Disposing of Apple Event Data Structures

Whenever you use **Apple Event Manager** functions to create a descriptor record, descriptor list, or Apple event record, the **Apple Event Manager** allocates memory for these data structures. Likewise, when you extract a descriptor record by using **Apple Event Manager** functions, the **Apple Event Manager** creates a copy of the descriptor record for you to use.

Whenever you are done using a <u>descriptor record</u> or descriptor list that you have created or extracted from an Apple event, you must dispose of the <u>descriptor record</u>-and thereby deallocate the memory it uses-by calling the **AEDisposeDesc** function.

Also, when you are done using the Apple event specified in the <u>AESend</u> function and finished with the reply Apple event, you should dispose of their <u>descriptor records</u> using the <u>AEDisposeDesc</u> function. You should dispose of them even if <u>AESend</u> returns a nonzero result code.

Once you are done using them, you should dispose of any Apple event data structures created or returned by these functions:

AECoerceDesc
AECoercePtr
AECreateAppleEvent
AECreateDesc
AECreateList
AEDuplicateDesc
AEGetAttributeDesc
AEGetKeyDesc
AEGetNthDesc
AEGetParamDesc

Even if you add a <u>descriptor record</u> to an Apple event (for example, when you create a <u>descriptor record</u> by calling <u>AECreateDesc</u> and then put a copy of it into a parameter of an Apple event by calling <u>AEPutParamDesc</u>), you're still responsible for disposing of the original <u>descriptor record</u>.

In one case, the <u>Apple Event Manager</u> does take care of disposing of the Apple event data structures for you: when your handler returns to <u>AEProcessAppleEvent</u>, the <u>Apple Event Manager</u> disposes of the Apple event and the reply Apple event. Note that your handler is still responsible for disposing of any Apple event data structures created when extracting data from the Apple event. The Apple event and <u>reply Apple event</u> that your handler receives are only copies of the originals. The client application is responsible for disposing of the original data structures.