

## Create A Transmit Mailbox

This example illustrates the creation of a mailbox used to transmit once when created, and then on command, using the TransmitMailBox function.

(TransmitMailBox can be used an unlimited number of times.)

```
#include <windows.h>;
#include "datalink.h"

void TestLoadMailBox (void)
{
    LoadMailBoxType LoadMailBoxData;
    ReturnStatusType LoadMailBoxStatus,
                    TransmitStatus,
                    UnloadMailBoxStatus;
    unsigned char  bTransmitData[8],
                    index;
    MailBoxType *TransmitHandle = NULL;

    /* load structure with data */
    memset (&LoadMailBoxData,0,sizeof(LoadMailBoxType));
    LoadMailBoxData.bProtocol           = eJ1939;
    LoadMailBoxData.bRemote_Data       = eDataMailBox;
    LoadMailBoxData.bResidentOrRelease = eResident;
    LoadMailBoxData.bBitIdentSize      = 29;
    LoadMailBoxData.bTransportType     = eTransportNone;
    LoadMailBoxData.dwMailBoxIdent     = 0x00001234L;
    LoadMailBoxData.bDataCount         = 8;
    LoadMailBoxData.bTimeAbsolute      = FALSE;
    LoadMailBoxData.dwTimeStamp        = 0x00L;
    LoadMailBoxData.dwBroadcastTime    = 0x00L;
    LoadMailBoxData.iBroadcastCount    = 1;
    LoadMailBoxData.pfApplicationRoutine = NULL;
    LoadMailBoxData.vpData              = bTransmitData;
    LoadMailBoxStatus                  = LoadMailBox
(&LoadMailBoxData);
    if (LoadMailBoxStatus == eNoError)
    {
        TransmitHandle = LoadMailBoxData.pMailBoxHandle;
    }

    /* if mailbox was successfully created then transmit data 4 times */
    if (TransmitHandle != NULL)
    {
        for (index=0; index
```

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