

Apple Events **FKKEY Resources**

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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 AEGSetInteractionAllowed 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.

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 be disabled by the dx MacsBug command.