

## Standard Suite

Common classes and commands for most applications.

**close** *method* : Close an object.

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

**saving:** [[ScriptEditorSavo](#)] : Specifies whether changes should be saved before closing.

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

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**count** *method* : 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** *method* : Delete an object.

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

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**duplicate** *method* : 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).

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

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

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

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

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

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

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

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

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

**withProperties:** [record] : The initial values for properties of the object.  
→ specifier

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**move** *method* : 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 method** : Open an object.

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

→ [ScriptEditorDocument](#)

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**print method** : Print an object.

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

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

**withProperties:** [[ScriptEditorPrintSettings](#)] : the print settings

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**quit method** : Quit an application.

**quitSaving:** [[ScriptEditorSavo](#)] : Specifies whether changes should be saved before quitting.

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**save method** : Save an object.

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

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

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

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

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

**to:** any : The new value.

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**ScriptEditorApplication class** [inh. [ScriptEditorItem](#); see also [Script Editor Suite](#)] : An application's top level scripting object.

ELEMENTS

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

PROPERTIES

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

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

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

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**ScriptEditorColor class** [inh. [ScriptEditorItem](#)] : A color.

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**ScriptEditorDocument class** [inh. [ScriptEditorItem](#); see also [Script Editor Suite](#)] : A document.

ELEMENTS

contained by [application](#).

PROPERTIES

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

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

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

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**ScriptEditorItem** *class* : 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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**ScriptEditorWindow** *class* [inh. [ScriptEditorItem](#); see also [Script Editor Suite](#)] : A window.

ELEMENTS

contained by [application](#), [documents](#).

PROPERTIES

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

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

**document** ([ScriptEditorDocument](#), 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** ([ScriptEditorText](#)) : 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.

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**ScriptEditorSavo** *enum*

**ScriptEditorSavoAsk** : Ask the user whether or not to save the file.

**ScriptEditorSavoNo** : Do not save the file.

**ScriptEditorSavoYes** : Save the file.

## Text Suite

A set of basic classes for text processing.

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

ELEMENTS

contained by [attributeRuns](#), [characters](#), [paragraphs](#), [text](#), [words](#).

PROPERTIES

**fileName** ([ScriptEditorText](#)) : The path to the file for the attachment

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**ScriptEditorAttributeRun** *class* [inh. [ScriptEditorItem](#)] : This subdivides the text into chunks that all have the same attributes.

ELEMENTS

contains [attachments](#), [attributeRuns](#), [characters](#), [paragraphs](#), [words](#); contained by [attributeRuns](#), [characters](#), [paragraphs](#), [text](#), [words](#), [text](#).

PROPERTIES

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

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

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

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**ScriptEditorCharacter** *class* [inh. [ScriptEditorItem](#)] : This subdivides the text into characters.

ELEMENTS

contains [attachments](#), [attributeRuns](#), [characters](#), [paragraphs](#), [words](#); contained by [attributeRuns](#), [characters](#), [paragraphs](#), [text](#), [words](#), [text](#).

PROPERTIES

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

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

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

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**ScriptEditorParagraph** *class* [inh. [ScriptEditorItem](#)] : This subdivides the text into paragraphs.

ELEMENTS

contains [attachments](#), [attributeRuns](#), [characters](#), [paragraphs](#), [words](#); contained by [attributeRuns](#), [characters](#), [paragraphs](#), [text](#), [words](#), [text](#).

PROPERTIES

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

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

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

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**ScriptEditorText** *class*, *pl text* [inh. [ScriptEditorItem](#); see also [Script Editor Suite](#)] : Rich (styled) text

ELEMENTS

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

PROPERTIES

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

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

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

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**ScriptEditorWord** *class* [inh. [ScriptEditorItem](#)] : This subdivides the text into words.

ELEMENTS

contains [attachments](#), [attributeRuns](#), [characters](#), [paragraphs](#), [words](#); contained by [attributeRuns](#), [characters](#), [paragraphs](#), [text](#), [words](#), [text](#).

#### PROPERTIES

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

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

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

## Script Editor Suite

Classes and Commands for working with the Script Editor

**checkSyntax** *method* : Check the syntax of a document.

**checkSyntax:** specifier : the object for the command

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**compile** *method* : Compile the script of a document.

**compile:** specifier : the object for the command

→ boolean

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**save** *method* : Save an object.

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

**as:** [[ScriptEditorText](#)] : The file type in which to save the data. Use one of the following strings: "script", "script bundle", "application", "text".

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

**runOnly:** [boolean] : Should the script be saved as Run-Only? If it is, you will not be able to edit the contents of the script again. The default is not to save as run only. (Applies to all script types except for "text").

**startupScreen:** [boolean] : Show the startup screen? The default is not to show the startup screen. (Only applies to scripts saved as "application").

**stayOpen:** [boolean] : Should the application remain open after it is launched? The default is not to stay open. (Only applies to scripts saved as "application").

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**ScriptEditorApplication** *class* [see also [Standard Suite](#)] : Script Editor's top level scripting object.

#### ELEMENTS

contains [classes](#), [languages](#).

#### PROPERTIES

**selection** ([ScriptEditorSelection-object](#)) : The current selection.

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**ScriptEditorClass** *class* [inh. [ScriptEditorItem](#)] : A class

#### ELEMENTS

contained by [application](#).

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**ScriptEditorDocument** *class* [see also [Standard Suite](#)] : A script document.

ELEMENTS

contains [windows](#).

PROPERTIES

**contents** ([ScriptEditorText](#)) : The contents of the document.

**description** ([ScriptEditorText](#)) : The description of the document.

**eventLog** ([ScriptEditorText](#), r/o) : The event log of the document.

**language** ([ScriptEditorLanguage](#)) : The scripting language.

**selection** ([ScriptEditorSelection-object](#)) : The current selection.

**text** ([ScriptEditorText](#)) : The text of the document.

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**ScriptEditorInsertionPoint** *class* [inh. [ScriptEditorItem](#)] : An insertion point between two objects.

ELEMENTS

contained by [text](#).

PROPERTIES

**contents** ([ScriptEditorItem](#)) : The contents of the insertion point.

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**ScriptEditorLanguage** *class* [inh. [ScriptEditorItem](#)] : A scripting language.

ELEMENTS

contained by [application](#).

PROPERTIES

**description** ([ScriptEditorText](#), r/o) : The description

**id** ([ScriptEditorText](#), r/o) : The unique id of the language.

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

**supportsCompiling** (boolean, r/o) : Is the language compilable?

**supportsRecording** (boolean, r/o) : Is the language recordable?

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**ScriptEditorSelection-object** *class* [inh. [ScriptEditorItem](#)] : A way to refer to the state of the current selection.

PROPERTIES

**characterRange** (point, r/o) : The range of characters in the selection.

**contents** ([ScriptEditorItem](#)) : The contents of the selection.

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**ScriptEditorText** *class* [see also [Text Suite](#)] : Rich (styled) text

ELEMENTS

contains [attributeRuns](#), [characters](#), [insertionPoints](#), [paragraphs](#), [text](#), [words](#).

PROPERTIES

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

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

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

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**ScriptEditorWindow** *class* [see also [Standard Suite](#)] : A window.

PROPERTIES

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

## Type Definitions

Records used in scripting Script Editor

### ScriptEditorPrintSettings *class*

PROPERTIES

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

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

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

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

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

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

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

**errorHandling** ([ScriptEditorEnum](#)) : how errors are handled

**faxNumber** ([ScriptEditorText](#)) : for fax number

**targetPrinter** ([ScriptEditorText](#)) : for target printer

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### ScriptEditorEnum *enum*

**ScriptEditorEnumStandard** : Standard PostScript error handling

**ScriptEditorEnumDetailed** : print a detailed report of PostScript errors