```
VoiceOverMenuWindowsMenu = 'wind' /* Windows menu */,
    VoiceOverMenuApplicationsMenu = 'apps' /* Applications menu */,
    VoiceOverMenuHelpMenu = 'help' /* Help menu */,
enum VoiceOverMenu {
typedef enum VoiceOverContainment VoiceOverContainment;
}:
    VoiceOverContainmentOutOfItem = 'outV' /* Interact out */
    VoiceOverContainmentIntoItem = 'in V' /* Interact in */,
enum VoiceOverContainment {
typedef enum VoiceOverDirection VoiceOverDirection;
    VoiceOverDirectionRight = 'rigV' /* Right */
    VoiceOverDirectionLeft = 'lefV' /* Left */,
    VoiceOverDirectionDown = 'dowV' /* Down */,
    VoiceOverDirectionUp = 'up V' /* Up */,
enum VoiceOverDirection {
typedef enum VoiceOverPlace VoiceOverPlace;
};
    VoiceOverPlaceLastItem = 'LasV' /* Last item */
    VoiceOverPlaceFirstItem = 'FirV' /* First item */,
    VoiceOverPlaceLinkedItem = 'linV' /* Linked item */,
    VoiceOverPlaceSpotlight = 'spoV' /* Spotlight */,
    VoiceOverPlaceStatusMenu = 'meeV' /* Status menu */,
    VoiceOverPlaceMenubar = 'menV' /* The menubar */,
    VoiceOverPlaceDesktop = 'desV' /* The desktop */,
    VoiceOverPlaceDock = 'docV' /* The dock */,
enum VoiceOverPlace {
typedef enum VoiceOverClickButton VoiceOverClickButton;
};
    VoiceOverClickButtonRightButton = 'righ' /* Right mouse button */
    VoiceOverClickButtonLeftButton = 'left' /* Left mouse button */,
enum VoiceOverClickButton {
typedef enum VoiceOverClickCount VoiceOverClickCount;
    VoiceOverClickCountThrice = 'thri' /* Triple mouse click */
    VoiceOverClickCountTwice = 'twic' /* Double mouse click */,
    VoiceOverClickCountOnce = 'once' /* One mouse click */,
enum VoiceOverClickCount {
VoiceOverLastPhraseObject, VoiceOverKeyboardCursorObject;
VoiceOverCaptionWindowObject, VoiceOverBrailleWindowObject, VoiceOverMouseCursorObject,
@class VoiceOverApplication, VoiceOverVoCursorObject, VoiceOverCommanderObject,
#import <ScriptingBridge/ScriptingBridge.h>
#import <AppKit/AppKit.h>
*\
 * VoiceOver.h
\*
```

```
- (void) performCommand:(NSString *)x;
VoiceOver output
@property (copy, readonly) VoiceOverLastPhraseObject *lastPhrase; // The last phrase
Braille window
@property (copy, readonly) VoiceOverBrailleWindowObject *brailleWindow; // The VoiceOver
caption window
@property (copy, readonly) VoiceOverCaptionWindowObject *captionWindow; // The VoiceOver
keyboard cursor
@property (copy, readonly) VoiceOverKeyboardCursorObject *keyboardCursor; // The
@property (copy, readonly) VoiceOverMouseCursorObject *mouseCursor; // The mouse cursor
commander
@property (copy, readonly) VoiceOverCommanderObject *commander; // The VoiceOver
@property (copy, readonly) VoiceOverVoCursorObject *voCursor; // The VoiceOver cursor
@interface VoiceOverApplication : SBApplication
// VoiceOver
 * VoiceOver Suite
\*
typedef enum VoiceOverSpellingType VoiceOverSpellingType;
}:
    VoiceOverSpellingTypePhoneticSpelling = 'phoS' /* Phoenetic spelling */
    VoiceOverSpellingTypeAlphabeticSpelling = 'alpS' /* Alphabetic spelling */,
enum VoiceOverSpellingType {
typedef enum VoiceOverOutputables VoiceOverOutputables;
announcement */
    VoiceOverOutputablesAnnouncementHistory = 'annH' /* Causes the display to show recent
    VoiceOverOutputablesWebOverview = 'webO' /* The overview of the web page */,
    VoiceOverOutputablesWindowOverview = 'winO' /* The overview of the current window */,
environment */,
    VoiceOverOutputablesWorkspaceOverview = 'worS' /* The overview of the working
    VoiceOverOutputablesMouseSummary = 'mosU' /* Summary of the item under the mouse */,
enum VoiceOverOutputables {
typedef enum VoiceOverResource VoiceOverResource;
}:
    VoiceOverResourceVoiceOverHelp = 'vhel' /* Quickstart */
    VoiceOverResourceQuickstart = 'quik' /* Quickstart */,
    VoiceOverResourceUtility = 'util' /* VoiceOver Utility */,
enum VoiceOverResource {
typedef enum VoiceOverMenu VoiceOverMenu;
};
    VoiceOverMenuContextualMenu = 'ctxm' /* Contextual menu */
    VoiceOverMenuWebMenu = 'webm' /* Web menu */,
    VoiceOverMenuItemChooser = 'item' /* Item chooser */,
    VoiceOverMenuCommandsMenu = 'cmds' /* Commands menu */,
```

- (void) click:(VoiceOverClickCount)x with:(VoiceOverClickButton)with;

```
@end
- (void) release;
- (void) press;
@property NSPoint position; // Position of the mouse
@interface VoiceOverMouseCursorObject : SBObject
// The mouse cursor
@end
@property BOOL enabled; // The visibility of the Braille window
@interface VoiceOverBrailleWindowObject : SBObject
// The Braille window
@end
@property BOOL enabled; // The visibility of the caption window
@interface VoiceOverCaptionWindowObject : SBObject
// The caption window
@end
@interface VoiceOverCommanderObject : SBObject
// The VoiceOver commander.
@end
- (void) select;
(void) performAction;
path to the file
- (NSString *) grabScreenshot; // Takes a screenshot of the VO cursor and returns the
@property double magnification; // The magnification factor of the VoiceOver cursor
VoiceOver cursor
@property (copy, readonly) NSString *textUnderCursor; // The text of the item in the
@property (readonly) NSRect bounds; // The bounds of the VoiceOver cursor
@interface VoiceOverVoCursorObject : SBObject
// The VoiceOver cursor
@end
- (void) closeMenu; // Closes open menus
- (void) open:(id)x;
- (void) outputWith:(VoiceOverSpellingType)with; // Output
- (void) moveTo:(VoiceOverPlace)to; // Move the vo cursor to a new location.
- (void) quit;
```

// The last phrase outputted
@interface VoiceOverLastPhraseObject : SBObject

@property (copy, readonly) NSString \*content; // The text of the last phrase

- (void) save; // Save last phrase
- (void) copyToPasteboard NS\_RETURNS\_NOT\_RETAINED; // Copy last phrase to pasteboard

@end

// The keyboard cursor
@interface VoiceOverKeyboardCursorObject : SBObject

@property (readonly) NSRect bounds; // The bounds of the keyboard cursor @property (copy, readonly) NSString \*textUnderCursor; // The text of the item in the keyboard cursor

@end