```
typedef enum SystemEventsPrintingErrorHandling SystemEventsPrintingErrorHandling;
PostScript errors */
    SystemEventsPrintingErrorHandlingDetailed = 'lwdt' /* print a detailed report of
handling */,
    SystemEventsPrintingErrorHandlingStandard = 'lwst' /* Standard PostScript error
enum SystemEventsPrintingErrorHandling {
typedef enum SystemEventsSaveOptions SystemEventsSaveOptions;
}:
*\
    SystemEventsSaveOptionsAsk = 'ask ' /* Ask the user whether or not to save the file.
    SystemEventsSaveOptionsNo = 'no ' /* Do not save the file. */,
    SystemEventsSaveOptionsYes = 'yes ' /* Save the file. */,
enum SystemEventsSaveOptions {
SystemEventsScriptingResultObject, SystemEventsScriptingSuite;
SystemEventsScriptingParameter, SystemEventsScriptingProperty,
SystemEventsScriptingEnumeration, SystemEventsScriptingEnumerator,
SystemEventsScriptingDefinitionObject, SystemEventsScriptingElement,
SystemEventsPrintSettings, SystemEventsScriptingClass, SystemEventsScriptingCommand,
SystemEventsXMLData, SystemEventsXMLElement, SystemEventsXMLFile,
SystemEventsData, SystemEventsPropertyListItem, SystemEventsXMLAttribute,
SystemEventsToolbar, SystemEventsValueIndicator, SystemEventsPropertyListFile,
SystemEventsTabGroup, SystemEventsTable, SystemEventsTextArea, SystemEventsTextField,
SystemEventsSplitter, SystemEventsSplitterGroup, SystemEventsStaticText,
SystemEventsScrollArea, SystemEventsScrollBar, SystemEventsSheet, SystemEventsSlider,
{\tt SystemEventsRedioGroup,\ SystemEventsRelevanceIndicator,\ SystemEventsRow,}
{\tt SystemEventsDeskAccessoryProcess, SystemEventsProgressIndicator, SystemEventsRadioButton,}
SystemEventsPopUpButton, SystemEventsProcess, SystemEventsApplicationProcess,
SystemEventsMenuButton, SystemEventsMenuItem, SystemEventsOutline, SystemEventsPopOver,
SystemEventsList, SystemEventsMenu, SystemEventsMenuBar, SystemEventsMenuBarItem,
SystemEventsGroup, SystemEventsGrowArea, SystemEventsImage, SystemEventsIncrementor,
SystemEventsColorWell, SystemEventsColumn, SystemEventsComboBox, SystemEventsDrawer,
SystemEventsBrowser, SystemEventsBusyIndicator, SystemEventsButton, SystemEventsCheckbox,
SystemEventsScript, SystemEventsAction, SystemEventsAttribute, SystemEventsUIElement,
SystemEventsSystemDomainObject, SystemEventsUserDomainObject, SystemEventsFolderAction,
SystemEventsFolder, SystemEventsLocalDomainObject, SystemEventsNetworkDomainObject,
SystemEventsClassicDomainObject, SystemEventsFile, SystemEventsFilePackage,
SystemEventsDiskItem, SystemEventsAlias, SystemEventsDisk, SystemEventsDomain,
SystemEventsScreenSaverPreferencesObject, SystemEventsSecurityPreferencesObject,
SystemEventsNetworkPreferencesObject, SystemEventsService, SystemEventsScreenSaver,
SystemEventsConfiguration, SystemEventsInterface, SystemEventsLocation,
SystemEventsDesktop, SystemEventsDockPreferencesObject, SystemEventsLoginItem,
SystemEventsCDAndDVDPreferencesObject, SystemEventsInsertionPreference,
SystemEventsUser, SystemEventsAppearancePreferencesObject,
@class SystemEventsApplication, SystemEventsDocument, SystemEventsWindow,
#import <ScriptingBridge/ScriptingBridge.h>
#import <AppKit/AppKit.h>
*\
```

\* SystemEvents.h

\\*

```
SystemEventsDynamicStyleUnknown = 'unk\?' /* unknown value */
    SystemEventsDynamicStyleDark = 'dark' /* dark */,
    SystemEventsDynamicStyleLight = 'lite' /* light */,
picture based on time and/or location) */,
    SystemEventsDynamicStyleDynamic = 'dynm' /* dynamic (if supported, updates desktop
appearance) */,
    SystemEventsDynamicStyleAuto = 'atmt' /* automatic (if supported, follows light/dark
enum SystemEventsDynamicStyle {
typedef enum SystemEventsDhac SystemEventsDhac;
};
    SystemEventsDhacRunAScript = 'dhrs' /* run a script */
    SystemEventsDhacOpenApplication = 'dhap' /* open application */,
    SystemEventsDhacIgnore = 'dhig' /* ignore */,
    SystemEventsDhacAskWhatToDo = 'dhas' /* ask what to do */,
enum SystemEventsDhac {
typedef enum SystemEventsHighlightColors SystemEventsHighlightColors;
};
    SystemEventsHighlightColorsSilver = 'slvr' /* silver */
    SystemEventsHighlightColorsRed = 'red ' /* red */,
    SystemEventsHighlightColorsPurple = 'prpl' /* purple */,
    SystemEventsHighlightColorsOrange = 'orng' /* orange */,
    SystemEventsHighlightColorsGreen = 'gren' /* green */,
    SystemEventsHighlightColorsGraphite = 'grft' /* graphite */,
    SystemEventsHighlightColorsGold = 'gold' /* gold */,
    SystemEventsHighlightColorsBlue = 'blue' /* blue */,
enum SystemEventsHighlightColors {
typedef enum SystemEventsAppearances SystemEventsAppearances;
}:
    SystemEventsAppearancesGraphite = 'grft' /* graphite */
    SystemEventsAppearancesBlue = 'blue' /* blue */,
enum SystemEventsAppearances {
typedef enum SystemEventsFontSmoothingStyles SystemEventsFontSmoothingStyles;
};
    SystemEventsFontSmoothingStylesStrong = 'strg' /* strong */
    SystemEventsFontSmoothingStylesStandard = 'stnd' /* standard */,
    SystemEventsFontSmoothingStylesMedium = 'medi' /* medium */,
    SystemEventsFontSmoothingStylesLight = 'lite' /* light */,
    SystemEventsFontSmoothingStylesAutomatic = 'autm' /* automatic */,
enum SystemEventsFontSmoothingStyles {
typedef enum SystemEventsScrollPageBehaviors SystemEventsScrollPageBehaviors;
}:
    SystemEventsScrollPageBehaviorsJumpToNextPage = 'nxpg' /* jump to next page */
    SystemEventsScrollPageBehaviorsJumpToHere = 'tohr' /* jump to here */,
enum SystemEventsScrollPageBehaviors {
typedef enum SystemEventsSaveableFileFormat SystemEventsSaveableFileFormat;
};
    SystemEventsSaveableFileFormatText = 'ctxt' /* Text File Format */
enum SystemEventsSaveableFileFormat {
```

```
SystemEventsEMkyShift = 'eSft' /* shift */
    SystemEventsEMkyOption = 'eOpt' /* option */,
    SystemEventsEMkyControl = 'eCnt' /* control */,
    SystemEventsEMkyCommand = 'eCmd' /* command */,
enum SystemEventsEMky {
typedef enum SystemEventsEMds SystemEventsEMds;
};
    SystemEventsEMdsShiftDown = 'Ksft' /* shift down */
    SystemEventsEMdsOptionDown = 'Kopt' /* option down */,
    SystemEventsEMdsControlDown = 'Kctl' /* control down */,
    SystemEventsEMdsCommandDown = 'Kcmd' /* command down */,
enum SystemEventsEMds {
typedef enum SystemEventsEdfm SystemEventsEdfm;
}:
    SystemEventsEdfmWebDAVFormat = 'dfwd' /* WebDAV format */
    SystemEventsEdfmUnknownFormat = 'df$$' /* unknown format */,
    SystemEventsEdTmUFSFormat = 'dfut' /* UFS format */,
    SystemEventsEdfmUDFFormat = 'dfud' /* UDF format */,
    SystemEventsEdfmQuickTakeFormat = 'dfqt' /* QuickTake format */,
    SystemEventsEdfmProDOSFormat = 'dfpr' /* ProDOS format */,
    SystemEventsEdfmNFSFormat = 'dfnf' /* NFS format */,
    SystemEventsEdfmMSDOSFormat = 'dfms' /* MSDOS format */,
    SystemEventsEdfmMacOSFormat = 'dfhf' /* Mac OS format */,
    SystemEventsEdfmMacOSExtendedFormat = 'dfh+' /* Mac OS Extended format */,
    SystemEventsEdfmISO9660Format = 'df96' /* ISO 9660 format */,
    SystemEventsEdfmHighSierraFormat = 'dfhs' /* High Sierra format */,
    SystemEventsEdfmAudioFormat = 'dfau' /* audio format */,
    SystemEventsEdfmAppleShareFormat = 'dfas' /* AppleShare format */,
    SystemEventsEdfmApplePhotoFormat = 'dfph' /* Apple Photo format */,
enum SystemEventsEdfm {
typedef enum SystemEventsDpbh SystemEventsDpbh;
}:
    SystemEventsDpbhZoom = 'ddzo' /* zoom */
    SystemEventsDpbh0ff = 'ddof' /* off */,
    SystemEventsDpbhMinimize = 'ddmi' /* minimize */,
enum SystemEventsDpbh {
typedef enum SystemEventsDpef SystemEventsDpef;
};
    SystemEventsDpefScale = 'scal' /* scale */
    SystemEventsDpefGenie = 'geni' /* genie */,
enum SystemEventsDpef {
typedef enum SystemEventsDpls SystemEventsDpls;
}:
    SystemEventsDplsRight = 'righ' /* right */
    SystemEventsDplsLeft = 'left' /* left */,
    SystemEventsDplsBottom = 'bott' /* bottom */,
enum SystemEventsDpls {
typedef enum SystemEventsDynamicStyle SystemEventsDynamicStyle;
}:
```

```
or more files.
- (void) abortTransaction; // Discard the results of a bounded update session with one
- (BOOL) exists:(id)x; // Verify that an object exists.
- (void) quitSaving: (SystemEventsSaveOptions)saving; // Quit the application.
printDialog:(BOOL)printDialog; // Print a document.
- (void) print:(id)x withProperties:(SystemEventsPrintSettings *)withProperties
- (id) open:(id)x; // Open a document.
@property (copy, readonly) NSString *version; // The version number of the application.
@property (readonly) BOOL frontmost; // Is this the active application?
@property (copy, readonly) NSString *name; // The name of the application.
- (SBElementArray<SystemEventsWindow *> *) windows;
- (SBElementArray<SystemEventsDocument *> *) documents;
@interface SystemEventsApplication : SBApplication
// The application's top-level scripting object.
 *\
 * Standard Suite
\*
@end
- (void) moveTo:(SBObject *)to; // Move an object to a new location.
Copy an object.
- (void) duplicateTo:(SBObject *)to withProperties:(NSDictionary *)withProperties; //
- (void) delete; // Delete an object.
(BOOL)printDialog; // Print a document.
- (void) printWithProperties:(SystemEventsPrintSettings *)withProperties printDialog:
document.
- (void) saveIn:(SystemEventsFile *)in_ as:(SystemEventsSaveableFileFormat)as; // Save a
*)savingIn; // Close a document.
- (void) closeSaving:(SystemEventsSaveOptions)saving savingIn:(SystemEventsFile
@protocol SystemEventsGenericMethods
typedef enum SystemEventsAccs SystemEventsAccs;
}:
    SystemEventsAccsWriteOnly = 'writ' /* write only */
    SystemEventsAccsReadWrite = 'rdwr' /* read write */,
    SystemEventsAccsReadOnly = 'read' /* read only */,
    SystemEventsAccsNone = 'none' /* none */,
enum SystemEventsAccs {
typedef enum SystemEventsEnum SystemEventsEnum;
}:
    SystemEventsEnumDetailed = 'lwdt' /* print a detailed report of PostScript errors */
    SystemEventsEnumStandard = 'lwst' /* Standard PostScript error handling */,
enum SystemEventsEnum {
typedef enum SystemEventsEMky SystemEventsEMky;
}:
```

- (NSInteger) beginTransaction; // Begin a bounded update session with one or more files.
- (void) endTransaction; // Apply the results of a bounded update session with one or more files.
- (id) move:(id)x to:(id)to; // Move disk item(s) to a new location.
- (SystemEventsFile \*) open:(id)x; // Open disk item(s) with the appropriate application.
- (void) logOut; // Log out the current user
- (void) restartStateSavingPreference; // Restart the computer
- (void) shutDownStateSavingPreference; // Shut Down the computer
- (void) sleep; // Put the computer to sleep
- (id) clickAt:(NSArray<NSNumber \*> \*)at; // cause the target process to behave as if
  the UI element were clicked
   (void) keyCode:(id)x using:(id)using\_; // cause the target process to behave as if key
- codes were entered
   (void) keystroke:(NSString \*)x using:(id)using\_; // cause the target process to behave
  as if keystrokes were entered

```
// A document.
@interface SystemEventsDocument : SBObject <SystemEventsGenericMethods>
```

@property (copy, readonly) NSString \*name; // Its name.
@property (readonly) B00L modified; // Has it been modified since the last save?
@property (copy, readonly) SystemEventsFile \*file; // Its location on disk, if it has one.

@end

```
// A window.
@interface SystemEventsWindow : SBObject <SystemEventsGenericMethods>
```

@property BOOL zoomed; // Is the window zoomed right now?

@property (copy, readonly) NSString \*name; // The title of the window.
- (NSInteger) id; // The unique identifier of the window.
@property NSInteger index; // The index of the window, ordered front to back.
@property NSRect bounds; // The bounding rectangle of the window.
@property (readonly) B00L closeable; // Does the window have a close button?
@property (readonly) B00L miniaturizable; // Does the window have a minimize button?
@property B00L miniaturized; // Is the window minimized right now?
@property (readonly) B00L resizable; // Can the window be resized?
@property B00L visible; // Is the window visible right now?

@property (copy, readonly) SystemEventsDocument \*document; // The document whose

@property (readonly) BOOL zoomable; // Does the window have a zoom button?

# @end

contents are displayed in the window.

```
@end
collection of appearance preferences
@property (copy) SystemEventsAppearancePreferencesObject *appearancePreferences; // a
@interface SystemEventsApplication (AppearanceSuite)
// The System Events application
 *\
 * Appearance Suite
\*
@end
only!
@property (copy) id picturePath; // path to user's picture. Can be set for current user
@property (copy, readonly) NSString *name; // user's short name
@property (copy, readonly) id homeDirectory; // path to user's home directory
@property (copy, readonly) NSString *fullName; // user's full name
@interface SystemEventsUser : SBObject <SystemEventsGenericMethods>
// user account
@end
@property (copy, readonly) SystemEventsUser *currentUser; // the currently logged in
- (SBElementArray<SystemEventsUser *> *) users;
@interface SystemEventsApplication (AccountsSuite)
// The System Events application
 *\
 * Accounts Suite
\*
@end
@property (readonly) BOOL scriptMenuEnabled; // Is the Script menu installed in the menu
quitting; if set to zero, idle time will not cause the application to quit
@property NSInteger quitDelay; // the time in seconds the application will idle before
@interface SystemEventsApplication (SystemEventsSuite)
// The System Events application
 *\
 * System Events Suite
\*
```

```
insertion preference
@property (copy, readonly) SystemEventsInsertionPreference *videoBD; // the video BD
insertion preference
@property (copy, readonly) SystemEventsInsertionPreference *videoDVD; // the video DVD
insertion preference
@property (copy, readonly) SystemEventsInsertionPreference stpictureCD; // the picture CD
insertion preference
@property (copy, readonly) SystemEventsInsertionPreference *musicCD; // the music CD
insertion preference
@property (copy, readonly) SystemEventsInsertionPreference *blankBD; // the blank BD
insertion preference
@property (copy, readonly) SystemEventsInsertionPreference *blankDVD; // the blank DVD
insertion preference
@property (copy, readonly) SystemEventsInsertionPreference *blankCD; // the blank CD
@interface SystemEventsCDAndDVDPreferencesObject : SBObject <SystemEventsGenericMethods>
// user's CD and DVD insertion preferences
@end
preferences for the current user when a CD or DVD is inserted
@property (copy) SystemEventsCDAndDVDPreferencesObject *CDAndDVDPreferences; // the
@interface SystemEventsApplication (CDAndDVDPreferencesSuite)
// The System Events application
*\
* CD and DVD Preferences Suite
\*
@end
@property BOOL darkMode; // use dark menu bar and dock
@property BOOL smoothScrolling; // Is smooth scrolling used?
clicking the scroll bar
@property SystemEventsScrollPageBehaviors scrollBarAction; // the action performed by
@property NSInteger recentServersLimit; // the number of recent servers to track
@property NSInteger recentDocumentsLimit; // the number of recent documents to track
track
```

@property NSInteger recentApplicationsLimit; // the number of recent applications to

@property (copy) id highlightColor; // color used for hightlighting selected text and

@property SystemEventsFontSmoothingStyles fontSmoothingStyle; // the method used for

@property SystemEventsAppearances appearance; // the overall look of buttons, menus and

@property BOOL fontSmoothing; // Is font smoothing on?

@interface SystemEventsAppearancePreferencesObject : SBObject

smoothing fonts

<SystemEventsGenericMethods>

// A collection of appearance preferences

windows

```
@end
```

of media

insertion of media

// a specific insertion preference

\* Dock Preferences Suite

\\*

```
@end
@property SystemEventsDynamicStyle dynamicStyle; // desktop picture dynamic style
@property BOOL translucentMenuBar; // indicates whether the menu bar is translucent
@property BOOL randomOrder; // turn on for random ordering of changing desktop pictures
desktop background
@property (copy) id picturesFolder; // path to folder containing pictures for changing
@property NSInteger pictureRotation; // never, using interval, using login, after sleep
@property (copy) id picture; // path to file used as desktop picture
desktop appears
@property (copy, readonly) NSString *displayName; // name of display on which this
desktop picture
@property double changeInterval; // number of seconds to wait between changing the
- (NSInteger) id; // unique identifier of the desktop
@property (copy, readonly) NSString *name; // name of the desktop
@interface SystemEventsDesktop : SBObject <SystemEventsGenericMethods>
// desktop picture settings
@end
@property (copy, readonly) SystemEventsDesktop *currentDesktop; // the primary desktop
- (SBElementArray<SystemEventsDesktop *> *) desktops;
@interface SystemEventsApplication (DesktopSuite)
// The System Events application
*\
* Desktop Suite
\*
@end
```

@property SystemEventsDhac insertionAction; // action to perform on media insertion

@property (copy) id customApplication; // application to launch or activate on the

@interface SystemEventsInsertionPreference : SBObject <SystemEventsGenericMethods>

@property (copy) id customScript; // AppleScript to launch or activate on the insertion

```
@property (copy, readonly) NSString *path; // the file system path to the Login Item
@property (copy, readonly) NSString *name; // the name of the Login Item
@property (copy, readonly) NSString *kind; // the file type of the Login Item
@property BOOL hidden; // Is the Login Item hidden when launched?
@interface SystemEventsLoginItem : SBObject <SystemEventsGenericMethods>
// an item to be launched or opened at login
@end
- (SBElementArray<SystemEventsLoginItem *> *) loginItems;
@interface SystemEventsApplication (LoginItemsSuite)
// The System Events application
*\
* Login Items Suite
@end
@property BOOL showRecents; // show recent applications?
@property BOOL showIndicators; // show indicators for open applications?
@property SystemEventsDpls screenEdge; // location on screen
@property BOOL minimizeIntoApplication; // minimize window into its application?
@property SystemEventsDpef minimizeEffect; // minimization effect
on (between 0.0 (minimum) and 1.0 (maximum))
@property double magnificationSize; // maximum magnification size when magnification is
@property BOOL magnification; // is magnification on or off?
a title bar
@property SystemEventsDpbh doubleClickBehavior; // behaviour when double clicking window
@property BOOL autohideMenuBar; // is autohiding the menu bar on or off?
(maximum))
@property double dockSize; // size/height of the items (between 0.0 (minimum) and 1.0
@property BOOL autohide; // is autohiding the dock on or off?
@property BOOL animate; // is the animation of opening applications on or off?
@interface SystemEventsDockPreferencesObject : SBObject <SystemEventsGenericMethods>
// user's dock preferences
@end
for the current user's dock
@property (copy) SystemEventsDockPreferencesObject *dockPreferences; // the preferences
@interface SystemEventsApplication (DockPreferencesSuite)
// The System Events application
```

```
@property (copy) NSString *name; // the name of the location
- (NSString *) id; // the unique identifier for the location
- (SBElementArray<SystemEventsService *> *) services;
@interface SystemEventsLocation : SBObject <SystemEventsGenericMethods>
// A set of services
@end
@property NSInteger speed; // ethernet speed 10 | 100 | 1000
@property (copy, readonly) NSString *name; // the name of the interface
@property NSInteger mtu; // the packet size
@property (copy, readonly) NSString *MACAddress; // the MAC address for the interface
@property (copy, readonly) NSString *kind; // the type of interface
- (NSString *) id; // the unique identifier for the interface
control
@property (copy) NSString *duplex; // the duplex setting half | full | full with flow
automatically?
@property BOOL automatic; // configure the interface speed, duplex, and mtu
@interface SystemEventsInterface : SBObject <SystemEventsGenericMethods>
// A collection of settings for a network interface
@end
- (SystemEventsConfiguration *) disconnect; // disconnect a configuration or service
- (SystemEventsConfiguration *) connect; // connect a configuration or service
@property (copy, readonly) NSString *name; // the name of the configuration
- (NSString *) id; // the unique identifier for the configuration
@property (readonly) BOOL connected; // Is the configuration connected?
@property (copy) NSString *accountName; // the name used to authenticate
@interface SystemEventsConfiguration : SBObject <SystemEventsGenericMethods>
// A collection of settings for configuring a connection
@end
preferences for the current user's network
@property (copy) SystemEventsNetworkPreferencesObject *networkPreferences; // the
@interface SystemEventsApplication (NetworkPreferencesSuite)
// The System Events application
*\
* Network Preferences Suite
\*
```

as displayed to the user @property (copy, readonly) NSString \*displayedName; // name of the screen saver module @interface SystemEventsScreenSaver : SBObject <SystemEventsGenericMethods> // an installed screen saver @end the preferences common to all screen savers @property (copy) SystemEventsScreenSaverPreferencesObject \*screenSaverPreferences; // screen saver @property (copy) SystemEventsScreenSaver \*currentScreenSaver; // the currently selected - (SBElementArray<SystemEventsScreenSaver \*> \*) screenSavers; @interface SystemEventsApplication (ScreenSaverSuite) // The System Events application \*\ \* Screen Saver Suite @end - (SystemEventsConfiguration \*) disconnect; // disconnect a configuration or service - (SystemEventsConfiguration \*) connect; // connect a configuration or service @property (copy) NSString \*name; // the name of the service @property (readonly) NSInteger kind; // the type of service service is built on @property (copy, readonly) SystemEventsInterface \*interface; // the interface the - (NSString \*) id; // the unique identifier for the service selected configuration @property (copy) SystemEventsConfiguration \*currentConfiguration; // the currently @property (readonly) BOOL active; // Is the service active? - (SBElementArray<SystemEventsConfiguration \*> \*) configurations; @interface SystemEventsService : SBObject <SystemEventsGenericMethods> // A collection of settings for a network service @end @property (copy) SystemEventsLocation \*currentLocation; // the current location - (SBElementArray<SystemEventsService \*> \*) services; - (SBElementArray<SystemEventsLocation \*> \*) locations; - (SBElementArray<SystemEventsInterface \*> \*) interfaces; @interface SystemEventsNetworkPreferencesObject : SBObject <SystemEventsGenericMethods> // the preferences for the current user's network

```
@property BOOL secureVirtualMemory; // Is secure virtual memory being used?
from sleep or screen saver?
@property BOOL requirePasswordToWake; // Is a password required to wake the computer
preferences?
@property BOOL requirePasswordToUnlock; // Is a password required to unlock secure
which the computer will log out
@property NSInteger logOutWhenInactiveInterval; // The interval of inactivity after
@property BOOL logOutWhenInactive; // Will the computer log out when inactive?
@property BOOL automaticLogin; // Is automatic login allowed?
@interface SystemEventsSecurityPreferencesObject : SBObject <SystemEventsGenericMethods>
// a collection of security preferences
@end
collection of security preferences
@property (copy) SystemEventsSecurityPreferencesObject *securityPreferences; // a
@interface SystemEventsApplication (SecuritySuite)
// The System Events application
*\
* Security Suite
@end
- (void) stop; // stop the screen saver
- (void) start; // start the screen saver
@property BOOL showClock; // should a clock appear over the screen saver?
@property (readonly) BOOL running; // is the screen saver running?
screen?
@property BOOL mainScreenOnly; // should the screen saver be shown only on the main
saver starts; zero for never
@property NSInteger delayInterval; // number of seconds of idle time before the screen
<SystemEventsGenericMethods>
@interface SystemEventsScreenSaverPreferencesObject : SBObject
// screen saver settings
@end
- (void) stop; // stop the screen saver
- (void) start; // start the screen saver
picture-based screen savers (slideshow, collage, or mosaic)
@property (copy) NSString *pictureDisplayStyle; // effect to use when displaying
```

@property (copy, readonly) SystemEventsAlias \*path; // path to the screen saver module

@property (copy, readonly) NSString \*name; // name of the screen saver module to be

displayed

```
@property (copy, readonly) SystemEventsFolder *scriptsFolder; // The user's Scripts
Scripting Additions folder
@property (copy, readonly) SystemEventsFolder *scriptingAdditionsFolder; // The
@property (copy, readonly) SystemEventsFolder *publicFolder; // The user's Public folder
Preferences folder
@property (copy, readonly) SystemEventsFolder *preferencesFolder; // The user's
folder
@property (copy, readonly) SystemEventsFolder *picturesFolder; // The user's Pictures
collection of folders residing on the Network
@property (copy, readonly) SystemEventsNetworkDomainObject *networkDomain; // the
@property (copy, readonly) SystemEventsFolder *musicFolder; // The user's Music folder
@property (copy, readonly) SystemEventsFolder *moviesFolder; // The user's Movies folder
of folders residing on the Local machine
@property (copy, readonly) SystemEventsLocalDomainObject *localDomain; // the collection
@property (copy, readonly) SystemEventsFolder *libraryFolder; // The Library folder
currently logged in user
@property (copy, readonly) SystemEventsFolder *homeFolder; // The Home folder of the
@property (copy, readonly) SystemEventsFolder *fontsFolder; // The Fonts folder
Folder Action Scripts folder
@property (copy, readonly) SystemEventsFolder *FolderActionScriptsFolder; // The user's
folder
@property (copy, readonly) SystemEventsFolder *favoritesFolder; // The user's Favorites
folder
@property (copy, readonly) SystemEventsFolder *downloadsFolder; // The user's Downloads
folder
@property (copy, readonly) SystemEventsFolder *documentsFolder; // The user's Documents
Pictures folder
@property (copy, readonly) SystemEventsFolder *desktopPicturesFolder; // The Desktop
tolder
@property (copy, readonly) SystemEventsFolder *desktopFolder; // The user's Desktop
collection of folders belonging to the Classic System
@property (copy, readonly) SystemEventsClassicDomainObject *ClassicDomain; // the
Applications folder
@property (copy, readonly) SystemEventsFolder *applicationsFolder; // The user's
Application Support folder
@property (copy, readonly) SystemEventsFolder *applicationSupportFolder; // The
- (SBElementArray<SystemEventsFolder *> *) folders;
- (SBElementArray<SystemEventsFilePackage *> *) filePackages;
- (SBElementArray<SystemEventsFile *> *) files;
- (SBElementArray<SystemEventsDomain *> *) domains;
- (SBElementArray<SystemEventsDiskItem *> *) diskItems;
- (SBElementArray<SystemEventsDisk *> *) disks;
- (SBElementArray<SystemEventsAlias *> *) aliases;
@interface SystemEventsApplication (DiskFolderFileSuite)
// The Disk-Folder-File specific extensions to the application
*\
* Disk-Folder-File Suite
\*
```

```
@interface SystemEventsAlias : SystemEventsDiskItem
// An alias in the file system
@end
- (id) moveTo:(id)to; // Move disk item(s) to a new location.
- (void) delete; // Delete disk item(s).
resides
@property (copy, readonly) NSString *volume; // the volume on which the disk item
@property BOOL visible; // Is the disk item visible?
@property (copy, readonly) NSString *URL; // the URL of the disk item
@property (readonly) NSInteger size; // the logical size of the disk item
disk item
@property (copy, readonly) NSString *POSIXPath; // the POSIX file system path of the
on disk
@property (readonly) NSInteger physicalSize; // the actual space used by the disk item
@property (copy, readonly) NSString *path; // the file system path of the disk item
@property (readonly) BOOL packageFolder; // Is the disk item a package?
@property (copy, readonly) NSString *nameExtension; // the extension portion of the name
@property (copy) NSString *name; // the name of the disk item
modified
@property (copy) NSDate *modificationDate; // the date on which the disk item was last
- (NSString *) id; // the unique ID of the disk item
displayed in the User Interface
@property (copy, readonly) NSString *displayedName; // the name of the disk item as
created
@property (copy, readonly) NSDate *creationDate; // the date on which the disk item was
has this disk item as an element
@property (copy, readonly) SystemEventsDiskItem *container; // the folder or disk which
@property (readonly) BOOL busyStatus; // Is the disk item busy?
@interface SystemEventsDiskItem : SBObject <SystemEventsGenericMethods>
// An item stored in the file system
@end
Workflows folder
@property (copy, readonly) SystemEventsFolder *workflowsFolder; // The Automator
@property (copy, readonly) SystemEventsFolder *utilitiesFolder; // The Utilities folder
of folders belonging to the User
@property (copy, readonly) SystemEventsUserDomainObject *userDomain; // the collection
@property (copy, readonly) SystemEventsFolder *trash; // The user's Trash folder
```

@property (copy, readonly) SystemEventsFolder \*temporaryItemsFolder; // The Temporary

@property (copy, readonly) SystemEventsDisk \*startupDisk; // the disk from which Mac OS

@property (copy, readonly) SystemEventsFolder \*sitesFolder; // The user's Sites folder
@property (copy, readonly) SystemEventsFolder \*speakableItemsFolder; // The Speakable

@property (copy, readonly) SystemEventsFolder \*sharedDocumentsFolder; // The Shared

@property (copy, readonly) SystemEventsSystemDomainObject \*systemDomain; // the

Items folder

X was loaded

Items folder

folder

Documents folder

collection of folders belonging to the System

- (SBElementArray<SystemEventsAlias \*> \*) aliases;
- (SBElementArray<SystemEventsDiskItem \*> \*) diskItems;
- (SBElementArray<SystemEventsFile \*> \*) files;
- (SBElementArray<SystemEventsFilePackage \*> \*) filePackages;
- (SBElementArray<SystemEventsFolder \*> \*) folders;

@property (copy) id creatorType; // the OSType identifying the application that created
the alias
@property (copy) id defaultApplication; // the application that will launch if the alias

is opened @property (copy) id fileType; // the OSType identifying the type of data contained in

the alias @property (copy, readonly) NSString \*kind; // The kind of alias, as shown in Finder

@property (copy, readonly) NSString \*productVersion; // the version of the product
(visible at the top of the "Get Info" window)
@property (copy, readonly) NSString \*shortVersion; // the short version of the

application bundle referenced by the alias @property BOOL stationery; // Is the alias a stationery pad?

@property (copy, readonly) NSString \*typeIdentifier; // The type identifier of the alias
@property (copy, readonly) NSString \*version; // the version of the application bundle
referenced by the alias (visible at the bottom of the "Get Info" window)

## @end

// A disk in the file system
@interface SystemEventsDisk : SystemEventsDiskItem

- (SBElementArray<SystemEventsAlias \*> \*) aliases;
- (SBElementArray<SystemEventsDiskItem \*> \*) diskItems;
- (SBElementArray<SystemEventsFile \*> \*) files;
- (SBElementArray<SystemEventsFilePackage \*> \*) filePackages;
- (SBElementArray<SystemEventsFolder \*> \*) folders;

@property (copy, readonly) NSNumber \*capacity; // the total number of bytes (free or used) on the disk

@property (readonly) B00L ejectable; // Can the media be ejected (floppies, CD's, and so on)?

@property (readonly) SystemEventsEdfm format; // the file system format of this disk
@property (copy, readonly) NSNumber \*freeSpace; // the number of free bytes left on the
disk

@property BOOL ignorePrivileges; // Ignore permissions on this disk?

@property (readonly) BOOL localVolume; // Is the media a local volume (as opposed to a file server)?

@property (copy, readonly) id server; // the server on which the disk resides, AFP
volumes only

@property (readonly) BOOL startup; // Is this disk the boot disk?

@property (copy, readonly) id zone; // the zone in which the disk's server resides, AFP
volumes only

@interface SystemEventsDomain : SBObject <SystemEventsGenericMethods>

- (SBElementArray<SystemEventsFolder \*> \*) folders;

@property (copy, readonly) SystemEventsFolder \*desktopFolder; // The Classic Desktop Strip Modules folder @property (copy, readonly) SystemEventsFolder \*controlStripModulesFolder; // The Control Panels folder @property (copy, readonly) SystemEventsFolder \*controlPanelsFolder; // The Control folder @property (copy, readonly) SystemEventsFolder \*appleMenuFolder; // The Apple Menu Items - (SBElementArray<SystemEventsFolder \*> \*) folders; @interface SystemEventsClassicDomainObject : SystemEventsDomain // The Classic domain in the file system @end Workflows folder @property (copy, readonly) SystemEventsFolder \*workflowsFolder; // The Automator @property (copy, readonly) SystemEventsFolder \*utilitiesFolder; // The Utilities folder Items folder @property (copy, readonly) SystemEventsFolder \*speakableItemsFolder; // The Speakable Documents folder @property (copy, readonly) SystemEventsFolder \*sharedDocumentsFolder; // The Shared @property (copy, readonly) SystemEventsFolder \*scriptsFolder; // The Scripts folder Scripting Additions folder @property (copy, readonly) SystemEventsFolder \*scriptingAdditionsFolder; // The folder @property (copy, readonly) SystemEventsFolder \*preferencesFolder; // The Preferences @property (copy, readonly) NSString \*name; // the name of the domain @property (copy, readonly) SystemEventsFolder \*libraryFolder; // The Library folder - (NSString \*) id; // the unique identifier of the domain @property (copy, readonly) SystemEventsFolder \*fontsFolder; // The Fonts folder Action Scripts folder @property (copy, readonly) SystemEventsFolder \*FolderActionScriptsFolder; // The Folder Pictures folder @property (copy, readonly) SystemEventsFolder \*desktopPicturesFolder; // The Desktop folder @property (copy, readonly) SystemEventsFolder \*applicationsFolder; // The Applications Application Support folder @property (copy, readonly) SystemEventsFolder \*applicationSupportFolder; // The

@property (copy, readonly) SystemEventsFolder \*startupItemsFolder; // The StartupItems

@property (copy, readonly) SystemEventsFolder \*shutdownFolder; // The Shutdown Items

@property (copy, readonly) SystemEventsFolder \*fontsFolder; // The Fonts folder
@property (copy, readonly) SystemEventsFolder \*launcherItemsFolder; // The Launcher

@property (copy, readonly) SystemEventsFolder \*extensionsFolder; // The Extensions

@property (copy, readonly) SystemEventsFolder \*preferencesFolder; // The Classic

Preferences folder

Items folder

folder

folder

```
@property (copy, readonly) SystemEventsFolder *systemFolder; // The System folder
folder
```

```
@end
- (SystemEventsFile *) open; // Open disk item(s) with the appropriate application.
- (id) open; // Open a document.
bottom of the "Get Info" window)
@property (copy, readonly) NSString *version; // the version of the file (visible at the
@property (copy, readonly) NSString *typeIdentifier; // The type identifier of the file
@property BOOL stationery; // Is the file a stationery pad?
@property (copy, readonly) NSString *shortVersion; // the short version of the file
(visible at the top of the "Get Info" window)
@property (copy, readonly) NSString *productVersion; // the version of the product
@property (copy, readonly) NSString *kind; // The kind of file, as shown in Finder
the file
@property (copy) id fileType; // the OSType identifying the type of data contained in
is opened
@property (copy) id defaultApplication; // the application that will launch if the file
the file
@property (copy) id creatorType; // the OSType identifying the application that created
@interface SystemEventsFile : SystemEventsDiskItem
// A file in the file system
@end
```

```
@interface SystemEventsFilePackage : SystemEventsFile
// A file package in the file system
```

- (SBElementArray<SystemEventsAlias \*> \*) aliases;
- (SBElementArray<SystemEventsDiskItem \*> \*) diskItems;
- (SBElementArray<SystemEventsFile \*> \*) files;
- (SBElementArray<SystemEventsFilePackage \*> \*) filePackages;
- (SBElementArray<SystemEventsFolder \*> \*) folders;

```
@interface SystemEventsFolder : SystemEventsDiskItem
// A folder in the file system
```

- (SBElementArray<SystemEventsAlias \*> \*) aliases;
- (SBElementArray<SystemEventsDiskItem \*> \*) diskItems;
- (SBElementArray<SystemEventsFile \*> \*) files;
- (SBElementArray<SystemEventsFilePackage \*> \*) filePackages;
- (SBElementArray<SystemEventsFolder \*> \*) folders;

```
@interface SystemEventsLocalDomainObject : SystemEventsDomain
// The local domain in the file system
```

@interface SystemEventsApplication (FolderActionsSuite) \*\ \* Folder Actions Suite @end Items folder @property (copy, readonly) SystemEventsFolder \*temporaryItemsFolder; // The Temporary @property (copy, readonly) SystemEventsFolder \*sitesFolder; // The user's Sites folder @property (copy, readonly) SystemEventsFolder \*publicFolder; // The user's Public folder folder @property (copy, readonly) SystemEventsFolder \*picturesFolder; // The user's Pictures @property (copy, readonly) SystemEventsFolder \*musicFolder; // The user's Music folder @property (copy, readonly) SystemEventsFolder \*moviesFolder; // The user's Movies folder @property (copy, readonly) SystemEventsFolder \*homeFolder; // The user's Home folder folder @property (copy, readonly) SystemEventsFolder \*favoritesFolder; // The user's Favorites folder @property (copy, readonly) SystemEventsFolder \*downloadsFolder; // The user's Downloads folder @property (copy, readonly) SystemEventsFolder \*documentsFolder; // The user's Documents folder @property (copy, readonly) SystemEventsFolder \*desktopFolder; // The user's Desktop - (SBElementArray<SystemEventsFolder \*> \*) folders; @interface SystemEventsUserDomainObject : SystemEventsDomain // The user domain in the file system @end - (SBElementArray<SystemEventsFolder \*> \*) folders; @interface SystemEventsSystemDomainObject : SystemEventsDomain // The system domain in the file system @end - (SBElementArray<SystemEventsFolder \*> \*) folders; @interface SystemEventsNetworkDomainObject : SystemEventsDomain // The network domain in the file system @end

- (SBElementArray<SystemEventsFolder \*> \*) folders;

@property BOOL folderActionsEnabled; // Are Folder Actions currently being processed?
@end
// An action attached to a folder in the file system

@interface SystemEventsFolderAction : SBObject <SystemEventsGenericMethods>

- (SBElementArray<SystemEventsFolderAction \*> \*) folderActions;

- (SBElementArray<SystemEventsScript \*> \*) scripts;
@property BOOL enabled; // Is the folder action enabled?
@property (copy) NSString \*name; // the name of the folder action, which is also the name of the folder
@property (copy, readonly) NSString \*path: // the path to the folder to which the folder

@property (copy, readonly) NSString \*path; // the path to the folder to which the folder action applies @property (copy, readonly) NSString \*volume; // the volume on which the folder to which

- (void) enableProcessNewChanges: (SystemEventsSaveOptions)processNewChanges; // Enable a folder action.

@end

the folder action applies resides

```
// A script invoked by a folder action
@interface SystemEventsScript : SBObject <SystemEventsGenericMethods>
@property BOOL enabled; // Is the script enabled?
@property (copy, readonly) NSString *name; // the name of the script
@property (copy, readonly) NSString *path; // the file system path of the @property (copy, readonly) NSString *POSIXPath; // the POSIX file system path of the disk
@property (copy, readonly) NSString *POSIXPath; // the POSIX file system path of the disk
```

@end

```
/*
 * Processes Suite
 */
 */
// The System Events application
@interface SystemEventsApplication (ProcessesSuite)
```

- (SBElementArray<SystemEventsApplicationProcess \*> \*) applicationProcesses;

- (SBElementArray<SystemEventsDeskAccessoryProcess \*> \*) deskAccessoryProcesses;
- (SBElementArray<SystemEventsProcess \*> \*) processes;
- (SBElementArray<SystemEventsUIElement \*> \*) UIElements;

@property (readonly) BOOL UIElementsEnabled; // Are UI element events currently being processed?

```
- (SBElementArray<SystemEventsScrollArea *> *) scrollAreas;
- (SBElementArray<SystemEventsRow *> *) rows;
- (SBElementArray<SystemEventsRelevanceIndicator *> *) relevanceIndicators;
- (SBElementArray<SystemEventsRadioGroup *> *) radioGroups;
- (SBElementArray<SystemEventsRadioButton *> *) radioButtons;

    - (SBElementArray<SystemEventsProgressIndicator *> *) progressIndicators;

- (SBElementArray<SystemEventsPopUpButton *> *) popUpButtons;
- (SBElementArray<SystemEventsPopOver *> *) popOvers;
- (SBElementArray<SystemEventsOutline *> *) outlines;
- (SBElementArray<SystemEventsMenuItem *> *) menuItems;
- (SBElementArray<SystemEventsMenuButton *> *) menuButtons;
- (SBElementArray<SystemEventsMenuBarItem *> *) menuBarItems;
- (SBElementArray<SystemEventsMenuBar *> *) menuBars;
- (SBElementArray<SystemEventsMenu *> *) menus;
- (SBElementArray<NSArray *> *) lists;
- (SBElementArray<SystemEventsIncrementor *> *) incrementors;
- (SBElementArray<SystemEventsImage *> *) images;
- (SBElementArray<SystemEventsGrowArea *> *) growAreas;
- (SBElementArray<SystemEventsGroup *> *) groups;
- (SBElementArray<SystemEventsDrawer *> *) drawers;
- (SBElementArray<SystemEventsComboBox *> *) comboBoxes;
- (SBElementArray<SystemEventsColumn *> *) columns;
- (SBElementArray<SystemEventsColorWell *> *) colorWells;
- (SBElementArray<SystemEventsCheckbox *> *) checkboxes;
- (SBElementArray<SystemEventsButton *> *) buttons;
- (SBElementArray<SystemEventsBusyIndicator *> *) busyIndicators;
- (SBElementArray<SystemEventsBrowser *> *) browsers;
- (SBElementArray<SystemEventsAttribute *> *) attributes;
- (SBElementArray<SystemEventsAction *> *) actions;
@interface SystemEventsUIElement : SBObject <SystemEventsGenericMethods>
// A piece of the user interface of a process
@end
@property (copy) id value; // the current value of the attribute
@property (readonly) BOOL settable; // Can the attribute be set?
@property (copy, readonly) NSString *name; // the name of the attribute
@interface SystemEventsAttribute : SBObject <SystemEventsGenericMethods>
// An named data value associated with the UI element
@end
were applied to its UI element
- (SystemEventsAction *) perform; // cause the target process to behave as if the action
@property (copy, readonly) NSString *name; // the name of the action
@property (copy, readonly) NSString *objectDescription; // what the action does
@interface SystemEventsAction : SBObject <SystemEventsGenericMethods>
// An action that can be performed on the UI element
```

- (SBElementArray<SystemEventsScrollBar \*> \*) scrollBars;

```
- (SBElementArray<SystemEventsSheet *> *) sheets;- (SBElementArray<SystemEventsSlider *> *) sliders;
```

- (CDE) and the control of the control
- (SBElementArray<SystemEventsSplitter \*> \*) splitters;
- (SBElementArray<SystemEventsSplitterGroup \*> \*) splitterGroups;
- (SBElementArray<SystemEventsStaticText \*> \*) staticTexts;
   (SBElementArray<SystemEventsTabGroup \*> \*) tabGroups;
- (SBElementArray<SystemEventsTabGroup \*> \*) tabGroups;
- (SBElementArray<SystemEventsTable \*> \*) tables;
- (SBElementArray<SystemEventsTextArea \*> \*) textAreas;
- (SBElementArray<SystemEventsTextField \*> \*) textFields;

- (SBElementArray<SystemEventsUIElement \*> \*) UIElements;

- (SBElementArray<SystemEventsToolbar \*> \*) toolbars;
- (SBElementArray<SystemEventsValueIndicator \*> \*) valueIndicators;
- (SBElementArray<SystemEventsWindow \*> \*) windows;

@property (copy, readonly) id accessibilityDescription; // a more complete description
of the UI element and its capabilities

@property (copy, readonly) id objectDescription; // the accessibility description, if available; otherwise, the role description

@property (copy, readonly) id enabled; // Is the UI element enabled? ( Does it accept clicks? )

@property (copy, readonly) NSArray<SBObject \*> \*entireContents; // a list of every UI
element contained in this UI element and its child UI elements, to the limits of the tree
@property (copy) id focused; // Is the focus on this UI element?

@property (copy, readonly) id help; // an elaborate description of the UI element and its capabilities

@property (copy, readonly) id maximumValue; // the maximum value that the UI element can take on

@property (copy, readonly) id minimumValue; // the minimum value that the UI element can take on

@property (copy, readonly) NSString \*name; // the name of the UI Element, which
identifies it within its container

@property (copy, readonly) id orientation; // the orientation of the UI element

@property (copy) id position; // the position of the UI element

@property (copy, readonly) NSString \*role; // an encoded description of the UI element and its capabilities

@property (copy, readonly) NSString \*roleDescription; // a more complete description of the UI element's role

@property (copy) id selected; // Is the UI element selected?

@property (copy) id size; // the size of the UI element

@property (copy, readonly) id subrole; // an encoded description of the UI element and
its capabilities

@property (copy, readonly) NSString \*title; // the title of the UI element as it appears on the screen

@property (copy) id value; // the current value of the UI element

- (id) clickAt:(NSArray<NSNumber \*> \*)at; // cause the target process to behave as if the UI element were clicked
- (SystemEventsUIElement \*) select; // set the selected property of the UI element

### @end

// A browser belonging to a window
@interface SystemEventsBrowser : SystemEventsUIElement

```
@end
```

@interface SystemEventsGrowArea : SystemEventsUIElement // A grow area belonging to a window @end - (SBElementArray<SystemEventsStaticText \*> \*) staticTexts; - (SBElementArray<SystemEventsCheckbox \*> \*) checkboxes; @interface SystemEventsGroup : SystemEventsUIElement // A group belonging to a window @end @interface SystemEventsDrawer : SystemEventsUIElement // A drawer that may be extended from a window @end @interface SystemEventsComboBox : SystemEventsUIElement // A combo box belonging to a window @end @interface SystemEventsColumn : SystemEventsUIElement // A column belonging to a table @end @interface SystemEventsColorWell : SystemEventsUIElement // A color well belonging to a window @end @interface SystemEventsCheckbox : SystemEventsUIElement // A checkbox belonging to a window @end @interface SystemEventsButton : SystemEventsUIElement // A button belonging to a window or scroll bar @end @interface SystemEventsBusyIndicator : SystemEventsUIElement // A busy indicator belonging to a window

```
@interface SystemEventsMenuItem : SystemEventsUIElement
// A menu item belonging to a menu
@end
@interface SystemEventsMenuButton : SystemEventsUIElement
// A menu button belonging to a window
@end
- (SBElementArray<SystemEventsMenu *> *) menus;
@interface SystemEventsMenuBarItem : SystemEventsUIElement
// A menu bar item belonging to a menu bar
@end
- (SBElementArray<SystemEventsMenuBarItem *> *) menuBarItems;
- (SBElementArray<SystemEventsMenu *> *) menus;
@interface SystemEventsMenuBar : SystemEventsUIElement
// A menu bar belonging to a process
@end
- (SBElementArray<SystemEventsMenuItem *> *) menuItems;
@interface SystemEventsMenu : SystemEventsUIElement
// A menu belonging to a menu bar item
@end
@interface SystemEventsList : SystemEventsUIElement
// A list belonging to a window
@end
@interface SystemEventsIncrementor : SystemEventsUIElement
// A incrementor belonging to a window
@end
@interface SystemEventsImage : SystemEventsUIElement
// An image belonging to a static text field
@end
```

- (SBElementArray<SystemEventsMenu \*> \*) menus;

```
@end
```

 $\ensuremath{//}$  A outline belonging to a window <code>@interface SystemEventsOutline : SystemEventsUIElement</code>

@end

 $\//\$  A pop over belonging to a window @interface SystemEventsPopOver : SystemEventsUIElement

@end

 $\ensuremath{//}$  A pop up button belonging to a window <code>@interface SystemEventsPopUpButton</code> : SystemEventsUIElement

@end

// A process running on this computer
@interface SystemEventsProcess : SystemEventsUIElement

- (SBElementArray<SystemEventsMenuBar \*> \*) menuBars;
- (SBElementArray<SystemEventsWindow \*> \*) windows;

@property (readonly) BOOL acceptsHighLevelEvents; // Is the process high-level event
aware (accepts open application, open document, print document, and quit)?
@property (readonly) BOOL acceptsRemoteEvents; // Does the process accept remote events?
@property (copy, readonly) NSString \*architecture; // the architecture in which the
process is running

@property (readonly) BOOL backgroundOnly; // Does the process run exclusively in the background?

@property (copy, readonly) NSString \*bundleIdentifier;  $\//$  the bundle identifier of the process' application file

@property (readonly) BOOL Classic; // Is the process running in the Classic environment?
@property (copy, readonly) NSString \*creatorType; // the OSType of the creator of the
process (the signature)

<code>@property</code> (copy, readonly) NSString \*displayedName;  $\//$  the name of the file from which the process was launched, as displayed in the User Interface

@property (copy, readonly) id file; // the file from which the process was launched
@property (copy, readonly) NSString \*fileType; // the OSType of the file type of the
process

@property BOOL frontmost; // Is the process the frontmost process

@property (readonly) BOOL hasScriptingTerminology; // Does the process have a scripting terminology, i.e., can it be scripted?

- (NSInteger) id; // The unique identifier of the process

@property (copy, readonly) NSString \*name; // the name of the process

<code>@property</code> (readonly) NSInteger partitionSpaceUsed;  $\ //\$  the number of bytes currently used in the process' partition

@property (copy, readonly) id shortName; // the short name of the file from which the

```
// A row belonging to a table
@end
@interface SystemEventsRelevanceIndicator : SystemEventsUIElement
// A relevance indicator belonging to a window
@end
- (SBElementArray<SystemEventsRadioButton *> *) radioButtons;
@interface SystemEventsRadioGroup : SystemEventsUIElement
// A radio button group belonging to a window
@end
@interface SystemEventsRadioButton : SystemEventsUIElement
// A radio button belonging to a window
@end
@interface SystemEventsProgressIndicator : SystemEventsUIElement
// A progress indicator belonging to a window
@end
desk accessory file from which this process was launched
@property (copy, readonly) SystemEventsAlias *deskAccessoryFile; // a reference to the
@interface SystemEventsDeskAccessoryProcess : SystemEventsProcess
// A process launched from an desk accessory file
@end
from which this process was launched
@property (copy, readonly) id applicationFile; // a reference to the application file
@interface SystemEventsApplicationProcess : SystemEventsProcess
// A process launched from an application file
@end
@property BOOL visible; // Is the process' layer visible?
running in the native environment, or -1 for a process running in the Classic environment
@property (readonly) NSInteger unixId; // The Unix process identifier of a process
```

@property (readonly) NSInteger totalPartitionSize; // the size of the partition with

which the process was launched

process was launched

```
@interface SystemEventsTabGroup : SystemEventsUIElement
// A tab group belonging to a window
@end
- (SBElementArray<SystemEventsImage *> *) images;
@interface SystemEventsStaticText : SystemEventsUIElement
// A static text field belonging to a window
@end
@interface SystemEventsSplitterGroup : SystemEventsUIElement
// A splitter group belonging to a window
@end
@interface SystemEventsSplitter : SystemEventsUIElement
// A splitter belonging to a window
@end
@interface SystemEventsSlider : SystemEventsUIElement
// A slider belonging to a window
@end
@interface SystemEventsSheet : SystemEventsUIElement
// A sheet displayed over a window
@end
- (SBElementArray<SystemEventsValueIndicator *> *) valueIndicators;
- (SBElementArray<SystemEventsButton *> *) buttons;
@interface SystemEventsScrollBar : SystemEventsUIElement
// A scroll bar belonging to a window
@end
@interface SystemEventsScrollArea : SystemEventsUIElement
// A scroll area belonging to a window
@end
```

@interface SystemEventsRow : SystemEventsUIElement

// A table belonging to a window

```
*\
 * Property List Suite
@end
@property (copy) id value; // the current value of the window
the screen
@property (copy, readonly) NSString *title; // the title of the window as it appears on
capabilities
@property (copy, readonly) id subrole; // an encoded description of the window and its
@property (copy) id size; // the size of the window
@property (copy) id selected; // Is the window selected?
the window's role
@property (copy, readonly) NSString stroleDescription; // a more complete description of
its capabilities
@property (copy, readonly) NSString *role; // an encoded description of the window and
@property (copy) id position; // the position of the window
@property (copy, readonly) id orientation; // the orientation of the window
it within its container
@property (copy, readonly) NSString *name; // the name of the window, which identifies
take on
@property (copy, readonly) id minimumValue; // the minimum value that the UI element can
take on
@property (copy, readonly) id maximumValue; // the maximum value that the UI element can
capabilities
@property (copy, readonly) id help; // an elaborate description of the window and its
@property (copy) id focused; // Is the focus on this window?
element contained in this window and its child UI elements, to the limits of the tree
@property (copy, readonly) NSArray<SBObject *> *entireContents; // a list of every UI
clicks? )
@property (copy, readonly) id enabled; // Is the window enabled? ( Does it accept
available; otherwise, the role description
@property (copy, readonly) id objectDescription; // the accessibility description, if
of the window and its capabilities
@property (copy, readonly) id accessibilityDescription; // a more complete description
- (SBElementArray<SystemEventsUIElement *> *) UIElements;
- (SBElementArray<SystemEventsToolbar *> *) toolbars;
- (SBElementArray<SystemEventsTextField *> *) textFields;
- (SBElementArray<SystemEventsTextArea *> *) textAreas;
- (SBElementArray<SystemEventsTable *> *) tables;
- (SBElementArray<SystemEventsTabGroup *> *) tabGroups;
- (SBElementArray<SystemEventsStaticText *> *) staticTexts;
- (SBElementArray<SystemEventsSplitterGroup *> *) splitterGroups;
- (SBElementArray<SystemEventsSplitter *> *) splitters;
- (SBElementArray<SystemEventsSlider *> *) sliders;
- (SBElementArray<SystemEventsSheet *> *) sheets;
- (SBElementArray<SystemEventsScrollBar *> *) scrollBars;
- (SBElementArray<SystemEventsScrollArea *> *) scrollAreas;
- (SBElementArray<SystemEventsRelevanceIndicator *> *) relevanceIndicators;
- (SBElementArray<SystemEventsRadioGroup *> *) radioGroups;
- (SBElementArray<SystemEventsRadioButton *> *) radioButtons;
```

```
// The System Events application
@interface SystemEventsApplication (PropertyListSuite)
```

- (SBElementArray<SystemEventsPropertyListFile \*> \*) propertyListFiles;
- (SBElementArray<SystemEventsPropertyListItem \*> \*) propertyListItems;

// A file containing data in Property List format
@interface SystemEventsPropertyListFile : SystemEventsFile

@property (copy) SystemEventsPropertyListItem \*contents; // the contents of the property list file; elements and properties of the property list item may be accessed as if they were elements and properties of the property list file

## @end

// A unit of data in Property List format
@interface SystemEventsPropertyListItem : SBObject <SystemEventsGenericMethods>

- (SBElementArray<SystemEventsPropertyListItem \*> \*) propertyListItems;

@property (copy, readonly) NSNumber \*kind; // the kind of data stored in the property
list item: boolean/data/date/list/number/record/string
@property (copy, readonly) NSString \*name; // the name of the property list item ( if
any )
@property (copy) NSString \*text; // the text representation of the property list data
@property (copy) id value; // the value of the property list item

# @end

```
/*
 * XML Suite
 */
 */
// The System Events application
@interface SystemEventsApplication (XMLSuite)
- (SBElementArrav<SystemEventsXMLData *> *) X
```

(SBElementArray<SystemEventsXMLData \*> \*) XMLDatas;
 (SBElementArray<SystemEventsXMLData \*> \*) XMLDatas;

- (SBElementArray<SystemEventsXMLFile \*> \*) XMLFiles;

## @end

// A named value associated with a unit of data in XML format
@interface SystemEventsXMLAttribute : SBObject <SystemEventsGenericMethods>

@property (copy, readonly) NSString \*name; // the name of the XML attribute @property (copy) id value; // the value of the XML attribute

```
@property NSInteger startingPage; // the first page of the document to be printed
@property BOOL collating; // Should printed copies be collated?
@property NSInteger copies; // the number of copies of a document to be printed
@interface SystemEventsPrintSettings : SBObject <SystemEventsGenericMethods>
*\
 * Type Definitions
\*
@end
properties of the XML file
elements and properties of the XML data may be accessed as if they were elements and
@property (copy) SystemEventsXMLData *contents; // the contents of the XML file;
@interface SystemEventsXMLFile : SystemEventsFile
// A file containing data in XML format
@end
@property (copy) id value; // the value of the XML element
@property (copy, readonly) NSString *name; // the name of the XML element
- (NSString *) id; // the unique identifier of the XML element
- (SBElementArray<SystemEventsXMLElement *> *) XMLElements;
- (SBElementArray<SystemEventsXMLAttribute *> *) XMLAttributes;
@interface SystemEventsXMLElement : SBObject <SystemEventsGenericMethods>
// A unit of data in XML format
@end
@property (copy) NSString *text; // the text representation of the XML data
@property (copy) NSString *name; // the name of the XML data
- (NSString *) id; // the unique identifier of the XML data
- (SBElementArray<SystemEventsXMLElement *> *) XMLElements;
@interface SystemEventsXMLData : SBObject <SystemEventsGenericMethods>
// Data in XML format
```

@property (copy) NSString \*faxNumber; // for fax number

should print the document

@property SystemEventsEnum errorHandling; // how errors are handled

@property (copy) NSDate strequestedPrintTime; // the time at which the desktop printer @property NSInteger pagesDown; // number of logical pages laid out down a physical page @property NSInteger pagesAcross; // number of logical pages laid across a physical page

@property NSInteger endingPage; // the last page of the document to be printed

```
@property (copy) NSString *targetPrinter; // for target printer
```

command belongs

```
object or data returned by this command
@property (copy, readonly) SystemEventsScriptingResultObject *scriptingResult; // The
@property (readonly) BOOL hidden; // Is the command hidden?
direct parameter of the command
@property (copy, readonly) SystemEventsScriptingParameter *directParameter; // The
command
@property (copy, readonly) NSString *objectDescription; // The description of the
- (NSString *) id; // The unique identifier of the command
@property (copy, readonly) NSString *name; // The name of the command
- (SBElementArray<SystemEventsScriptingParameter *> *) scriptingParameters;
@interface SystemEventsScriptingCommand : SBObject <SystemEventsGenericMethods>
// A command within a suite within a scripting definition
@end
which this class inherits
@property (copy, readonly) SystemEventsScriptingClass *superclass; // The class from
class belongs
@property (copy, readonly) NSString *suiteName; // The name of the suite to which this
@property (copy, readonly) NSString *pluralName; // The plural name of the class
@property (readonly) BOOL hidden; // Is the class hidden?
@property (copy, readonly) NSString *objectDescription; // The description of the class
- (NSString *) id; // The unique identifier of the class
@property (copy, readonly) NSString *name; // The name of the class
- (SBElementArray<SystemEventsScriptingProperty *> *) scriptingProperties;
- (SBElementArray<SystemEventsScriptingElement *> *) scriptingElements;
@interface SystemEventsScriptingClass : SBObject <SystemEventsGenericMethods>
// A class within a suite within a scripting definition
@end
*scriptingDefinition; // The scripting definition of the System Events application
@property (copy, readonly) SystemEventsScriptingDefinitionObject
@interface SystemEventsApplication (ScriptingDefinitionSuite)
// The System Events application
* Scripting Definition Suite
\*
```

@property (copy, readonly) NSString \*suiteName; // The name of the suite to which this

// The scripting definition of the System Events applicaation
@interface SystemEventsScriptingDefinitionObject : SBObject <SystemEventsGenericMethods>

- (SBElementArray<SystemEventsScriptingSuite \*> \*) scriptingSuites;

# @end

// An element within a class within a suite within a scripting definition
@interface SystemEventsScriptingElement : SystemEventsScriptingClass

# @end

// An enumeration within a suite within a scripting definition
@interface SystemEventsScriptingEnumeration : SBObject <SystemEventsGenericMethods>

- (SBElementArray<SystemEventsScriptingEnumerator \*> \*) scriptingEnumerators;

@property (copy, readonly) NSString \*name; // The name of the enumeration
- (NSString \*) id; // The unique identifier of the enumeration
@property (readonly) BOOL hidden; // Is the enumeration hidden?

## @end

// An enumerator within an enumeration within a suite within a scripting definition
@interface SystemEventsScriptingEnumerator : SBObject <SystemEventsGenericMethods>

@property (copy, readonly) NSString \*name; // The name of the enumerator
- (NSString \*) id; // The unique identifier of the enumerator
@property (copy, readonly) NSString \*objectDescription; // The description of the enumerator
enumerator
@property (readonly) BOOL hidden: // Is the enumerator hidden?

@property (readonly) BOOL hidden; // Is the enumerator hidden?

# @end

// A parameter within a command within a suite within a scripting definition
@interface SystemEventsScriptingParameter : SBObject <SystemEventsGenericMethods>

```
@property (copy, readonly) NSString *name; // The name of the parameter
- (NSString *) id; // The unique identifier of the parameter
@property (copy, readonly) NSString *objectDescription; // The description of the
parameter
@property (readonly) B00L hidden; // Is the parameter hidden?
@property (copy, readonly) NSString *kind; // The kind of object or data specified by
this parameter
@property (readonly) B00L optional; // Is the parameter optional?
```

@interface SystemEventsScriptingProperty : SBObject <SystemEventsGenericMethods>
@property (copy, readonly) NSString \*name; // The name of the property
- (NSString \*) id; // The unique identifier of the property
@property (readonly) SystemEventsAccs access; // The type of access to this property
@property (copy, readonly) NSString \*objectDescription; // The description of the
property
@property (readonly) BOOL enumerated; // Is the property's value an enumerator?
@property (readonly) BOOL hidden; // Is the property hidden?
@property (copy, readonly) NSString \*kind; // The kind of object or data returned by
this property

## @end

@property (copy, readonly) NSString \*objectDescription; // The description of the
property
@property (readonly) BOOL enumerated; // Is the scripting result's value an enumerator?
@property (copy, readonly) NSString \*kind; // The kind of object or data returned by
this property
@property (readonly) BOOL listed; // Is the scripting result's value a list?

@interface SystemEventsScriptingResultObject : SBObject <SystemEventsGenericMethods>

// The result of a command within a suite within a scripting definition

@property (readonly) BOOL listed; // Is the property's value a list?

// A property within a class within a suite within a scripting definition

# @end

// A suite within a scripting definition
@interface SystemEventsScriptingSuite : SBObject <SystemEventsGenericMethods>

- (SBElementArray<SystemEventsScriptingCommand \*> \*) scriptingCommands;
- (SBElementArray<SystemEventsScriptingClass \*> \*) scriptingClasses;
- (SBElementArray<SystemEventsScriptingEnumeration \*> \*) scriptingEnumerations;

```
@property (copy, readonly) NSString *name; // The name of the suite
- (NSString *) id; // The unique identifier of the suite
@property (copy, readonly) NSString *objectDescription; // The description of the suite
@property (readonly) BOOL hidden; // Is the suite hidden?
```