AESetTheCurrentEvent   Specify Apple Event to be handled

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

OSErr   **AESetTheCurrentEvent(** *theAppleEvent* **)** ;
AppleEvent   * *theAppleEvent* ;   the Apple Event to be handled
            returns   Error Code; 0 = no error

You can use the **AESetTheCurrentEvent** function to specify the Apple event
to be handled.

The **AESetTheCurrentEvent** function specifies the Apple event to be
handled. There is generally no reason for your application to use this function.
Instead of calling this function, your application should let the
Apple Event Manager go through the dispatch tables to set the current
Apple event.

The parameter *theAppleEvent* is the Apple event that is to be handled.

The **AESetTheCurrentEvent** function is used only to avoid going through
the dispatch tables, and is used only in the following way:

1.   An application suspends handling of an Apple event by calling the
AESuspendTheCurrentEvent function.

2.   The application calls the **AESetTheCurrentEvent** function to
inform the **Apple Event Manager** that it is handling the Apple event that
was previously suspended. It thereby makes the identity of the Apple event
currently being handled available to routines that call the
AEGetTheCurrentEvent function.

3.   The application handles the Apple event. When it is finished, it calls
the **AEResumeTheCurrentEvent** function with the value kAENoDispatch to
tell the **Apple Event Manager** that the processing of the event is complete
and that the Apple event does not need to be dispatched.

                Result codes
            noErr   (0)   No error