Getting Data Out of an Attribute

You can use the **AEGetAttributePtr** or **AEGetAttributeDesc** function to get the data out of the attributes of an Apple event.

You can get the data out of an attribute using the <u>AEGetAttributePtr</u> function. You specify the Apple event that contains the desired attribute, the keyword of the desired attribute, the <u>descriptor type</u> the function should use to return the data, a buffer to store the data, and the size of this buffer as parameters to the <u>AEGetAttributePtr</u> function. The <u>AEGetAttributePtr</u> function returns the <u>descriptor type</u> of the returned data and the actual size of the data, and it places the requested data in the specified buffer.

For example, this code gets the data out of the <u>keyEventSourceAttr</u> attribute of an Apple event:

AppleEvent theAppleEvent;
DescType returnedType;
short sourceOfAE;
Size actualSize;
OSErr myErr;

myErr = <u>AEGetAttributePtr</u>(&theAppleEvent, <u>keyEventSourceAttr</u>, <u>typeShortInteger</u>, &returnedType, (<u>Ptr</u>) &sourceOfAE, sizeof(sourceOfAE), &actualSize);

The <u>keyEventSourceAttr</u> keyword specifies the attribute to get the data from. The <u>typeShortInteger</u> descriptor type specifies that the data should be returned as a <u>short</u> integer; the returnedType variable contains the actual <u>descriptor type</u> that is returned. You also must specify a buffer to hold the returned data and specify the size of this buffer. The <u>AEGetAttributePtr</u> function returns the actual size of the data returned in the actualSize variable. You can check this value to make sure you got all the data.

As with the <u>AEGetParamPtr</u> function, you can request that <u>AEGetAttributePtr</u> return the data using the <u>descriptor type</u> of the original data, or you can request that the <u>Apple Event Manager</u> coerce the data into a <u>descriptor type</u> that is different from the original.

In this example, the <u>AEGetAttributePtr</u> function returns the requested data in the *sourceOfAE* variable, and you can determine the source of the Apple event by examining this value.

The next example shows how to use the **AEGetAttributePtr** function to get data out of the <u>keyMissedKeywordAttr</u> attribute. After your handler extracts all known parameters from an Apple event, it should check whether the <u>keyMissedKeywordAttr</u> attribute exists. If it does, then your handler did not get all of the required parameters.

Note that if <u>AEGetAttributePtr</u> returns the <u>errAEDescNotFound</u> result code, then the <u>keyMissedKeywordAttribute</u> does not exist-which indicates that your application has extracted all of the required parameters. If <u>AEGetAttributePtr</u> returns <u>noErr</u>, then the <u>keyMissedKeywordAttribute</u>

does exist-which indicates that your handler did not get all of the required parameters.

myErr = <u>AEGetAttributePtr</u>(&theAppleEvent, <u>keyMissedKeywordAttr</u>, <u>typeWildCard</u>, &returnedType, nil, 0, &actualSize);

The data in the <u>keyMissedKeywordAttr</u> attribute contains the first required parameter, if any, that your handler didn't retrieve. If you want this data returned, specify a buffer to hold the data and specify the size of the buffer. Otherwise, as in this example, specify <u>NIL</u> as the buffer and 0 as the size of the buffer.