

## Programmers' information

The information in this chapter applies only if your system supports the `_Gestalt` trap: that is, if it is system 6.0.4 or later.

Apollo registers a new Gestalt selector of value 'ApoL'. The information returned from this selector is a handle to an instance of the following structure (described in C):

```
struct
    long version;           // same as first 4 bytes of 'vers' resource
    short attr;             // attribute bits: see below
    Boolean (*Control)(Boolean) // control function
;
```

Only the bottom bit of `attr` is defined: it is set to 1 if Apollo is enabled and 0 if it is disabled (obviously, if Apollo is not loaded, Gestalt will return `gestaltUndefSelectorErr`). Other bits are set to zero.

`Control` takes a single Boolean argument: if it is false, Apollo is disabled (but only until next restart) and if true, Apollo is re-enabled. When disabled, Apollo will still draw its menu bar icons (if any), but it will not respond to mouse clicks or key commands.

If you disable Apollo using the `Control` function, the only way to re-enable it is to restart or to use the `Control` function again.

The handle is created in the current heap and it is the caller's responsibility to dispose of it.