About The Process Manager Information about the multitasking environment

Process management in version 7.0 provides a cooperative multitasking environment. The <u>Process Manager</u> manages access to shared resources and the scheduling and execution of applications. The Finder uses the <u>Process Manager</u> to launch your application in response to the user opening either your application or a document created by your application. The <u>Process Manager</u> allows your application to control its execution and get information about itself or any other open application, such as the number of free bytes in the application's heap.

Read this and its related topics for an overview of how the <u>Process Manager</u> schedules applications and loads applications into memory. If your application needs to launch other applications, read this section and <u>Launching Other Applications</u> for information on the new high-level function that lets your application launch other applications.

Although earlier versions of system software provide process management, the <u>Process Manager</u> is available to your application only in system software version 7.0. The <u>Process Manager</u> provides a cooperative multitasking environment, similar to the features provided by the MultiFinder option in earlier versions of system software. Use the <u>Gestalt</u> function to find out if the <u>Process Manager</u> routines are available and to see which features of the launch routine are available.

You should be familiar with how your application uses memory, as described in the **Memory Manager**, and with how your application receives events, as discussed in the **Event Manager**.

The **Process Manager** entries describe how you can

- control the execution of your application
- get information about your application
- Launching Other Applications
- get information about applications launched by your application
- generate a list of all open applications and information about each one (see <u>Using the Process Manager</u>)