

#201: ReadPacket Clarification

See also: The AppleTalk Manager

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This technical note clears up some confusion concerning the low-level function `ReadPacket`. This function is called by protocol handlers and socket listeners.

The documentation for `ReadPacket` on page 327 of *Inside Macintosh Volume II* states that MC680X0 register `D3` should be tested to determine if there was an error condition. This is incorrect. `D3` merely reflects the number of bytes left to be read and could be zero even though an error occurred. The correct test for an error condition after calling either `ReadPacket` and `ReadRest` is the `Z` (Zero) bit, which will be set if no error was detected and clear otherwise.