
Subject: Installing AppleEvent Handlers

Posted by [hellman](#) on Mon, 14 Sep 1998 07:00:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

I'm annoyed by the lame implementation of the get data and set data event handling in IDL for Macintosh: namely the inefficient way in which some data types are returned (arrays), the inability of IDL to deal with other data types, and the fact that IDL doesn't return object specifiers like it should. So I want to write my own handlers so that get data and set data work the way I want them to. I can deal with the AppleEvent manager, and I can access all the variables I want to through the IDL API.

Here's the question: Is there a way to get IDL to load my shared library when it launches (i.e. not just the stubs), so I can install my handlers in the AE dispatch table? The ugly alternative is to run a script like

```
tell app "IDL
```

```
  Do Script "ignoredResult = initializeMyAEHandlers(noArgs)"
```

```
end tell
```

where my library exports an initializeMyAEHandlers function which does the work of loading the appropriate code fragment into memory and calling AEInstallHandler.

And a second question: Would anyone else be interested in having a less lame scripting implementation?

- Olof Hellman
