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## Supporting Required Apple Events

**Apple Event Types** gives a description of the four categories of Apple Events, of which Required Apple Events is one.

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

**Required Apple Events** describes each of the required Apple events and lists the event id, event class, attributes and parameters for each. The required Apple Events are the Open Application event, the Open Documents event, the Print Documents event and the Quit Application event.

**Accepting an Apple Event** covers the correct way to set up your application to receive Apple Events.

**Installing Apple Event Handlers** tells how to install handlers for the required Apple events.

**Open Application Event** describes the Open Application event and gives a code example of an Apple event handler for this event.

**Open Documents Event** describes the Open Documents event and gives a code example of an Apple event handler for this event.

**Print Documents Event** describes the Print Documents event and gives a code example of an Apple event handler for this event.

**Quit Application Event** describes the Quit Application event and gives a code example of an Apple event handler for this event.

Other sections that may be of interest are:

**Responding to Apple Events** covers in detail the steps to be taken to respond to any Apple Event. Required Apple events are used as examples.

**Getting Data Out of an Apple Event** covers the methods for extracting data from an Apple event that your application has received.

**Getting Data Out of a Parameter** covers the methods for extracting data from a parameter of an Apple event that your application has received.

**Getting Data Out of an Attribute** covers the methods for extracting data from an attribute of an Apple event that your application has received.

**Getting Data Out of a Descriptor List** covers the methods for extracting data from a descriptor list of an Apple event that your application has received.

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

**Writing Apple Event Handlers** gives general information about writing Apple event handlers

**Interacting With the User** covers the correct way to interact with the

user as the result of receiving an Apple event.

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