

Workflow Extensions SDK

Release Notes

- A Workflow Extension built with this version of SDK is compatible with Final Cut Pro 10.4.9 or later running on macOS 10.15.6 or later on Intel hardware. It will be compatible with Final Cut Pro 10.5 or later running on macOS 11 or later on Apple Silicon systems.
- Refer to Workflow Extensions [documentation](#) for general topics in developing a workflow extension.

Known Issues and Limitations

- Workflow Extensions SDK is not fully compatible with Hardened Runtime. In particular, the extension doesn't work if it is built with Library Validation. If you are building your extension with Hardened Runtime, turn off the Library Validation setting in the Hardened Runtime section of the Signing & Capabilities tab in Xcode.
- In addition to the above, check the "Apple Events" checkbox in the "Resource Access" section of the same Hardened Runtime settings group.
- There may be issues in window Z ordering in relation to other types of floating windows and popovers Final Cut Pro uses, for example the marker popover.
- The OS service Final Cut Pro uses to discover workflow extensions also finds workflow extensions inside apps installed in non-standard locations. It may be necessary to remove those in addition to the one installed in the Applications folder when you wish to uninstall a workflow extension.
- In relation to the above, when there are multiple workflow extension instances installed in different locations with the same extension bundle version, which one the OS service will choose is undetermined. It is recommended to maintain a single copy of a particular workflow extension along with its container app in the standard installed location as much as possible.

- Part of the implementation of the ProExtensionHost framework currently uses Apple Events as the messaging transport with the host. The extension, being sandboxed, requires the following security entitlement to send Apple Events to Final Cut Pro, and Final Cut Pro Trial.

```
<key>com.apple.security.scripting-targets</key>
<dict>
    <key>com.apple.FinalCut</key>
    <array>
        <string>com.apple.FinalCut.library.inspection</
string>
    </array>
    <key>com.apple.FinalCutTrial</key>
    <array>
        <string>com.apple.FinalCut.library.inspection</
string>
    </array>
</dict>
```

See [Enabling Scripting of Other Apps](#) for additional information.

- In addition to the above, the container application requires the following Info.plist entry:

```
<key>NSAppleEventsUsageDescription</key>
<string>Extensions can interact with Final Cut Pro.</string>
```

The text string is used as a message that tells the user why the extension is sending AppleEvents to Final Cut Pro. See `NSAppleEventsUsageDescription` for additional information. A future version of the ProExtensionHost framework may use a different implementation.

- A workflow extension is not expected to link against the ProExtensionHost framework. The SDK has its headers only and does not include the framework binary. As a result, the extension does not have direct access to proxy object class symbols or their class methods, particularly the “class” method used in conjunction with the

-isKindOfClass method. The extension can use the property that returns the object type as an enum value to determine the object's type.

Minimum System Requirements

- Xcode 11.4 and macOS 10.14 SDK on Intel hardware
- Xcode 12 and macOS 11 on Apple Silicon hardware

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