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AppleScript: Software Components (4/93)

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TOPIC -------------------------------------------------------------

This article describes the AppleScript software components.


DISCUSSION --------------------------------------------------------

Software
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- 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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