allocateNetbuf

Initializing the hardware finishInitialization

Sending out a packet outputPacket:address:

Performing control commands performCommand:data:

### (netbuf_t)allocateNetbuf

This method creates and returns a netbuf to be used for an impending output.

This method doesn't always have to return a buffer. For example, you might want to limit the number of buffers your driver instance can allocate (say, 200 kilobytes worth) so that it won't use too much wired-down kernel memory. When this method fails to return a buffer, it should return NULL.

Here's an example of implementing allocateNetbuf.

### (int)finishInitialization

This method should perform any initialization that hasn't already been done. For example, it should make sure its hardware is ready to run. You can specify what the integer return value (if any) should be.

If you implement this method, you need to check that [self isRunning] == YES.

### (int)outputPacket:(netbuf_t)packet address:(void *)address

This method performs arbitrary control operations the character string command is used to select b operations. Although you don't have to implement any operations, there are five standard operation your own operations.

The standard commands are listed in the following table. The constant strings listed below are decl net/netif.h (under the bsd directory of /NextDeveloper/Headers).