

```

@enum

when;
@roberty BOOF showcomputerzscripts: \\ Are the computer scripts shown in the script
@roberty BOOF scriptwhenenabled: \\ Is the script when installed in the when par;
the position in the script when at which the application scripts are displayed
@roberty ApplicationScriptPositions applicationScriptPosition: \\
return processed;
@roberty (reason) BOOF CUIScriptingEnabled: \\ Are CUI scripting events currently
@roberty (copy) N2NGL *getScriptEditor: \\ the editor to be used to open scripts

@interface ApplicationScriptPosition : NSObject
\\ the ApplicationScriptPosition

*\\
* ApplicationScriptPosition
\\*

ApplicationScriptPosition:
typedef enum ApplicationScriptPosition
{
    ApplicationScriptPositionBottom = 'bottom', /* bottom */
    ApplicationScriptPositionTop = 'top', /* top */
    ApplicationScriptPosition {
        @class ApplicationScriptPosition;

#import <ScriptingBridge/ScriptingBridge.h>
#import <AppKit/AppKit.h>

*\\
* ApplicationScriptPosition
\\*

```