

Create a receive mailbox using the ReceiveMailBox function

This example illustrates the creation of a mailbox used to receive messages on request only, using the ReceiveMailBox function.

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

void TestLoadMailBox (void)
{
    LoadMailBoxType      LoadMailBoxData;
    ReturnStatusType     LoadMailBoxStatus,
                        ReceiveMailBoxStatus,
                        UnloadMailBoxStatus;

    unsigned char       bRequestBuffer[8];
    MailBoxType         *RequestHandle = NULL;

    /* load Receive MailBox for request */
    memset (&LoadMailBoxData, 0, sizeof(LoadMailBoxType));
    LoadMailBoxData.bProtocol      = eJ1939;
    LoadMailBoxData.bRemote_Data  = eRemoteMailBox;
    LoadMailBoxData.bBitIdentSize = 29;
    LoadMailBoxData.bTransportType = eTransportNone;
    LoadMailBoxData.dwMailBoxIdent = 0x00001234L;
    LoadMailBoxData.dwMailBoxIdentMask = 0x0000ffffL;
    LoadMailBoxData.bTransparentUpdateEnable = FALSE;
    LoadMailBoxData.bTimeStampInhibit = FALSE;
    LoadMailBoxData.bIDInhibit = FALSE;
    LoadMailBoxData.bDataCount = 8;
    LoadMailBoxData.pfApplicationRoutine = NULL;
    LoadMailBoxData.vpData = bRequestBuffer;
    LoadMailBoxStatus = LoadMailBox(&LoadMailBoxData);
    if (LoadMailBoxStatus == eNoError)
    {
        RequestHandle = LoadMailBoxData.pMailBoxHandle;
    }
    if (RequestHandle != NULL)
    {
        ReceiveMailBoxStatus = ReceiveMailBox (RequestHandle);
    }

    /* unload mailbox now that we are done */
    UnloadMailBoxStatus = UnloadMailBox (RequestHandle);
    RequestHandle = NULL;
}
```

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