System Coercion Table

The system coercion table is a table in the system heap that contains coercion handlers that are available to all applications and processes running on the same computer. The handlers in your application's coercion table are available only to your application. When the **Apple Event Manager** is attempting to coerce data, it first looks for a coercion handler in your application's coercion table. If it cannot find a handler for the descriptor type, it looks in the system coercion table for a handler. If it doesn't find a handler there either, it returns the errAEHandlerNotFound result code.

If you add a handler to the system coercion table, the handler that you specify must reside in the system heap. If there was already an entry in the system coercion table for the same descriptor type, it is replaced. Therefore, if there is an entry in the system coercion table for the same descriptor type, you should chain it to your system handler.

Note: When an application calls a system coercion handler, the A5 register is set up for the calling application. For this reason, if you provide a system coercion handler, it should never use A5 global variables or anything that depends on a particular context; otherwise, the application that calls the system coercion handler may crash.