

Open Application Event

When the user opens your application, the Finder uses the **Process Manager** to launch your application. On startup, your application typically performs any needed initialization, and then begins to process events. If your application supports high-level events, your application receives the Open Application event.

To handle the **Open Application event**, your application should do just what the user expects it to do when your application is opened. For example, your application might open a new untitled window in response to an Open Application event.

The program below shows a handler that processes the **Open Application event**. The **Open Application event** does not have any required parameters. This handler first calls an application-defined function called **MyGotRequiredParams**. See Writing Apple Event Handlers for a listing of **MyGotRequiredParams**. This function checks to see if the Apple event contains any required parameters. By definition, the **Open Application event** should not contain any required parameters so, if the Apple event does contain any, the handler returns an error. Otherwise the handler opens a new document window.

```
// A handler for the Open Application event

// Assuming inclusion of <MacHeaders>

#include <AppleEvents.h>

pascal OSErr MyHandleOAPP (AppleEvent *theAppleEvent,
    AppleEvent *reply, long handlerRefcon);
OSErr MyGotRequiredParams (AppleEvent *theAppleEvent);
void DoNew (void);

pascal OSErr MyHandleOAPP(ApplEvent *theAppleEvent,
    AppleEvent *reply, long handlerRefcon)
{
    OSErr myErr;

    myErr = MyGotRequiredParams(theAppleEvent);
    if (myErr)
        return myErr;
    else {
        DoNew();
        return noErr;
    }
}
```

The **MyGotRequiredParams** function checks that all required parameters have been extracted from the Apple event.