrieves parameters that describe a specified volume.

Inputs	<i>SRefNum</i> (short)	Session reference number.
	<i>VolumeID</i> (short)	Volume ID for the volume whose parameters are to be retrieved.
	<i>Bitmap</i> (short)	Bitmap describing the parameters that are to be returned. The bits are interpreted as follows: 0 = attributes (short) consisting of the following flag: 0 = ReadOnly 1 = signature 2 = creation date (long) 3 = modification date (long) 4 = backup date (long) 5 = volume ID (short) 6 = bytes free (unsigned long) 7 = bytes total (unsigned long) 8 = volume name (short) 9 = extended bytes free (8 bytes) 10 = extended bytes total (8 bytes) 11 = allocation block size (4 bytes in network order)
Outputs	<i>FPError</i> (long)	
	<i>Bitmap</i> (short)	Copy of input parameter.
	<i>Requested parameters</i>	
Result codes	<code>afpParmErr</code>	Session reference number or volume identifier is unknown.
	<code>afpBitmapErr</code>	The specified bitmap has unrecognized bits set.

VERSION

Modified for AFP 2.2 and later.

DISCUSSION

The `FPGetVolParms` command retrieves parameters that describe a volume as specified by the volume's volume ID. Before you can call `FPGetVolParms`, you must call `FPOpenVol` for the volume.

Note

For AFP 2.2, `FPOpenVol` and `FPGetVolParms` both use the `VolParms` bitmap. ♦

The server responds to the `FPGetVolParms` command by returning a reply block containing a bitmap for the volume parameters and the parameters themselves. All variable-length parameters, such as the *VolumeName* field, are at the end of the block. The server represents variable-length parameters in bitmap order as fixed-length offsets (shorts). These offsets are measured from the start of the parameters (not from the start of the bitmap) to the start of the variable-length fields. The variable-length fields are then packed after all fixed-length fields.

The Extended Bytes Free and Extended Bytes Total parameters are intended for use with volumes that are more than 4 GB in size. If a volume is more than 4 GB, the Bytes Free and Bytes Total parameters may not reflect the actual values. When that is the case, the Bytes Total parameter reflects the maximum value the volume can contain minus 4 GB, and the Bytes Free parameter reflects the bytes free up to a maximum of 4 GB. In any case, Extended Bytes Free and Extended Bytes Total always reflect the correct values.

Note

The Extended Bytes Free and Extended Bytes Total parameters are returned in network byte order (most significant byte first). ♦

FPResolveID

Returns parameters for the file referred to by the specified file ID.

Inputs	<i>VolumeID</i> (int)	The ID of the volume on which the file ID is located.
	<i>FileID</i> (long)	The file ID that is to be resolved.
	<i>ResultBitmap</i> (int)	Bitmap describing which parameters are to be returned. (The bitmap structure is shown later in this section.)
Outputs	<i>ResultBitmap</i> (int)	Copy of input parameter.
	<i>Requested parameters</i>	
	<i>FPErr</i> (long)	
Result codes	afpCallNotSupported	The AFP version is earlier than 2.1.
	afpIDNotFound	File ID was not found. (No file thread exists.)
	afpObjectTypeErr	Object defined was a directory, not a file.
	afpBadIDErr	File ID number is not a defined file ID.
	afpAccessDenied	User does not have the privileges required to issue this command.
	afpParmErr	Session reference number, volume identifier, or pathname type is unknown; pathname is null or bad.

VERSION

Supported by AFP 2.1 and later.

DISCUSSION

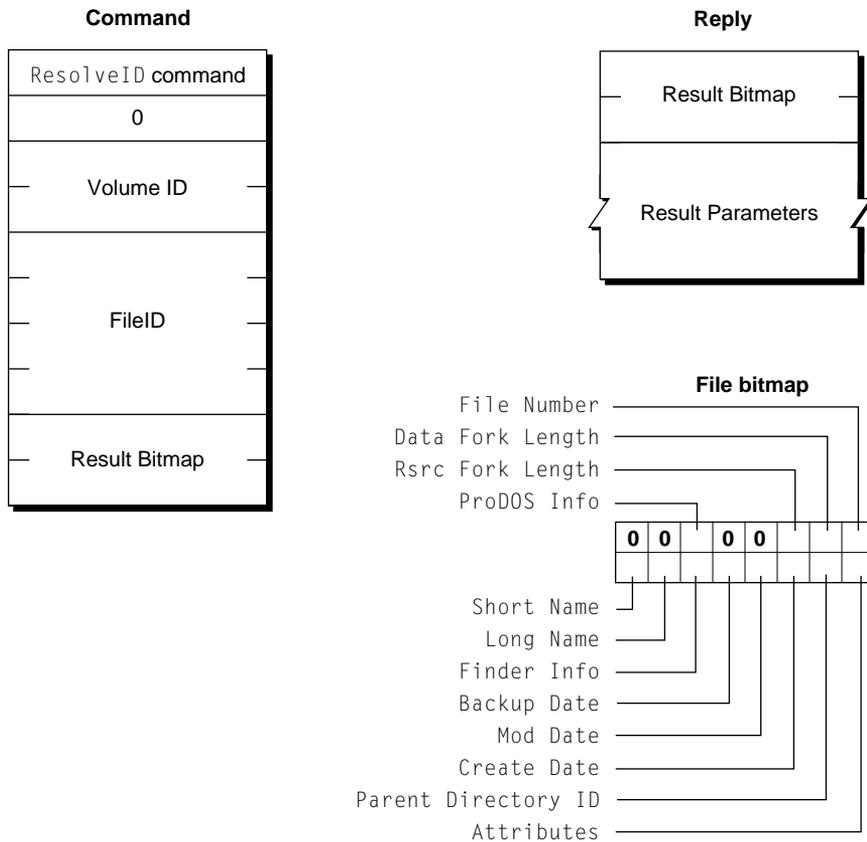
The `FPResolveID` command returns parameters for the file referred to by the specified file ID. The parameters can be any of those specified in the `FPGetFileDirParms` command: Short Name, Long Name, Finder Info, Backup

Date, Modification Date, Creation Date, Parent Directory ID, File Number, Data Fork Length, Resource Fork Length, and ProDOS Info.

Before issuing this command, the client must have called `FPOpenVol` for this volume.

Figure 1-22 shows the command and reply blocks for the `FPResolveID` command.

Figure 1-22 Command and reply blocks for the `FPResolveID` command



PRIVILEGES

The user must have the Read Only or the Read & Write privilege to issue this command.

Result Codes Added for AFP 2.1 and Later

Table 1-15 lists the additional result codes defined for AFP version 2.1 and later. Each result code is a 4-byte long word.

Table 1-15 Additional result codes defined for AFP version 2.1 and later

Constant	Result Code	Description
afpIDNotFound	-5034	Returned when the file ID was not found. (No file thread exists.)
afpIDExists	-5035	Returned when an attempt is made to create a file ID for a file that already has a file ID.
afpCatalogChanged	-5037	Returned when the catalog has changed while an <code>FPCatSearch</code> operation was being performed. <i>CatPosition</i> is not returned. The client must restart the search by setting the first word of <i>CatPosition</i> to zero.
afpSameObjectErr	-5038	Returned when an attempt is made to create a file ID for a file that already has a file ID.
afpBadIDErr	-5039	Returned when an <code>FPResolveID</code> operation is performed on a nonexistent file ID. (File ID is dangling or doesn't match the file number.)
afpPwdSameErr	-5040	Returned when the user attempts to change his or her password to the same password that he or she previously had.
afpPwdTooShortErr	-5041	Returned when the user's password is too short, or the user attempts to change his or her password to a password that is shorter than the server's minimum password length.

continued

Table 1-15 Additional result codes defined for AFP version 2.1 and later (continued)

Constant	Result Code	Description
afpPwdExpiredErr	-5042	Returned when the user's password has expired and the user is required to change his or her password. The user can log on, but can only perform an <code>FPChangePassword</code> operation.
afpInsideSharedErr	-5043	The folder being shared is inside a shared folder; the folder contains a shared folder and is being moved into a shared folder; or the folder contains a shared folder and is being moved into the descendent of a shared folder. <code>FPMoveAndRename</code> may return this error.
afpInsideTrashErr	-5044	The folder being shared is inside the trash folder; the shared folder is being moved into the trash folder; or the folder is being moved to the trash and it contains a shared folder. <code>FPMoveAndRename</code> may return this error.

Result Codes Added for AFP 2.2 and Later

Table 1-16 lists the additional result code defined for AFP version 2.2 and later. The result code is a 4-byte long word.

Table 1-16 Additional result code defined for AFP version 2.2 and later

Constant	Result Code	Description
afpPwdNeedsChangeErr	-5045	Returned when the server requires the user to change his or her password before logging in.

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