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osacompile

Compile AppleScripts and other OSA language scripts.

```
Syntax
       osacompile [-l language] [-e command] [-o name] [-d] [-r type:id]
                  [-t type] [-c creator] [-x] [-s] [-u] [-a arch] [file ...]
```

```
Example
 $ osacompile -o myNewApp.app myScript.scpt
```

```
Options
   -l language
          Override the langu
          Normally, plain t

   -e command
          Enter one line of
          to the normal sou
          up a multi-line s
          Because most scri                                              s
          (e.g., Apple-Scri
          the command will                                    e shell intact.

   -o name
          Place the output
          If -o is not spec                                         '.

   -d    Place the resulti

   -r type:id
          Place the resulti
          specified resourc

   -t type
          Set the output fi
          If this option is
          type is set to 'o

   -c creator
          Set the output fi
          ter code.  If thi
          exist, the creato

   -x    Save the resulting script as execute only.

   -s    Stay-open applet. This option is only valid when a new bundled
          applet or droplet is being created.

   -u    Use startup screen. This option is only valid when a new bundled
          applet or droplet is being created.

   -a arch
          Create the applet or droplet for the specified target architecture
          arch.  The allowable values are 'i386' and 'ppc'.  By default,
          bundled applets and droplets are created as universal binaries.
          This option is only valid when a new bundled applet or droplet is
          being created.
```

If no options are specified, osacompile produces a classic Mac OS format script file, that is, type `osas' (compiled script), creator `ToyS' (Script Editor), with the script data in the scpt:128 resource and nothing in the data fork. This format is compatible with all Mac OS and macOS systems.

If the -o option is specified and the file does not already exist, osacompile uses the filename extension to determine what type of file to create. If the filename ends with `.app', a bundled applet or droplet will be created. (macOS only)

If the filename ends with `.scptd', a bundled compiled script will be created. Otherwise, the resulting script will be placed in the resource fork and/or data fork of the output file depending upon what other options are specified.

The -d and -r options are not exclusive. If exactly one is specified, the script is written only to that fork. If both are specified, the script is written to both forks.

Examples

Compile demo.scpt into final.app:

```
$ osacompile -o final.
```

"Some painters transform the su...   ...lo Picasso

Related macOS commands

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