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## Receiving Apple Events

If you want your application to respond to Apple events sent by other applications, you should read the following sections:

**Components of Apple Events** describes the various components of an Apple event that uniquely identify it.

**Responding to Apple Events** covers in detail the steps to be taken to respond to any Apple Event.

**Accepting an Apple Event** describes the way to set up your application to receive Apple Events.

**Writing Apple Event Handlers** describes the process of writing Apple event Handlers.

**Installing Apple Event Handlers** describe the way to install your Apple Event handling routines.

**Open Application Event** gives a code example of an Apple event handler.

**Getting Data Out of an Apple Event** describes the proper way to extract data from an Apple Event.

Other sections that might be of interest are the following:

**Descriptor Records** covers the fundamental structures from which Apple events are constructed.

**Descriptor Lists** covers the descriptor list, a structure from which Apple events are constructed.

**Getting Data Out of a Parameter** covers the methods for extracting data from a parameter of an Apple event that your application has received.

**Getting Data Out of an Attribute** covers the methods for extracting data from an attribute of an Apple event that your application has received.

**Getting Data Out of a Descriptor List** covers the methods for extracting data from a descriptor list of an Apple event that your application has received.

**Built-in Coercion Handlers** describes the type coercions that the **Apple Event Manager** can perform when extracting data from an Apple event.

**Writing and Installing Coercion Handlers** describes how to write your own routines to perform coercions not supported by the **Apple Event Manager**.

**Interacting With the User** covers the correct way to interact with the user as the result of receiving an Apple event.

**Replying to an Apple Event** describes the way to set up the optional reply Apple event that is passed to your Apple event handler.

**Disposing of Apple Event Data Structures** details when you are responsible for disposing of Apple event data structures.

**Getting Files Selected From the Finder** is a code example showing how to handle the Apple Events sent by the finder when a user double-clicks on a document in order to launch your application.