

AEInteractAllowed data type

```
#include <AppleEvents.h>
```

```
typedef unsigned char AEInteractAllowed ;
```

The server sets its user interaction preferences by using the **AESetInteractionAllowed** function. You use this function to tell the **Apple Event Manager** the processes for which your application is willing to interact with the user.

```
myErr = AESetInteractionAllowed(level);
```

The *level* parameter is of type **AEInteractAllowed**. You can specify one of these values for the interaction *level*.

Flag	Description
<u>kAEInteractWithSelf</u>	User interaction with your server application in response to an Apple event may be allowed only when the client application is your own application-that is, only when your application is sending the Apple event to itself.
<u>kAEInteractWithLocal</u>	User interaction with your server application in response to an Apple event may be allowed only if the client application is on the same computer as your application; this is the default if the <u>AESetInteractionAllowed</u> function is not used.
<u>kAEInteractWithAll</u>	User interaction with your server application in response to an Apple event may be allowed for any client application on any computer.

If the server application does not set the user interaction *level*, **AEInteractWithUser** uses kAEInteractWithLocal as the value.