



# Tech Info Library

## CodexEvents Library: Apple Events For UNIX

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TOPIC -----

On November 18, 1991, Codex Software Development Pty. Ltd. of Melbourne, Australia announced the development of CodexEvents. This is an Apple event style library for providing interapplication communications facilities between Macintosh, UNIX, and Microsoft Windows systems.

DISCUSSION -----

Developers can use the CodexEvents library to send messages between independent programs running on different computers. The library is compatible with the Apple events API defined by Apple Computer, Inc. for use with the Apple events messaging protocol. For each Apple event call there is a corresponding CodexEvent call. Thus, it requires very little effort to convert code that uses Apple events to use CodexEvents instead.

"For the first time, we have a truly platform independent messaging protocol which is high level enough to be useful." said J. Matthew Pryor, Director of Software Technology at Codex. "CodexEvents makes writing cross-platform software feasible, by providing a standardized, high level messaging protocol for programmers on Macintosh, UNIX or Windows platforms."

Codex has also developed a background application for the Macintosh which allows a non-Macintosh application to send Apple events to applications running on the Macintosh. This application acts as a protocol converter for incoming CodexEvents, translating them into Apple events which Apple event-aware applications, such as the Macintosh Finder or Microsoft Word, can respond to directly.

CodexEvents is currently available for SunOS, NeXT and Macintosh. The

Macintosh library operates under both System 7.0 and also under System 6.0.5 or later. So developers can use CodexEvents to add interapplication messaging facilities to their non-system 7.0 applications.

CodexEvents currently requires MacTCP to be installed on each Macintosh and TCP/IP protocols to be available on the non-Macintosh computers. CodexEvents is engineered to be network independent however, and versions which use Novell, 3Com and AppleTalk are under development.

Parties interested in licensing CodexEvents should contact Brett Adam of Codex.

Codex Software Development was founded in 1989 with the express purpose of developing cross-platform software technology and innovative software products for the general marketplace.

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