AppleScript Scripter's Toolkit: Technical Specifications(5/95)

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TOPIC --

This article gives the technical specifications for the AppleScript
Scripter's Toolkit.

DISCUSSION ---

APPLESCRIPT SYSTEM EXTENSION VERSION 1.1

Memory Utilization

• At rest: 2K
• In use: 330K of code, 150K of data

System Extension File Size

• <400K

Storage Management

• Automatic garbage collection

Format of Compiled Scripts

• Universal AppleScript byte code

Optimization

• Run time optimized for speed
• Compiler optimized for storage efficiency

APPLESCRIPT LANGUAGE CHARACTERISTICS

Features

Object-oriented design with:
• Single-level inheritance
• Persistent data objects
• Control-flow commands
• Recursive subroutines

- Exception handling
- Conditionals
- Pattern-matching parameter lists
- Keyword and positional subroutine-calling conventions

Data Types

- Integer
- Real
- Date
- Time
- Text
- Lists
- Records
- And any application-specific data

Data Value Size

- 512MB maximum

Open Scripting Architecture (OSA) Compliance

- Fully compliant with the OSA, a cross-platform industry standard with
  widespread and growing application support (more than 80 Macintosh
  applications currently support the OSA)

Access to Third-party Application Data

- Uses Apple events

Transportability of Compiled Scripts

- Easily transportable (can even send compiled scripts as arguments to
  remote machines)

SCRIPT EDITOR VERSION 1.1 CAPACITIES

- Ability to edit, record, and compile scripts
- Display scripts in multiple languages
- Monitor Apple events and values returned
- Save scripts as compiled scripts or as stand-alone script
  applications
- Script with multiple scripting components (for example, QuicKeys)

SCRIPTABLE TEXT EDITOR VERSION 1.1 CAPACITIES

- Scriptable and recordable by any OSA-compliant scripting system
- Ability to have up to six text documents open simultaneously and edit
  text files up to 32K in length

INTERFACE PROCESSOR FROM SOFTWARE DESIGNS UNLIMITED, INC.

Capacities

- Ability to have up to 9 projects open simultaneously; any number of windows per project; any number of window items per window; any number of menus and menu items; and up to 32,767 characters per script for each project, window, and window item

Interface

- Graphical tools to draw all interface elements
- Ability to copy and paste all design elements and scripts
- Ability to import pictures and icons from any file
- Pixel and grid positioning and sizing
- Undo, Redo, and Revert functions
- Ability to set properties of all design elements
- Message window for commands
- Instant "play" of all interface elements
- Incremental application design and testing
- Pop-up references for messages and properties
- Ability to create custom design and editing tools

Design Elements

- Buttons: a variety of standard and custom button types
- Lists: plain and styled text, icons, pictures, multicolumn, draggable, multiselection
- Text: editable or not; wrapped or not; font, style, and color control; key filters; scrolling
- Pop-ups: text, icon, picture, color palettes
- Movies: QuickTime format
- Drawn graphics: lines and rectangles
- Menus: standard and application-specific

SYSTEM REQUIREMENTS

- Any Apple Macintosh computer with at least 4MB of RAM and a hard disk drive (the interface processor requires a 68020 or later microprocessor)
- Macintosh system software version 7.0 or later (interface processor requires version 7.0.1 or later)

ORDERING INFORMATION

AppleScript Scripter's Toolkit

Domestic Order No. M1730LL/A
International Order No. M1730Z/A

- AppleScript language, system software extension, and script editor
- Interface processor from Software Designs Unlimited, Inc.
- English, French, and Japanese Kanji AppleScript scripting dialects
- AppleScript Language Guide —- English Dialect
- Building Interfaces for AppleScript
- AppleScript Scripting Additions Guide —- English Dialect

- Getting Started with AppleScript
- AppleScript Guide to Scriptable Applications
- Redistribution license for AppleScript system software and interface
  processor run-time code

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