



Tech Info Library

AppleScript: Software Components (4/93)

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TOPIC -----

This article describes the AppleScript software components.

DISCUSSION -----

Software

- AppleScript Extension
 - Executes, compiles, and records scripts
 - AppleScript English dialect
 - Apple Events User Terminology (AEUT) resource: provides the human readable equivalents for the standard Apple Event suites.
 - Implementation of the API through which applications can ask for execution, compilation, editing and recording of scripts
 - The AppleScript Professional Scripting Environment contains an additional API for replacement editors, debugger, stepper and tracer.
- AppleScript Editing and Recording Utility
 - Simple user interface for generating scripts from user actions
 - Simple user interface for editing scripts
 - Mechanism for loading and saving scripts
 - The AppleScript Professional Scripting Environment includes a Script Editor implementation of a replacement editor, debugger, stepper, and tracer.
- WindowScript Interface Building Utility
 - Generates simple user interfaces
 - Allows users to easily draw an interface from standard Macintosh interface elements and attach scripts to those elements.
- Scriptable Text Editor

- Sample scriptable and recordable text processor.
- Apple Event Manager v. 1.0.1 Extension
 - Supports AppleScript recording
 - Includes the Object Support Library (OSL)
- AppleScript Extensions
 - Extensions to AppleScript that extend the AppleScript language to include subroutines in other languages.
- 99 AppleScripts for the Macintosh
 - Scripts which get the Finder, Scriptable Text Editor, and other parts of the system to do interesting and useful things for end users.
- Installer and AppleScript Install Script
 - One-button install for all of the software components above.
- AppleScript Demonstration CD
 - A CD with restricted versions of scriptable applications that are available commercially along with documentation and sample scripts.

Documentation

- Getting Started with AppleScript
 - How to install AppleScript
 - How to run scripts
 - How to record and edit scripts with the Script Editor
- AppleScript Language Guide
 - Introduction to the AppleScript language
 - Scripting tutorial, language reference
 - Describes only the base language; doesn't describe the scriptable Finder.
 - Addendum on C-dialect.
- AppleScript Language Quick Reference
 - Summary of AppleScript language syntax and semantics
- AppleScript Solutions Guide
 - Supplements AppleScript Language Guide
 - Gives an overview of how to build AppleScript solutions using AppleScript, WindowScript, and Quickeys and DAL components.
 - Third-party-provided documentation on WindowScript, DAL, and Quickeys.
- The Apple Index of Applications that Support AppleScript
 - Identifies applications that support scripting and concisely shows what level of support they provide.

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