

initWithMaxCount:

Adding and removing netbufs from the queue

enqueue:

dequeue

Getting the size of the queue count

maxCount

(unsigned int)count

Returns the number of netbufs in the IONetbufQueue.

maxCount

(netbuf\_t)dequeue

Removes and returns the netbuf that has been in the queue the longest. Returns NULL if no netbufs are in the queue.

(void)enqueue:(netbuf\_t)netbuf

Adds the specified netbuf to the queue, unless the queue already has reached its maximum length. If the queue is at its maximum length, the netbuf is freed.

count, maxCount

initWithMaxCount:(unsigned int)maxCount

Initializes and returns a newly allocated IONetbufQueue. The maximum number of netbufs in the queue is set to maxCount.

(unsigned int)maxCount

