Miscellaneous Apple Event Manager Topics

The following are miscellaneous topics that describe specialized areas of the Apple Event Manager.

<u>Interacting With the User</u> covers the correct way to interact with the user as the result of receiving an Apple event.

<u>Writing an Idle Function</u> describes how to write a function which processes events while your application waits for a reply Apple event. This is only necessary if you choose to have your application wait for the reply Apple event.

<u>Dealing With Timeouts</u> describes what to do if you choose to have your application wait for a reply when you send an Apple event.

<u>Writing a Reply Filter Function</u> describes how tor write a function which processes high-level events while your application waits for a reply Apple event. This is only necessary if you choose to have your application wait for the reply Apple event.

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

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

<u>System Coercion Table</u> discusses issues that arise when installing coercion handlers into the sytem coercion table, rather than the application coercion table.

<u>Application-died Event</u> describes the application-died Apple event sent by the **<u>Process Manager</u>** when your application is about to be terminated.

<u>Launch Application with Doc Using Apple Events</u> is a code example which shows how to send an Apple Event to the Finder to instruct it to launch a particular application with a particular document.