Now need to [illegible]
into one struct

Ex)

supports more complicated connections than IP, port

→ NetSocketAddrType addr;
NetSocketAddrINType *inetAddrP

this is IP port and IP family

addrINP = (NetSocketAddrInType*)&addr;
inetAddrP->family = netSocketAddrInet;
inetAddrP->port = NetHtoNS(port);
inetAddrP->addr = NetHtoNL(address);

Now can open a connection:

Err error;
Int16 result = NetLibSocketConnect(gNetRef, socket, &addr, sizeof(addr),
1000, &error);

NetSocketRef.

To close connection:

Int16 result = NetLibSocketShutdown(gNetRef, socket,
netSocketDirBoth (output & input) 1000, &error);

Int16 err = NetLibSocketClose (gNetRefNum, socket, 1000, &err);

To shutdown connection to ISP

err = NetLibClose (gNetRefNum, true);
immediate

Probably want to send/receive data before closing. FNS for this app:

Int16 NetLibSend (UInt16 libRefNum,
NetSocketRef socket
void *bufP, UInt16
bufLen, UInt16 flags
void * to AddrP, UInt16 to
Int32 timeout, Err *err);

NetLibReceive — same prototype but these are from (only need to use these for UDP