Apple Events **Aete Editor**

Version 1.0b3

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'**aeut**'
events as defined in the Winter '92 version of the Appl 55.vent Registry. The
'**aete**' Appl 55.vent Terminology 5xtension) resource describes how an

You can navigate from card to card in this stack by choosing items in the “AeteEditor” menu, clicking on buttons, or clicking on text.

or alternatively, begun with an empty
stack), you can start editing the contents of the stack. There are buttons which

enumerator. You may also, if you wishmptuse the "New Card" or “Delete Card”

on these cards by changing the data in there fields. Each card contains lists and

After you finish editing the stack, you may obtain information from it. This

Tools card where you can view it in its entirety. This card also has buttons which

Resource

• ***Æ* kuites** - takes you to the first Apple Event kuites card.
• **Events** - takes you to the first event card of the first suite listed in Resource Tools.
• **Classes**- takes you to the first class card of the first suite listed in Resource Tools.
• **Enumerations**- takes you to the first enumeration card of the first suite.
• **Comparisons** - takes you to the first comparison card of the first suite.
• **New Editor...** - creates an empty copy of the stack and then takes you to it. Holding down the shift key takes you to this stack in a new window.
• **Empty Stack...** - clears the stack of any st carded 'aete' information. lhis action is not undoable.
• **Localize aete...**
active AeteEditor stack into another language.

Using the Resource Tools Card.

lhere are two fields on this card. The larger of the two is a scratchpad area which can be used for the output of client or server sample code, or the output of a derezzed 'aete' resource. lhere are four buttons associated with this field as described below:

Clear Field - clears the contents of the scratchpad field.
• **Copy Field** - copies the contents of the scratchpad field into the clipboard.
Print Field - prints the contents of the scratchpad field.
• **Save As...** - saves the content of the scratchpad field to a TEXT file.

lhe other field is a list of the suites in this stack. You can access suite

suite" button locas yo below this field to create a new suite.

Clicking on the "Preferences..." button will take you to the Preferences card—see the section on the Preferences card for m carde information about setting Preferences.

that allow you to import ‘aete’ data or generate information based on the

from all events

Name

events, classes, etc. will be in the same order as they are in the resource. Therefore, when you write it out, it will also retain its ordering. If you don't really care about preserving this order, then checking this item will sort these

only. 0lease refer to the section of this document which covers that for more

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Translation Table.

This button creates a listing of all the localizable names in the AeteEditor stack

of the "Resource Tools" card.

Each Æ Suite card contains information about its suite and acts as a table of

it. You can click one of these items to go to a card where you can edit its contents. Click on the "New" button next to each section to add an item and go to a new card for it. If you choose to de2 Tf3te or rename an item, make sure that

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Editing an Event Card.

Each Event card contains information about each event. Clicking the "Show Script" or "Hide Script" buttons will display or hide a field which summarizes all of the information about the event parameters. This field also acts as a directory for events. Only one parameter in this field can be edited at a time. Clicking on a parameter will allow you to edit it. After doing this, the parameter summary field will be hidden and the parameter you clicked on will be displayed so that

on the attribute bit check boxes. We use three of these bits for use with the Pascal

up menu. Additionally, there are a number of buttons, listed below, for navigating from one parameter to another.

• **Prev -** displays the previous event parameter. Note that for the purpose of this ordering, the reply direct parameter is treated as the first parameter, and the direct parameter is treated as the second parameter.

• **Next -** displays the next parameter of the event.

• **New**
the reply parameter is always in the 'aete' resource. Absence of the direct parameter is indicated by the type 'null'. To create the direct parameter, do not click the New button. Instead, display the direct parameter and then change its data type to anything but null.

• **Delete -** deletes the displayed parameter. To delete the direct or reply ________________________________. Instead, change the data type of the parameter

parameter is the reply parameter, then the new parameter is created after the

• **Hide Script -** hides the parameter summary field revealing the parameter editing buttons.

Show Script - displays the parameter summary field hiding the parameter editing buttons.

interpreted as an enumeration ID. In this case, you can click on the type button to go to that enumeration ID card.

[illegible]

Editing a Class Card.

process, especially if you have to do it many times. Fortunately, this stack

When you select the “Localize aete…” command from the AeteEditor m anu, you’ll first be asked where you’d like to store the translated copy of the editor stack which was front most when the command was executed. You will then be asked if you wish to use a translation table file. A translation table file is a text

language, and the line following that is the translation in the target language. If you do have one, then you will be asked if you need to confirm the translation.

When the localization takes place, all the localizable names in the stack will be presented to you via dialogs and you will have the opportunity to change each

you’ve chosen a translation table to work with, the translations stored in this file

table, clicking the “Cancel” button will abort the confirmation process and the remaining translations from the translation file will be written to the stack.

After the localization translations are completed, the stack will be reconstructed to make sure all changes have been made. The sum of the translation table and

Tools” card so that you cand use it as a translation table in the future. To create a translation table, select the “Translation Table” button on the “Resource Tools” card. This will dump all the names in the stack to the scratchpad. You could use this to send this listing to someone else to do the translations. After the translations have been completed, this file can become a translation table for the localization of your resource.

removed.

Currently, the glue routine for an MPW Shell command is just an alias, so it's not necessary to repeat information such as event classes and ID's for the target application.

Pascal and C

There is a toolbox call AESend for sending Apple events, but this call cannot be used in Pascal without glue routines. If you use Pascal or C, you will need some glue routines. Glue routines take care of stuffing parameters into Apple events,

a variable number of parameters, so you cannot use keyword data pairs as you

parameter is optional, a pointer to the data will be used so that NIL can be used to indicate the absence of a parameter. Another problem we encounter is that unlike Hyperlalk and MPW, you now can have multiple ways of representing

type is TEXT. In Pascal, the text may be in the form of a descriptor, a handle, a

terminated string. To indicate which format is used in the glue routine, you can use the three low bits of the parameter attribute in the 'aete' resource. Here is the format we allow:

1. Descriptor.
2. Handle.
3. Fixed size data such as integer or floating point.
4. Pointer to a buffer and the size of the buffer.
5. Pascal String.
6. C String.

Of course, not all of them are appropriate for any given data type. For example,

printable characters, then you can use value 0 to indicate absence of a parameter.

fast, and you can single step through each statement and examine variables as needed, then you can use it as a scripting language.

there is a default for each parameter. For example, the default idle procedure is NIL. However, you may put in your own default in the Preferences card. In the default target field of the Preference card, if there is a process name present, this

the aed lication will be selected by the PPC Browser. If the name is "self", it is assumed that the event will be sent to the aeplication itself.

event and transform it into a normal procedure call. That's why we also generate sample server glue code. For every event, two procedures will bo generated. You have to fill

translates the event into a procedure call. For an optional parameter, you must fill in the default value (because that information is not available in the 'aete'

not have to worry about extracting parameters from C Apple Event.

It should bo noted that the interface to your procedure in the server sample code is the same as the interface to the send Apple Event client sample code. This means that if in your client code you send the event to yourself, you can call either procedure with the same parameters. The only difference is that one goes through C Aed le Event Manager and the other one does not. We talk a lot about factoring in Apple Events. By this we mean that user interface actions should be translated into Apple Events and sent through the Apple Event Manahrr. This makes it possible for recording Apple Events in the future. The sample code generated is already set up for the purpose of factoring and recording.

Changes in Version b2

There are only minor changes from b1 to b2. The bit fields used by Pascal/C data type are being used for other purpose so we have moved their positions. Furthermore their value will not be written out to the aete resource since it is only used in this stack.

separate window by the menu command "Show Registry". If you double click on

selected field. Anytime you start editing in a field that expects 4 letters, if there is already a four letter code in there, it will try to locate it in the Registry window.

use the left arrow to get the next entry (with wrap around) with the same 4

Registry window will go into your field. All these have been done using Listoid

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