
Using the Apple Event Manager

The following sections explain in more detail how to use the **Apple Event Manager** to receive, accept, and send Apple events.

They describe:

- handling events that support publish and subscribe features. See **Edition Manager Events** and the **Create Publisher Event**.
- **Getting Data Out of an Apple Event**.
- writing handlers that perform the action requested by an Apple event. See **Writing Apple Event Handlers** and **Installing Apple Event Handlers**.
- **Replying to an Apple Event**.
- **Disposing of Apple Event Data Structures**.
- **Interacting with the User** when processing an Apple event.
- **Creating an Apple Event**.
- **Sending an Apple Event**.
- **Writing an Idle Function**.
- **Writing a Reply Filter Function**.
- **Writing and Installing Coercion Handlers**.
- using **the Application-died Event** to ascertain the termination of an application that has been launched by your application

The **Apple Event Manager** is available only in system 7.0. Use the **Gestalt** function with the gestaltAppleEventsAttr selector to determine whether the **Apple Event Manager** is available. In the *response* parameter, the bit defined by the constant gestaltAppleEventsPresent is set if the **Apple Event Manager** is available.

gestaltAppleEventsAttr
gestaltAppleEventsPresent

Gestalt selector
if this bit is set, then
Apple Event Manager is
available