

```
#include "np5.fpl"
#include "np5asi.fpl"

// Note: other initialization code goes here

SETUP PROTO(asiPoliceEOF0, 24, 16, 24);

// Note: classification code goes here

/* Assume flow ID has been placed in variable FID and that variable*/
/*  currlength contains the current length of the packet.      */

outcome = asiPoliceEOF0($FID:24, $currlength:16, 0:24);

// Note: code to place outcome in tm_flags goes here

fTransmit(0:1, 0:1, $DID:20, 0:16, 0:5, $tm_flags:10, $info:24);
```

**Figure 21.1** Illustration of the structure a typical FPL program uses to invoke a policing script. In the example, the result of policing is passed to the Traffic Manager in the sixth argument of fTransmit.