

AESuspendTheCurrentEvent Suspend Apple Event processing

#include <AppleEvents.h>

Apple Event Manager

```
OSErr            AESuspendTheCurrentEvent(theAppleEvent );  
AppleEvent    *theAppleEvent ; system default reply for an Apple Event  
                 returns        Error Code; 0 = no error
```

You can use the **AESuspendTheCurrentEvent** function to suspend the processing of an Apple event that is currently being handled.

The **AESuspendTheCurrentEvent** function suspends the processing of the Apple event that is currently being handled.

The parameter *theAppleEvent* is the Apple event whose handling is to be suspended. Although the **Apple Event Manager** doesn't need the parameter *theAppleEvent* to identify the Apple event currently being handled, providing this parameter is a safeguard that ensures that you are suspending the correct Apple event.

After a server application makes a successful call to the function **AESuspendTheCurrentEvent**, it is no longer required to return a result or a reply for the Apple event that was being handled. It can, however, return a result if it later calls the **AEResumeTheCurrentEvent** function to resume event processing.

The **Apple Event Manager** does not automatically dispose of Apple events that have been suspended or of their default replies. (The **Apple Event Manager** does, however, automatically dispose of a previously suspended Apple event and its default reply if the server later resumes processing of the Apple event by calling the **AEResumeTheCurrentEvent** function.) If your server application does not resume processing of a suspended Apple event, it is responsible for using the **AEDisposeDesc** function to dispose of both the Apple event and its default reply when you are finished with them.

Result codes

noErr (0) No error