

## Standard Suite

Common classes and commands for most applications.

**close** *v* : Close an object.

**close** specifier : the object for the command

[**saving** ask/no/yes] : Specifies whether changes should be saved before closing.

[**saving in** alias] : The file in which to save the object.

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**count** *v* : Return the number of elements of a particular class within an object.

**count** specifier : the object for the command

[**each** type] : The class of objects to be counted.

→ integer

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**delete** *v* : Delete an object.

**delete** specifier : the object for the command

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**duplicate** *v* : Copy object(s) and put the copies at a new location.

**duplicate** specifier : the object for the command

[**to** location specifier] : The location for the new object(s).

[**with properties** record] : Properties to be set in the new duplicated object(s).

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**exists** *v* : Verify if an object exists.

**exists** specifier : the object for the command

→ boolean

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**get** *v* : Get the data for an object.

**get** specifier : the object for the command

→ any

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**make** *v* : Make a new object.

**make**

**new** type : The class of the new object.

[**at** location specifier] : The location at which to insert the object.

[**with data** any] : The initial data for the object.

[**with properties** record] : The initial values for properties of the object.

→ specifier

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**move** *v* : Move object(s) to a new location.

**move** specifier : the object for the command

**to** location specifier : The new location for the object(s).

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**open** *v* : Open an object.

**open** alias : The file(s) to be opened.

→ [document](#)

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**print** *v* : Print an object.

**print** alias : The file(s) or document(s) to be printed.

[**print dialog** boolean] : Should the application show the Print dialog?

[**with properties** [print settings](#)] : the print settings

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**quit** *v* : Quit an application.

**quit**

[**saving** ask/no/yes] : Specifies whether changes should be saved before quitting.

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**save** *v* : Save an object.

**save** specifier : the object for the command

[**as** [text](#)] : The file type in which to save the data.

[**in** alias] : The file in which to save the object.

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**set** *v* : Set an object's data.

**set** specifier : the object for the command

**to** any : The new value.

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**application** *n* [inh. [item](#)] : An application's top level scripting object.

ELEMENTS

contains [documents](#), [windows](#).

PROPERTIES

**frontmost** (boolean, r/o) : Is this the frontmost (active) application?

**name** ([text](#), r/o) : The name of the application.

**version** ([text](#), r/o) : The version of the application.

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**color** *n* [inh. [item](#)] : A color.

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**document** *n* [inh. [item](#)] : A document.

ELEMENTS

contained by [application](#).

PROPERTIES

**modified** (boolean, r/o) : Has the document been modified since the last save?

**name** ([text](#)) : The document's name.

**path** ([text](#)) : The document's path.

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**item** *n* : A scriptable object.

#### PROPERTIES

**class** (type, r/o) : The class of the object.

**properties** (record) : All of the object's properties.

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**window** *n* [inh. [item](#)] : A window.

#### ELEMENTS

contained by [application](#).

#### PROPERTIES

**bounds** (rectangle) : The bounding rectangle of the window.

**closeable** (boolean, r/o) : Whether the window has a close box.

**document** ([document](#), r/o) : The document whose contents are being displayed in the window.

**floating** (boolean, r/o) : Whether the window floats.

**id** (integer, r/o) : The unique identifier of the window.

**index** (integer) : The index of the window, ordered front to back.

**miniaturizable** (boolean, r/o) : Whether the window can be miniaturized.

**miniaturized** (boolean) : Whether the window is currently miniaturized.

**modal** (boolean, r/o) : Whether the window is the application's current modal window.

**name** ([text](#)) : The full title of the window.

**resizable** (boolean, r/o) : Whether the window can be resized.

**titled** (boolean, r/o) : Whether the window has a title bar.

**visible** (boolean) : Whether the window is currently visible.

**zoomable** (boolean, r/o) : Whether the window can be zoomed.

**zoomed** (boolean) : Whether the window is currently zoomed.

## Text Suite

A set of basic classes for text processing.

**attachment** *n* [inh. [text](#) > [item](#)] : Represents an inline text attachment. This class is used mainly for make commands.

#### ELEMENTS

contained by [attribute runs](#), [characters](#), [paragraphs](#), [texts](#), [words](#).

#### PROPERTIES

**file name** ([text](#)) : The path to the file for the attachment

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**attribute run** *n* [inh. [item](#)] : This subdivides the text into chunks that all have the same attributes.

#### ELEMENTS

contains [attachments](#), [attribute runs](#), [characters](#), [paragraphs](#), [words](#); contained by [attribute runs](#), [characters](#), [paragraphs](#), [texts](#), [words](#).

#### PROPERTIES

**color** ([color](#)) : The color of the first character.

**font** ([text](#)) : The name of the font of the first character.

**size** (integer) : The size in points of the first character.

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**character** *n* [inh. [item](#)] : This subdivides the text into characters.

#### ELEMENTS

contains [attachments](#), [attribute runs](#), [characters](#), [paragraphs](#), [words](#); contained by [attribute runs](#), [characters](#), [paragraphs](#), [texts](#), [words](#).

#### PROPERTIES

**color** ([color](#)) : The color of the first character.

**font** ([text](#)) : The name of the font of the first character.

**size** (integer) : The size in points of the first character.

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**paragraph** *n* [inh. [item](#)] : This subdivides the text into paragraphs.

#### ELEMENTS

contains [attachments](#), [attribute runs](#), [characters](#), [paragraphs](#), [words](#); contained by [attribute runs](#), [characters](#), [paragraphs](#), [texts](#), [words](#).

#### PROPERTIES

**color** ([color](#)) : The color of the first character.

**font** ([text](#)) : The name of the font of the first character.

**size** (integer) : The size in points of the first character.

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**text** *n* [inh. [item](#)] : Rich (styled) text

#### ELEMENTS

contains [attachments](#), [attribute runs](#), [characters](#), [paragraphs](#), [words](#).

#### PROPERTIES

**color** ([color](#)) : The color of the first character.

**font** ([text](#)) : The name of the font of the first character.

**size** (integer) : The size in points of the first character.

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**word** *n* [inh. [item](#)] : This subdivides the text into words.

#### ELEMENTS

contains [attachments](#), [attribute runs](#), [characters](#), [paragraphs](#), [words](#); contained by [attribute runs](#), [characters](#), [paragraphs](#), [texts](#), [words](#).

#### PROPERTIES

**color** ([color](#)) : The color of the first character.

**font** ([text](#)) : The name of the font of the first character.

**size** (integer) : The size in points of the first character.

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## Type Definitions

Records used in scripting CrossOver

**print settings** *n*

#### PROPERTIES

**copies** (integer) : the number of copies of a document to be printed

**collating** (boolean) : Should printed copies be collated?

**starting page** (integer) : the first page of the document to be printed

**ending page** (integer) : the last page of the document to be printed

**pages across** (integer) : number of logical pages laid across a physical page

**pages down** (integer) : number of logical pages laid out down a physical page

**requested print time** (date) : the time at which the desktop printer should print the document

**error handling** (standard/detailed) : how errors are handled

**fax number** ([text](#)) : for fax number

**target printer** ([text](#)) : for target printer