AEGetInteractionAllowed   Get user interaction preferences

#include <AppleEvents.h>   **Apple Event Manager**

OSErr   **AEGetInteractionAllowed(** *level* **);**
AEInteractionAllowed   ** level* ; see below
                      returns   Error Code; 0 = no error

You can use the **AEGetInteractionAllowed** function to get the current user
interaction preferences for responding to an Apple event.

The **AEGetInteractionAllowed** function returns a value in the level
paramter that indicates the user interaction preferences for responding to an
Apple event.

The value returned is the interaction level set by a previous call to
AESetInteractionAllowed. The default value of kAEInteractWithLocal is
returned if your application has not used **AESetInteractionAllowed** to
explicitly set the interaction level.

The *level* parameter returns one of the following flags: kAEInteractWithSelf,
kAEInteractWithLocal, or kAEInteractWithAll.

The kAEInteractWithSelf flag indicates that the server application may
interact with the user in response to an Apple event only when the client
application and server application are the same-that is, only when the
application is sending the Apple event to itself.

The kAEInteractWithLocal flag indicates that the server application may
interact with the user in response to an Apple event only if the client
application is on the same computer as the server application. This is the
default if your application has not used the **AESetInteractionAllowed**
function to explicitly set the interaction level.

The kAEInteractWithAll flag indicates that the server application may
interact with the user in response to an Apple event sent from any client

                      Result codes
          noErr   (0)   No error