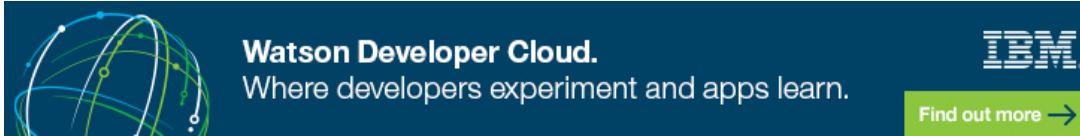


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## Parse a simple piece of text from a NSAppleEventDescriptor



So I have simple applescript that returns (return "test") the following:

NSAppleEventDescriptor: 'utxt'("test")

I found [this](#) question and tried to replicate what it was doing with the following code

```
NSAppleScript *scriptObject = [[NSAppleScript alloc] initWithContentsOfURL:[NSURL
fileURLWithPath: scriptPath]
                                error:&error];

returnDescriptor = [scriptObject executeAndReturnError: &errorDict];
NSLog(@"Return Descriptor, %@", returnDescriptor);

NSAppleEventDescriptor *utxt = [returnDescriptor descriptorForKeyword:'utxt'];
NSLog(@"Found utxt Descriptor: %@", utxt);

NSString *scriptReturn = [utxt stringValue];
NSLog(@"Found utxt string: %@", scriptReturn);
```

but it is not returning anything:

Return Descriptor, Found utxt Descriptor: (null) Found utxt string: (null)

[cocoa](#) [applescript](#)

asked Jul 21 '11 at 18:32



[acidprime](#)

134 1 13

What about `error` and `errorDict` ? What do they contain? – [Philip Regan](#) Jul 21 '11 at 20:39

### 1 Answer

It seems to me that `returnDescriptor` is already the descriptor and you wouldn't need this: `[returnDescriptor descriptorForKeyword:'utxt'];`. I didn't test this code but give it a try...

```
NSMutableDictionary *errorDict = nil;
NSAppleScript *scriptObject = [[NSAppleScript alloc] initWithContentsOfURL:[NSURL
fileURLWithPath:scriptPath] error:&errorDict];
if (errorDict) {
    NSLog(@"Error: %@", errorDict);
    return;
}
NSAppleEventDescriptor *returnDescriptor = [scriptObject executeAndReturnError:
&errorDict];
if (errorDict) {
    NSLog(@"Error: %@", errorDict);
    [scriptObject release];
    return;
}

NSString *scriptReturn = [returnDescriptor stringValue];
NSLog(@"Found utxt string: %@", scriptReturn);
```

```
[scriptObject release];
```

answered Jul 21 '11 at 23:54



[regulus6633](#)

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So that works, I guess I was thinking from a previous example that I could break out the return into multiple objects. In my case a single value will work well enough. – [acidprime](#) Jul 22 '11 at 23:15

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You are returning a string so it is only 1 value. If you want to return multiple values then you return a list of values from applescript and you wouldn't use "stringValue" to convert the list in objective-c. There's a different approach for working with lists. You would get a descriptorAtIndex from the returned descriptor, and then the stringValue of that. And remember, the first index is 1 not 0. – [regulus6633](#) Jul 23 '11 at 8:54

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I decided to just return a plist value as that was more easily parsed and could be contained in a single string with the code above. – [acidprime](#) Aug 22 '11 at 20:36

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