

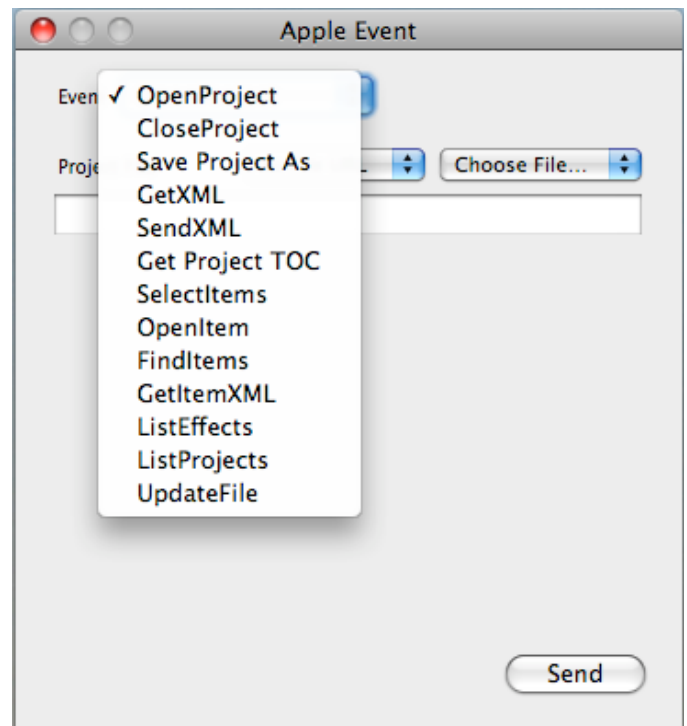
Sample Code for Final Cut Pro and Apple Events



Final Cut Pro version 5.1.2 and later provide support for Apple events that external applications can use to import and export XML from the application. This disk image contains an Xcode project for a sample application that demonstrates the use of these Apple events.

To explore this sample application, follow these steps:

1. Open project file in Xcode 3.0 or later.
2. Build the application. The resulting application allows you to send Apple events to Final Cut Pro, which must be running to respond to the events. You can pick the event to send, the project to operate on, and other options.
3. You can use the sample code as the foundation for your own application. Alternatively, you may want to start from scratch using only the header file `FCP_AppleEvents.h`.



Using the `AEDebugSends` and `AEDebugReceives` environment variables can be of great help in debugging your applications use of AppleEvents. More information can be found on the Apple Developer Connection web site:
<http://developer.apple.com/>

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