

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 language for any plain text files.
Normally, plain text files are compiled as AppleScript.

-e *command*
Enter one line of a script. Script commands given via **-e** are prepended to the normal source, if any. Multiple **-e** commands can be given to build up a multi-line script.
Because most scripts use characters that are special to many shell programs (e.g., Apple-Script), the command will have to be escaped in order to be shell intact.

-o *name*
Place the output in *name*.
If **-o** is not specified, the output file is *file*.app.

-d Place the resulting script in the resource fork.

-r *type:id*
Place the resulting script in the specified resource.

-t *type*
Set the output file type.
If this option is omitted, the default type is set to 'osas'.

-c *creator*
Set the output file creator code. If this code does not exist, the creator is set to 'ToyS'.

-x Save the resulting script in the data fork.

-s Stay-open applet. The applet or droplet is not closed when the script finishes.

-u Use startup screen. The applet or droplet is not closed when the script finishes.

-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.app demo.scpt
```

“Some painters transform the sun into a yellow spot; others transform a yellow spot into the sun” ~ Pablo Picasso

Related macOS commands



- [osascript](#) - Execute AppleScript.
- [Show hidden files.scpt](#) - Toggle the display of hidden files in Finder (will restart finder).
- [Introduction to AppleScript](#) - Language Guide.



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