

Figures, Tables, and Listings

Preface

About This Book xix

Chapter 1

Introduction to AppleTalk 1-1

| | | |
|-------------------|---|------|
| Table 1-1 | AppleTalk addressing numbers and names | 1-6 |
| Figure 1-1 | Data delivery on AppleTalk networks | 1-9 |
| Figure 1-2 | AppleTalk protocol stack | 1-12 |
| Figure 1-3 | Device drivers and connections files that implement AppleTalk protocols | 1-17 |
| Table 1-2 | AppleTalk drivers and the protocols they implement | 1-17 |
| Figure 1-4 | AppleTalk protocols with programming interfaces | 1-18 |
| Figure 1-5 | AppleTalk protocol stack and the OSI model | 1-20 |

Chapter 2

AppleTalk Utilities 2-1

| | | |
|--------------------|---|-----|
| Listing 2-1 | Opening the .MPP driver and obtaining a node ID in the server range | 2-8 |
|--------------------|---|-----|

Chapter 3

Name-Binding Protocol (NBP) 3-1

| | | |
|--------------------|--|------|
| Figure 3-1 | The Name-Binding Protocol and the underlying AppleTalk protocols | 3-4 |
| Figure 3-2 | The NBP names table on each node, collectively forming an NBP names directory | 3-6 |
| Figure 3-3 | The internet socket address and entity name of an application | 3-8 |
| Figure 3-4 | Names table entry record format | 3-9 |
| Listing 3-1 | Registering an application with NBP | 3-11 |
| Figure 3-5 | Entity name record format | 3-12 |
| Figure 3-6 | Tuple returned by the <code>PLookupName</code> function | 3-13 |
| Table 3-1 | NBP wildcards | 3-14 |
| Listing 3-2 | Calling <code>PLookupName</code> to find matches for an entity name | 3-15 |
| Listing 3-3 | Creating a buffer to hold name matches found, then using <code>NBPExtract</code> to read the matches | 3-17 |
| Listing 3-4 | Confirming an existing NBP name and address | 3-18 |
| Listing 3-5 | Removing an NBP names table entry | 3-19 |
| Listing 3-6 | Canceling a request to look up a name | 3-20 |

Chapter 4

Zone Information Protocol (ZIP) 4-1

| | | |
|--------------------|--|-----|
| Figure 4-1 | The Zone Information Protocol (ZIP) and the underlying AppleTalk protocols | 4-4 |
| Listing 4-1 | Using the <code>GetMyZone</code> function | 4-6 |

- Listing 4-2** Using `GetZoneList` to retrieve names of zones throughout the AppleTalk internet 4-8
- Listing 4-3** Extracting a zone name from the list of zone names returned in the buffer 4-9

Chapter 5 AppleTalk Data Stream Protocol (ADSP) 5-1

- Figure 5-1** ADSP and its underlying protocols 5-4
- Figure 5-2** Steps for creating an ADSP connection end 5-5
- Figure 5-3** ADSP connection ends and their components 5-7
- Figure 5-4** Standard tasks for an ADSP connection listener 5-8
- Listing 5-1** Using ADSP to establish and use a connection 5-17
- Listing 5-2** Using ADSP to establish and use a connection listener 5-24
- Listing 5-3** An ADSP user routine 5-28

Chapter 6 AppleTalk Transaction Protocol (ATP) 6-1

- Figure 6-1** An ATP transaction 6-4
- Figure 6-2** ATP and its underlying protocols 6-5
- Figure 6-3** The ATP packet header control information byte 6-6
- Table 6-1** Constants for ATP flag bits 6-9
- Listing 6-1** Opening a socket and sending an ATP request 6-10
- Listing 6-2** Opening a socket to receive a request and sending response data 6-17

Chapter 7 Datagram Delivery Protocol (DDP) 7-1

- Figure 7-1** Two applications running on the same node, each with its own socket 7-5
- Figure 7-2** Sending and receiving data using DDP 7-6
- Figure 7-3** Assigning sockets 7-7
- Figure 7-4** DDP write-data structure 7-13
- Figure 7-5** The RHA for both long and short DDP headers 7-15
- Figure 7-6** Data-link frame header and DDP packet header 7-15
- Listing 7-1** Declarations for pointers to the sample socket listener's queues and packet buffer 7-21
- Listing 7-2** Declaration for the sample socket listener's packet buffer record 7-22
- Listing 7-3** Declaration for the sample socket listener's queue header record 7-22
- Listing 7-4** Setting up the socket listener from the client application 7-23
- Listing 7-5** Initializing the socket listener 7-24
- Listing 7-6** Receiving and processing a DDP packet 7-26
- Listing 7-7** Determining if the socket listener has processed a packet 7-31

Chapter 8 AppleTalk Session Protocol (ASP) 8-1

- Figure 8-1** ASP and its underlying protocols 8-4
- Figure 8-2** Differences between ASP and ADSP 8-5

Chapter 9

AppleTalk Filing Protocol (AFP) 9-1

- Figure 9-1** AFP and its underlying protocols 9-4
- Table 9-1** AFP command codes 9-9
- Table 9-2** Mapping of AFP commands to ASP functions 9-13

Chapter 10

Link-Access Protocol (LAP) Manager 10-1

- Figure 10-1** LAP Manager connecting the higher-level AppleTalk protocols with the selected data link 10-4
- Listing 10-1** Checking to determine if the LAP Manager is installed 10-6
- Listing 10-2** Adding an AppleTalk Transition Queue entry 10-8
- Listing 10-3** Removing an AppleTalk Transition Queue entry 10-8
- Table 10-1** AppleTalk transitions and their constants and routine selectors 10-9
- Listing 10-4** Glue code for a Pascal transition event handler routine 10-12
- Listing 10-5** Glue code to handle the network-connection-change transition from Pascal 10-19
- Listing 10-6** Using the glue code for the network validation procedure 10-19
- Figure 10-2** Ethernet Phase 1 packet formats 10-28
- Figure 10-3** Ethernet Phase 2 packet formats 10-29
- Figure 10-4** Using the LAP Manager to receive data for 802.2 protocols 10-31
- Listing 10-7** Calling a LAP Manager 802.2 routine from assembly language 10-32

Chapter 11

Ethernet, Token Ring, and Fiber Distributed Data Interface 11-1

- Figure 11-1** Using protocol handlers to read data directly from the Ethernet driver 11-4
- Figure 11-2** How AppleTalk uses multivendor support 11-6
- Listing 11-1** Finding an Ethernet card and opening the .ENET driver 11-8
- Figure 11-3** An Ethernet write-data structure 11-11
- Listing 11-2** Sending a data packet over Ethernet 11-12
- Listing 11-3** Attaching a protocol handler and reading a packet 11-14
- Listing 11-4** Completion routine to process received packet and await the next packet 11-16

Chapter 12

Multinode Architecture 12-1

- Figure 12-1** The long DDP packet header used for multinode 12-5
- Figure 12-2** How a server-client multinode application might send a broadcast NBP lookup packet 12-7
- Listing 12-1** Defining a Pascal function that makes an immediate `AddNode` call 12-9
- Figure 12-3** The write-data structure for a multinode 12-15

