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## Creating and Sending Apple Events

If you want your application to create and send Apple Events to other applications, you should read the following sections:

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

**Requesting Services Through Apple Events** covers in detail the steps to be taken to create and send an Apple Event.

**Creating an Apple Event** describes the use process of creating an Apple event.

**Specifying a Target Address** describes how to specify a target address when creating an Apple event.

**Adding Parameters to an Apple Event** cover the process of adding data to an Apple event once you have created it.

**Sending an Apple Event** describes in detail the parameters passed to the **AESEND** routine and contains a code example that goes through all the steps of creating and sending an Apple event.

Other sections that might be of interest are the following:

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

**Dealing With Timeouts** describes what to do if you choose to have your application wait for a reply when you send an Apple event

**Writing an Idle Function** 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.

**Writing a Reply Filter Function** describes how to 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.

**Launch Application with Doc Using Apple Events** 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.