

Planned Implementation of FCC Identifier

Two levels of FCC identifier embedding are planned

The FCC identifier is embedded as part of the maintenance packets/cell in Harmonix's GigaLink system. This allows the transmission of the FCC identifier to become transparent to the data communication over the radio system and allows the user to monitor from a central location the health of radio devices that make up the network. Specifically, the FCC identifier is embedded in SNMP packets/ OAM cells. OAM cell is required to be present every 26 ATM cells. Since ATM Cells are 53 Bytes long, This OAM cells appears every 0.000073 second for OC-3 and every 0.000018 second OC-12. Other ATM spec requires minimum data repetition not to exceed $2^{23}-1$ bit long. If there is no activities for $2^{23}-1$ (8,388,607) bits, the switch will inject an OAM cell to maintain DC balance. The drawback of this mechanism is that the FCC identifier, along with device serial number and the status of each radio on the network, is received and retransmitted by all the radios in the network. Every radio in the network transmits the same serial number.

The attached letter from Ms. Karen Rackley, Chief of the Technical Rule Branch of the FCC states that the commission's rules do not require the transmission of a unique manufacturer's serial number for each unlicensed device that operates in the 59-64GHz band, therefore one serial number can identify all transmitters operating as part of a single communication system. (See attached paper.)

Also, attached is the illustrative sample of OAM (SNMP) structure and decoding software source. The proposed 24-bytes user information is

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
h	t	t	p	:	/	/	w	w	w	.	g	i	g	a	l	i	n	k	.	o	r	g	/

In hex format :

68 74 74 70 3a 2f 2f 77 77 77 2e 67 69 67 61 6c 69 6e 6b 2e 6f 72 67 2f.



Federal Communications Commission
Washington, D.C. 20554

May 19, 1999

Mr. Mitchell Lazarus, Esq.
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In re: Request for Waiver of Section 15.255(i)(2)

Dear Mr. Lazarus:

This is in response to your letter dated April 15, 1999, filed on behalf of Harmonix Corporation ("Harmonix") requesting waiver of Section 15.255(i)(2) of the Commission's rules. Specifically, you requested a waiver of the serial number portion of the transmitter identification requirements for unlicensed devices operating in the 59-64 GHz band.

In ET Docket 94-124, the Commission adopted a spectrum etiquette for unlicensed operation in the 59-64 GHz band. The spectrum etiquette requires that any transmitter which operates with a peak power equal to or greater than 0.1 mW must transmit once every second a transmitter identification data block that contains the following: (1) FCC identifier, which is programmed at the factory; (2) Manufacturers serial number, which is programmed at the factory; and (3) at least 24 bytes of user definable data.

Harmonix requests waiver of the manufacturer's serial number provisions of the spectrum etiquette. Specifically, Harmonix indicates that the requirement that each unit transmit a unique serial number will add significantly to the cost of its equipment with no benefit. Therefore, Harmonix requests that it be permitted to use the same serial number to identify all transmitters that are part of a single communications system.

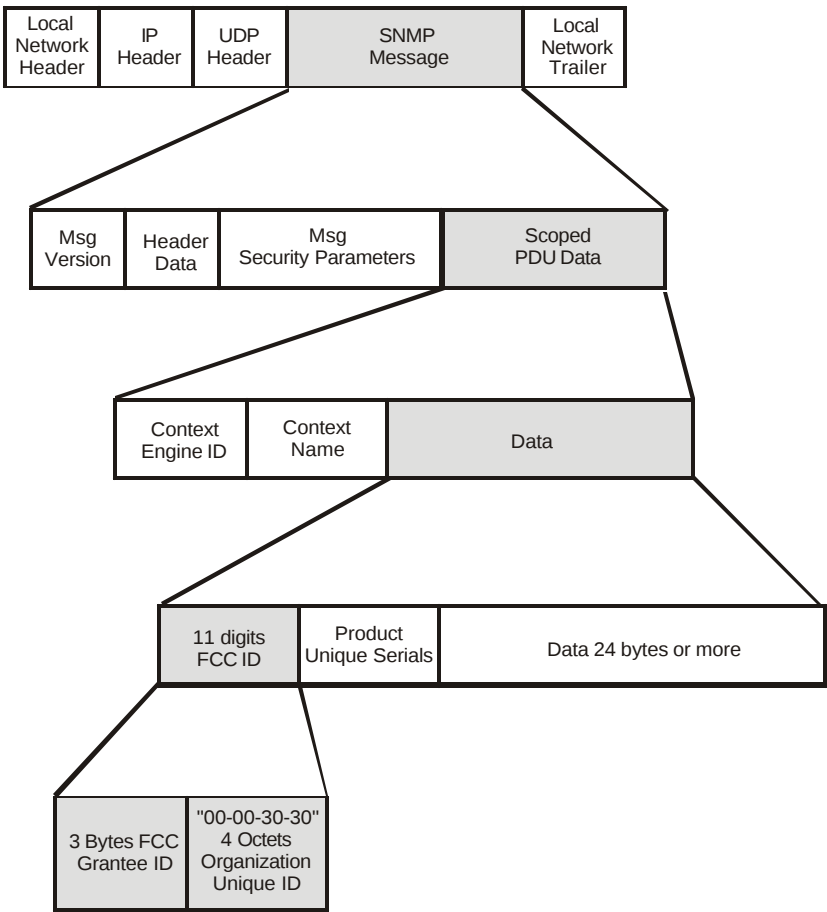
Our review of the record in ET Docket 94-124 shows that the Commission's rules do not require the transmission of a unique manufacturer's serial number for each unlicensed device that operates in the 59-64 GHz band. As a result, we find that the waiver request is not necessary. If you have any additional questions regarding this matter please contact Rodney Conway at (202) 418-2904 or via e-mail at rconway@fcc.gov.

Sincerely,

A handwritten signature in cursive script that reads "Karen Rackley".

Karen Rackley, Chief
Technical Rules Branch
Office of Engineering and Technology

FCC ID in SNMP Packet format



Sample code to view SNMP packet.

```
/* v1.1 WinSNMP.h */
/* v1.0 - Sep 13, 1993 */
/* v1.1 - Jun 10, 1994 */

#ifndef _INC_WINSNMP /* Include WinSNMP declarations */
#define _INC_WINSNMP /* Just once! */

#ifndef _INC_WINDOWS /* Include Windows declarations, if not already done */
#include <windows.h>
#define _INC_WINDOWS /* Just once! */
#endif /* _INC_WINDOWS */

#ifdef __cplusplus
extern "C" {
#endif

/* WinSNMP API Type Definitions */
typedef HANDLE HSNMP_SESSION, FAR *LPHSNMP_SESSION;
typedef HANDLE HSNMP_ENTITY, FAR *LPHSNMP_ENTITY;
typedef HANDLE HSNMP_CONTEXT, FAR *LPHSNMP_CONTEXT;
typedef HANDLE HSNMP_PDU, FAR *LPHSNMP_PDU;
typedef HANDLE HSNMP_VBL, FAR *LPHSNMP_VBL;
typedef unsigned char smiBYTE, FAR *smiLPBYTE;
/* SNMP-related types from RFC1442 (SMI) */
typedef signed long smiINT, FAR *smiLPINT;
typedef smiINT smiINT32, FAR *smiLPINT32;
typedef unsigned long smiUINT32, FAR *smiLPUINT32;
typedef struct {
    smiUINT32 len;
    smiLPBYTE ptr;} smiOCTETS, FAR *smiLPOCTETS;
typedef const smiOCTETS smiOCTETS, FAR *smiLPCOCTETS;
typedef struct {
    smiUINT32 len;
    smiLPUINT32 ptr;} smiOID, FAR *smiLPOID;
typedef const smiOID smiOID, FAR *smiLPCOID;
typedef smiOCTETS smiIPADDR, FAR *smiLPIPADDR;
typedef smiUINT32 smiCNR32, FAR *smiLPCNR32;
typedef smiUINT32 smiGAUGE32, FAR *smiLPGAUGE32;
typedef smiUINT32 smiTIMETICKS, FAR *smiLPTIMETICKS;
typedef smiOCTETS smiOPAQUE, FAR *smiLPOPAQUE;
typedef smiOCTETS smiNSAPADDR, FAR *smiLPNSAPADDR;
typedef struct {
    smiUINT32 hipart;
    smiUINT32 lopart;} smiCNR64, FAR *smiLPCNR64;

/* ASN/Ber Base Types */
/* (used in forming SYNTAXes and certain SNMP types/values) */
#define ASN_UNIVERSAL (0x00)
#define ASN_APPLICATION (0x40)
#define ASN_CONTEXT (0x80)
#define ASN_PRIVATE (0xC0)
#define ASN_PRIMITIVE (0x00)
#define ASN_CONSTRUCTOR (0x20)

/* SNMP ObjectSyntax Values */
#define SNMP_SYNTAX_SEQUENCE (ASN_UNIVERSAL | ASN_CONSTRUCTOR | 0x10)
/* These values are used in the "syntax" member of the smiVALUE structure which follows */
#define SNMP_SYNTAX_INT (ASN_UNIVERSAL | ASN_PRIMITIVE | 0x02)
#define SNMP_SYNTAX_BITS (ASN_UNIVERSAL | ASN_PRIMITIVE | 0x03)
#define SNMP_SYNTAX_OCTETS (ASN_UNIVERSAL | ASN_PRIMITIVE | 0x04)
#define SNMP_SYNTAX_NULL (ASN_UNIVERSAL | ASN_PRIMITIVE | 0x05)
#define SNMP_SYNTAX_OID (ASN_UNIVERSAL | ASN_PRIMITIVE | 0x06)
#define SNMP_SYNTAX_INT32 SNMP_SYNTAX_INT
```

```

#define SNMP_SYNTAX_IPADDR (ASN_APPLICATION | ASN_PRIMITIVE | 0x00)
#define SNMP_SYNTAX_CNTR32 (ASN_APPLICATION | ASN_PRIMITIVE | 0x01)
#define SNMP_SYNTAX_GAUGE32 (ASN_APPLICATION | ASN_PRIMITIVE | 0x02)
#define SNMP_SYNTAX_TIMETICKS (ASN_APPLICATION | ASN_PRIMITIVE | 0x03)
#define SNMP_SYNTAX_OPAQUE (ASN_APPLICATION | ASN_PRIMITIVE | 0x04)
#define SNMP_SYNTAX_NSAPADDR (ASN_APPLICATION | ASN_PRIMITIVE | 0x05)
#define SNMP_SYNTAX_CNTR64 (ASN_APPLICATION | ASN_PRIMITIVE | 0x06)
#define SNMP_SYNTAX_UINT32 (ASN_APPLICATION | ASN_PRIMITIVE | 0x07)
/* Exception conditions in response PDUs for SNMPv2 */
#define SNMP_SYNTAX_NOSUCHOBJECT (ASN_CONTEXT | ASN_PRIMITIVE | 0x00)
#define SNMP_SYNTAX_NOSUCHINSTANCE (ASN_CONTEXT | ASN_PRIMITIVE | 0x01)
#define SNMP_SYNTAX_ENDOFMIBVIEW (ASN_CONTEXT | ASN_PRIMITIVE | 0x02)

typedef struct {
    /* smiVALUE portion of VarBind */
    smiUINT32 syntax; /* Insert SNMP_SYNTAX_<type> */
    union {
        smiINT sNumber; /* SNMP_SYNTAX_INT
                        SNMP_SYNTAX_INT32 */
        smiUINT32 uNumber; /* SNMP_SYNTAX_UINT32
                        SNMP_SYNTAX_CNTR32
                        SNMP_SYNTAX_GAUGE32
                        SNMP_SYNTAX_TIMETICKS */
        smiCNTR64 hNumber; /* SNMP_SYNTAX_CNTR64 */
        smiOCTETS string; /* SNMP_SYNTAX_OCTETS
                        SNMP_SYNTAX_BITS
                        SNMP_SYNTAX_OPAQUE
                        SNMP_SYNTAX_IPADDR
                        SNMP_SYNTAX_NSAPADDR */
        smiOID oid; /* SNMP_SYNTAX_OID */
        smiBYTEempty; /* SNMP_SYNTAX_NULL
                        SNMP_SYNTAX_NOSUCHOBJECT
                        SNMP_SYNTAX_NOSUCHINSTANCE
                        SNMP_SYNTAX_ENDOFMIBVIEW */
    } value; /* union */
    smiVALUE, FAR *smiLPVALUE;
}
typedef const smiVALUE FAR *smiLPCVALUE;

/* SNMP Limits */
#define MAXOBJIDSIZE 128 /* Max number of components in an OID */
#define MAXOBJIDSTRSIZE 1408 /* Max len of decoded MAXOBJIDSIZE OID */

/* PDU Type Values */
#define SNMP_PDU_GET (ASN_CONTEXT | ASN_CONSTRUCTOR | 0x0)
#define SNMP_PDU_GETNEXT (ASN_CONTEXT | ASN_CONSTRUCTOR | 0x1)
#define SNMP_PDU_RESPONSE (ASN_CONTEXT | ASN_CONSTRUCTOR | 0x2)
#define SNMP_PDU_SET (ASN_CONTEXT | ASN_CONSTRUCTOR | 0x3)
/* SNMP_PDU_V1TRAP is obsolete in SNMPv2 */
#define SNMP_PDU_V1TRAP (ASN_CONTEXT | ASN_CONSTRUCTOR | 0x4)
#define SNMP_PDU_GETBULK (ASN_CONTEXT | ASN_CONSTRUCTOR | 0x5)
#define SNMP_PDU_INFORM (ASN_CONTEXT | ASN_CONSTRUCTOR | 0x6)
#define SNMP_PDU_TRAP (ASN_CONTEXT | ASN_CONSTRUCTOR | 0x7)

/* SNMPv1 Trap Values */
/* (These values might be superfluous wrt WinSNMP applications) */
#define SNMP_TRAP_COLDSTART 0
#define SNMP_TRAP_WARMSTART 1
#define SNMP_TRAP_LINKDOWN 2
#define SNMP_TRAP_LINKUP 3
#define SNMP_TRAP_AUTHFAIL 4
#define SNMP_TRAP_EGPNEIGHBORLOSS 5
#define SNMP_TRAP_ENTERPRISESPECIFIC 6

/* SNMP Error Codes Returned in Error_status Field of PDU */
/* (these are NOT WinSNMP API Error Codes */
/* Error Codes Common to SNMPv1 and SNMPv2 */
#define SNMP_ERROR_NOERROR 0
#define SNMP_ERROR_TOOBIG 1
#define SNMP_ERROR_NOSUCHNAME 2
#define SNMP_ERROR_BADVALUE 3

```

```

#define SNMP_ERROR_READONLY 4
#define SNMP_ERROR_GENERR 5
/* Error Codes Added for SNMPv2 */
#define SNMP_ERROR_NOACCESS 6
#define SNMP_ERROR_WRONGTYPE 7
#define SNMP_ERROR_WRONGLENGTH 8
#define SNMP_ERROR_WRONGENCODING 9
#define SNMP_ERROR_WRONGVALUE 10
#define SNMP_ERROR_NOCREATION 11
#define SNMP_ERROR_INCONSISTENTVALUE12
#define SNMP_ERROR_RESOURCEUNAVAILABLE 13
#define SNMP_ERROR_COMMITFAILED 14
#define SNMP_ERROR_UNDOFAILED 15
#define SNMP_ERROR_AUTHORIZATIONERROR16
#define SNMP_ERROR_NOTWRITABLE 17
#define SNMP_ERROR_INCONSISTENTNAME18

/* WinSNMP API Values */
/* Values used to indicate entity/context translation modes */
#define SNMPAPI_TRANSLATED 0
#define SNMPAPI_UNTRANSLATED_V1 1
#define SNMPAPI_UNTRANSLATED_V2 2

/* Values used to indicate SNMP "communications level" supported by the implementation */
#define SNMPAPI_NO_SUPPORT 0
#define SNMPAPI_V1_SUPPORT 1
#define SNMPAPI_V2_SUPPORT 2
#define SNMPAPI_M2M_SUPPORT 3

/* Values used to indicate retransmit mode in the implementation */
#define SNMPAPI_OFF 0 /* Refuse support */
#define SNMPAPI_ON 1 /* Request support */

/* WinSNMP API Function Return Codes */
typedef smiUINT32 SNMPAPI_STATUS; /* Used for function ret values */
#define SNMPAPI_FAILURE 0 /* Generic error code */
#define SNMPAPI_SUCCESS 1 /* Generic success code */

/* WinSNMP API Error Codes (for SnmpGetLastError) */
/* (NOT SNMP Response-PDU error_status codes) */
#define SNMPAPI_ALLOC_ERROR 2 /* Error allocating memory */
#define SNMPAPI_CONTEXT_INVALID 3 /* Invalid context parameter */
#define SNMPAPI_CONTEXT_UNKNOWN 4 /* Unknown context parameter */
#define SNMPAPI_ENTITY_INVALID 5 /* Invalid entity parameter */
#define SNMPAPI_ENTITY_UNKNOWN 6 /* Unknown entity parameter */
#define SNMPAPI_INDEX_INVALID 7 /* Invalid VBL index parameter */
#define SNMPAPI_NOOP 8 /* No operation performed */
#define SNMPAPI_OID_INVALID 9 /* Invalid OID parameter */
#define SNMPAPI_OPERATION_INVALID 10 /* Invalid/unsupported operation */
#define SNMPAPI_OUTPUT_TRUNCATED 11 /* Insufficient output buf len */
#define SNMPAPI_PDU_INVALID 12 /* Invalid PDU parameter */
#define SNMPAPI_SESSION_INVALID 13 /* Invalid session parameter */
#define SNMPAPI_SYNTAX_INVALID 14 /* Invalid syntax in smiVALUE */
#define SNMPAPI_VBL_INVALID 15 /* Invalid VBL parameter */
#define SNMPAPI_MODE_INVALID 16 /* Invalid mode parameter */
#define SNMPAPI_SIZE_INVALID 17 /* Invalid size/length parameter */
#define SNMPAPI_NOT_INITIALIZED 18 /* SnmpStartup failed/not called */
#define SNMPAPI_MESSAGE_INVALID 19 /* Invalid SNMP message format */
#define SNMPAPI_HWND_INVALID 20 /* Invalid window handle */
#define SNMPAPI_OTHER_ERROR 99 /* For internal/undefined errors */
/* Generic Transport Layer (TL) Errors */
#define SNMPAPI_TL_NOT_INITIALIZED 100 /* TL not initialized */
#define SNMPAPI_TL_NOT_SUPPORTED 101 /* TL does not support protocol */
#define SNMPAPI_TL_NOT_AVAILABLE 102 /* Network subsystem has failed */
#define SNMPAPI_TL_RESOURCE_ERROR 103 /* TL resource error */
#define SNMPAPI_TL_UNDELIVERABLE 104 /* Destination unreachable */
#define SNMPAPI_TL_SRC_INVALID 105 /* Source endpoint invalid */

```

```
#define SNMPAPI_TL_INVALID_PARAM 106 /* Input parameter invalid */
#define SNMPAPI_TL_IN_USE 107 /* Source endpoint in use */
#define SNMPAPI_TL_TIMEOUT 108 /* No response before timeout */
#define SNMPAPI_TL_PDU_TOO_BIG 109 /* PDU too big for send/receive */
#define SNMPAPI_TL_OTHER 199 /* Undefined TL error */
```

```
/* WinSNMP API Function Prototypes */
```

```
#define IN /* Documentation only */
#define OUT /* Documentation only */
#define SNMPAPI_CALL WINAPI /* FAR PASCAL calling conventions */
```

```
/* Local Database Functions */
```

```
SNMPAPI_STATUS SNMPAPI_CALL SnmpGetTranslateMode
    (OUT smiLPUINT32 nTranslateMode);
SNMPAPI_STATUS SNMPAPI_CALL SnmpSetTranslateMode
    (IN smiUINT32 nTranslateMode);
SNMPAPI_STATUS SNMPAPI_CALL SnmpGetRetransmitMode
    (OUT smiLPUINT32 nRetransmitMode);
SNMPAPI_STATUS SNMPAPI_CALL SnmpSetRetransmitMode
    (IN smiUINT32 nRetransmitMode);
SNMPAPI_STATUS SNMPAPI_CALL SnmpGetTimeout
    (IN HSNMP_ENTITY hEntity,
     OUT smiLPTIMETICKS nPolicyTimeout,
     OUT smiLPTIMETICKS nActualTimeout);
SNMPAPI_STATUS SNMPAPI_CALL SnmpSetTimeout
    (IN HSNMP_ENTITY hEntity,
     IN smiTIMETICKS nPolicyTimeout);
SNMPAPI_STATUS SNMPAPI_CALL SnmpGetRetry
    (IN HSNMP_ENTITY hEntity,
     OUT smiLPUINT32 nPolicyRetry,
     OUT smiLPUINT32 nActualRetry);
SNMPAPI_STATUS SNMPAPI_CALL SnmpSetRetry
    (IN HSNMP_ENTITY hEntity,
     IN smiUINT32 nPolicyRetry);
```

```
/* Communications Functions */
```

```
SNMPAPI_STATUS SNMPAPI_CALL SnmpStartup
    (OUT smiLPUINT32 nMajorVersion,
     OUT smiLPUINT32 nMinorVersion,
     OUT smiLPUINT32 nLevel,
     OUT smiLPUINT32 nTranslateMode,
     OUT smiLPUINT32 nRetransmitMode);
SNMPAPI_STATUS SNMPAPI_CALL SnmpCleanup
    (void);
HSNMP_SESSION SNMPAPI_CALL SnmpOpen
    (IN HWND hWnd,
     IN UINT wMsg);
SNMPAPI_STATUS SNMPAPI_CALL SnmpClose
    (IN HSNMP_SESSION session);
SNMPAPI_STATUS SNMPAPI_CALL SnmpSendMsg
    (IN HSNMP_SESSION session,
     IN HSNMP_ENTITY srcEntity,
     IN HSNMP_ENTITY dstEntity,
     IN HSNMP_CONTEXT context,
     IN HSNMP_PDU PDU);
SNMPAPI_STATUS SNMPAPI_CALL SnmpRecvMsg
    (IN HSNMP_SESSION session,
     OUT LPHSNMP_ENTITY srcEntity,
     OUT LPHSNMP_ENTITY dstEntity,
     OUT LPHSNMP_CONTEXT context,
     OUT LPHSNMP_PDU PDU);
SNMPAPI_STATUS SNMPAPI_CALL SnmpRegister
    (IN HSNMP_SESSION session,
     IN HSNMP_ENTITY srcEntity,
     IN HSNMP_ENTITY dstEntity,
     IN HSNMP_CONTEXT context,
     IN smiLPCOID notification,
     IN smiUINT32 state);
```

```
/* Entity/Context Functions */
```

```
HSNMP_ENTITY SNMPAPI_CALL SnmpStrToEntity
    (IN HSNMP_SESSION session,
     IN LPCSTR string);
SNMPAPI_STATUS SNMPAPI_CALL SnmpEntityToStr
    (IN HSNMP_ENTITY entity,
     IN smiUINT32 size,
     OUT LPSTR string);
SNMPAPI_STATUS SNMPAPI_CALL SnmpFreeEntity
    (IN HSNMP_ENTITY entity);
```

```

HSNMP_CONTEXT SNMPAPI_CALL SnmpStrToContext
    (IN HSNMP_SESSION session,
     IN smiLPCOCTETS string);
SNMPAPI_STATUS SNMPAPI_CALL SnmpContextToStr
    (IN HSNMP_CONTEXT context,
     OUT smiLPOCTETS string);
SNMPAPI_STATUS SNMPAPI_CALL SnmpFreeContext
    (IN HSNMP_CONTEXT context);

/* PDU Functions */
HSNMP_PDU          SNMPAPI_CALL SnmpCreatePdu
    (IN HSNMP_SESSION session,
     IN smiINT PDU_type,
     IN smiINT32 request_id,
     IN smiINT error_status,
     IN smiINT error_index,
     IN HSNMP_VBL varbindlist);
SNMPAPI_STATUS SNMPAPI_CALL SnmpGetPduData
    (IN HSNMP_PDU PDU,
     OUT smiLPINT PDU_type,
     OUT smiLPINT32 request_id,
     OUT smiLPINT error_status,
     OUT smiLPINT error_index,
     OUT LPHSNMP_VBL varbindlist);
SNMPAPI_STATUS SNMPAPI_CALL SnmpSetPduData
    (IN HSNMP_PDU PDU,
     IN const smiINT FAR *PDU_type,
     IN const smiINT32 FAR *request_id,
     IN const smiINT FAR *non_repeaters,
     IN const smiINT FAR *max_repetitions,
     IN const HSNMP_VBL FAR *varbindlist);
HSNMP_PDU          SNMPAPI_CALL SnmpDuplicatePdu
    (IN HSNMP_SESSION session,
     IN HSNMP_PDU PDU);
SNMPAPI_STATUS SNMPAPI_CALL SnmpFreePdu
    (IN HSNMP_PDU PDU);

/* Variable-Binding Functions */
HSNMP_VBL          SNMPAPI_CALL SnmpCreateVbl
    (IN HSNMP_SESSION session,
     IN smiLPCOID name,
     IN smiLPCVALUE value);
HSNMP_VBL          SNMPAPI_CALL SnmpDuplicateVbl
    (IN HSNMP_SESSION session,
     IN HSNMP_VBL vbl);
SNMPAPI_STATUS SNMPAPI_CALL SnmpFreeVbl
    (IN HSNMP_VBL vbl);
SNMPAPI_STATUS SNMPAPI_CALL SnmpCountVbl
    (IN HSNMP_VBL vbl);
SNMPAPI_STATUS SNMPAPI_CALL SnmpGetVb
    (IN HSNMP_VBL vbl,
     IN smiUINT32 index,
     OUT smiLPCOID name,
     OUT smiLPVALUE value);
SNMPAPI_STATUS SNMPAPI_CALL SnmpSetVb
    (IN HSNMP_VBL vbl,
     IN smiUINT32 index,
     IN smiLPCOID name,
     IN smiLPCVALUE value);
SNMPAPI_STATUS SNMPAPI_CALL SnmpDeleteVb
    (IN HSNMP_VBL vbl,
     IN smiUINT32 index);

/* Utility Functions */

```

```

SNMPAPI_STATUS SNMPAPI_CALL SnmpGetLastError
    (IN HSNMP_SESSION session);
SNMPAPI_STATUS SNMPAPI_CALL SnmpStrToOid
    (IN LPCSTR string,
     OUT smiLPVOID dstOID);
SNMPAPI_STATUS SNMPAPI_CALL SnmpOidToStr
    (IN smiLPCOID srcOID,
     IN smiUINT32 size,
     OUT LPSTR string);
SNMPAPI_STATUS SNMPAPI_CALL SnmpOidCopy
    (IN smiLPCOID srcOID,
     OUT smiLPVOID dstOID);
SNMPAPI_STATUS SNMPAPI_CALL SnmpOidCompare
    (IN smiLPCOID xOID,
     IN smiLPCOID yOID,
     IN smiUINT32 maxlen,
     OUT smiLPINT result);
SNMPAPI_STATUS SNMPAPI_CALL SnmpEncodeMsg
    (IN HSNMP_SESSION session,
     IN HSNMP_ENTITY srcEntity,
     IN HSNMP_ENTITY dstEntity,
     IN HSNMP_CONTEXT context,
     IN HSNMP_PDU pdu,
     OUT smiLPVOID msgBufDesc);
SNMPAPI_STATUS SNMPAPI_CALL SnmpDecodeMsg
    (IN HSNMP_SESSION session,
     OUT LPHSNMP_ENTITY srcEntity,
     OUT LPHSNMP_ENTITY dstEntity,
     OUT LPHSNMP_CONTEXT context,
     OUT LPHSNMP_PDU pdu,
     IN smiLPVOID msgBufDesc);
SNMPAPI_STATUS SNMPAPI_CALL SnmpFreeDescriptor
    (IN smiUINT32 syntax,
     IN smiLPVOID descriptor);
#ifdef __cplusplus
}
#endif

/* _INC_WINSNMP */
SNMPAPI_STATUS TrapProcess (HSNMP_SESSION hSession)
{
    HSNMP_ENTITY hSrc, hDest;
    HSNMP_CONTEXT hContext;
    HSNMP_PDU hPDU;
    HSNMP_VBL hVBL;
    smiINT32 Request_id;
    smiINT PduType, Err_stat, Err_index;
    SNMPAPI_STATUS RetStatus, Index, VBCount;
    smiOID Name;
    smiVALUE Value;
    smiBYTE NameBuffer[100], ValueBuffer[256];
    ...
    Request_id = SnmpRecvMsg (
        hSession,          // Trap Session Handle
        &hSrc,              // Source Entity Handle
        &hDest,             // Destination Entity Handle
        &hContext,          // Context Handle
        &hPDU);             // PDU Handle
    // Error condition checking for SnmpRecvMsg() performs here.

    RetStatus = SnmpGetPduData (
        hPDU,              // PDU Handle
        &PduType,           // PDU return type
        &Request_id,        // Request ID of the Trap
        &Err_stat,          // Error status for a variable
        &Err_index,         // Index to the variable with error
        &hVBL);             // Handle to the Varbindlist

```

```

// Sample error checking for SnmpGetPduData():
if ((RetStatus == SNMPAPI_FAILURE) ||
    (PduType != SNMP_PDU_TRAP) ||
    (Err_stat != SNMP_ERROR_NOERROR)) {
    SnmpFreePdu(hPDU);
    SnmpFreeEntity(hSrc);
    SnmpFreeEntity(hDest);
    SnmpFreeContext(hContext);
    return (SnmpGetLastError(hSession));
}

VBCount = SnmpCountVbl(hVBL);
for (Index = 1; i <= VBCount; Index ++) {

    // When Index = 1,
    // Oid = sysUpTimeOid
    // Value = uptime value for the V1 time-stamp trap field
    // When Index = 2,
    // Oid = v2snmpTrapOid
    // value = can be one of the following Oids:
    //             v2coldStartOid
    //             v2warmStartOid
    //             v2linkDownOid
    //             v2linkUpOid
    //             v2authenFailureOid
    //             v2egpNeighborLossOid
    //             v2snmpTrapEnterpriseOid+0+specific_trap
    // When Index = VBCount, (the last Oid in the v2 trap)
    // Oid = v2snmpTrapEnterpriseOid
    // Value = enterprise specific Oid from V1 trap

    // Get a particular variable from the Varbindlist
    // using the given Index.

    RetStatus = SnmpGetVb (
        hVBL,          // Input Varbindlist Handle
        Index,         // Index to a variable
        &Name,         // Output name of the variable
        &Value);       // Output value of the variable
    // Error condition checking for RetStatus performs here

    SnmpOidToStr (&Name, 100, (LPSTR)NameBuffer);
    SnmpFreeDescriptor (SNMP_SYNTAX_OID, &Name);

    switch (Value.syntax) {

        case SNMP_SYNTAX_INT :
            _ltoa ((long)Value.value.sNumber, ValueBuffer, 10);
            break;

        case SNMP_SYNTAX_UINT32 :
        case SNMP_SYNTAX_CNTR32 :
        case SNMP_SYNTAX_GAUGE32 :
        case SNMP_SYNTAX_TIMETICKS :
            _ltoa ((long)Value.value.uNumber, ValueBuffer, 10);
            break;

        case SNMP_SYNTAX_CNTR64 :
            break; // Need routine to convert 64-bit number to string

        case SNMP_SYNTAX_OCTETS :
        case SNMP_SYNTAX_BITS :
        case SNMP_SYNTAX_OPAQUE :
        case SNMP_SYNTAX_IPADDR :
        case SNMP_SYNTAX_NSAPADDR :
            _fmemcpy (ValueBuffer, Value.value.string.ptr,
                (size_t)Value.value.string.len);
            SnmpFreeDescriptor (SNMP_SYNTAX_OCTETS, &Value.value.string);
            break;
    }
}

```

```

        case SNMP_SYNTAX_OID :
            SnmPoidToStr (&Value.value.oid, 256, ValueBuffer);
            SnmFreeDescriptor (SNMP_SYNTAX_OID, &Value.value.oid);
            break;

    } // switch

    OutputVariable (
        Index,                // Index to a given variable for output
        NameBuffer, // Trap variable Oid Name Output Buffer
        ValueBuffer); // Trap variable Value Output Buffer
    } //for loop

    SnmFreeEntity (hSrc);
    SnmFreeEntity (hDest);
    SnmFreeContext (hContext);
    SnmFreeVbl (hVBL);
    SnmFreePdu (hPDU);

    return SNMPAPI_SUCCESS;
} // TrapProcess

```