Apple Events   # FKEY Resources

Ed Lai
Apple Developer Tools Engineering
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Introduction

This is a collection of FKEY resources that may be useful when working with Apple events. These FKEYs allow you to get and set the user interaction level; display, edit, and execute the list of Apple event handlers; and install a special handler for debugging.

How To Install It

Use ResEdit to open the System file in your System folder. Then open the FKEY files using ResEdit. Now, for each FKEY you want to install, open, copy, and paste it into the System file. The resource id is the key to use in conjunction with the Command-Shift keys.

How To Use It

AEGet/SetInteractionAllowed   (default: Command-Shift 5)

This FKEY allows you to make the AEGetInteractionAllowed and AESetInteractionAllowed calls in the Apple Events Manger from a dialog. You may use this in case your server application did not provide this function. The interactions possible are: kAEInteractWithSelf, kAEInteractWithLocal, or kAEInteractWithAll.

AEHandlerInfoFKey   (default: Command-Shift 9)

This FKEY allows you to list and maintain the installed Apple Event handlers, coercion handlers, object accessors, and special handlers.

Since this FKEY is pretty dependent on the internals of the Apple Event Manager, it may not work properly (and may even crash!) when the Apple Event Manager is changed. If this situation arises, this FKEY will refuse to run and will beep at you. When this happens, you will need to update to a newer versrion of this FKEY.

When you invoke this FKEY from within an application, you will see a list of all the Apple event handlers, coercion handlers, object accessors, and special handlers installed for this particular application, as well as the system handlers. The location and the refcon for the handlers are also listed. If you select a handler and hit the return key, MacsBug will disassemble the code for the handler.

You may remove a handler by selecting the handler and hitting the Remove button. Obviously, this may be risky because you may be removing a vital handler. If the handler is located at the beginning of a locked relocatable block that does not belong to any resource,

you can release the memory used by holding down the option key when you remove the handler. We do this because this FKEY also allows you to install a handler which is a detached code resource. However, it is possible that releasing such memory is a mistake, in which event a crash may occur. Do not use the option key unless you are sure that it is safe.

To install the handler from a code resource, hit the Install button. You will then select a file using standard file. Enter the type of handler, the four/eight character ID of the handler, the type of resource in the file, and the resource ID (or resource name), and it will be assumed that the resource you specified is a code resource for the particular handler. The content will be moved to the appropriate heap and used as an Apple Event handler. You repeat this until you are done and then hit the Done button.

You may also try out the event handlers. Select an event handler and hit the Execute button. You will then be presented with a dialog where you can keep entering key/type/data values with the Add Param button. When you are done, hit the Send button and a send-to-self will be performed. If there is a direct

object in the reply, it will be put into the scrap (unless it is a list or a record). Of course, it is only possible to enter simple parameters this way. For example, it is not possible to enter a list. This may be changed in the future.

Install debug AE handler   (default: Command-Shift 6)

With this FKEY, you may install a PreHandlerAccess function into your application for the purpose of debugging Apple events. The installation would occur only if you have not previously installed another PreHandlerAccess function. After the installation, hold down the caps lock key, and before every dispatch to the event handler, it will drop into MacsBug and use the msg dcmd to display the Apple Event. (So you should have installed the msg dcmd before you use this FKEY).

Since it drops into MacsBug by using DebugStr, it can also diabled by the dx MacsBug command.