

```
@interface SimulatorApplication : UIApplication
\\ An application's top level scripting object.
```

```
@end
```

```
@property (copy) NSDictionary *properties; \\ All of the object's properties.
```

```
@interface SimulatorItem : NSObject <SimulatorGenericMethods>
\\ A scriptable object.
```

```
 *\\
 * Standard suite
 \\*
```

```
@end
```

```
- (void) saveAs:(NSString *)as in:(NSString *)in; \\ Save an object.
- (void) moveTo:(NSObject *)to; \\ Move object(s) to a new location.
- (BOOL) exists; \\ Verify if an object exists.
Copy object(s) and put the copies at a new location.
- (void) moveTo:(NSObject *)to withProperties:(NSDictionary *)withProperties; \\
- (void) delete; \\ Delete an object.
object.
- (void) closeSaving:(SimulatorSave)saving savingIn:(NSString *)savingIn; \\ Close an
```

```
@protocol SimulatorGenericMethods
```

```
typedef enum SimulatorEnum SimulatorEnum;
};
```

```
    SimulatorEnumDetailed = 'lwdt', /* Print a detailed report of postscript errors */
    SimulatorEnumStandard = 'lwt', /* Standard postscript error handling */
enum SimulatorEnum {
```

```
typedef enum SimulatorSave SimulatorSave;
};
```

```
    SimulatorSaveYes = 'yes', /* Save the file. */
    SimulatorSaveNo = 'no', /* Do not save the file. */
    SimulatorSaveAsk = 'ask', /* Ask the user whether or not to save the file. */
enum SimulatorSave {
```

```
SimulatorText, SimulatorAttachment, SimulatorWord, SimulatorPrintSettings,
SimulatorWindow, SimulatorAttribute, SimulatorCharacter, SimulatorParagraph,
@class SimulatorItem, SimulatorApplication, SimulatorColor, SimulatorDocument,
```

```
#import <ScriptingBridge\ScriptingBridge.h>
#import <AppKit\AppKit.h>
```

```
 *\\
 * Simulator.h
 \\*
```

@end

@blabel B00F zoomed: \\ whether the window is currently zoomed.
@blabel (label) B00F zoomed: \\ whether the window can be zoomed.
@blabel B00F vsize: \\ whether the window is currently vsize.
@blabel (label) B00F title: \\ whether the window has a title bar.
@blabel (label) B00F resized: \\ whether the window can be resized.
@blabel (cob) N22rind *name: \\ the full title of the window.
window.
@blabel (label) B00F window: \\ whether the window is the application's current
@blabel B00F windowed: \\ whether the window is currently windowed.
@blabel (label) B00F windowed: \\ whether the window can be windowed.
@blabel N22rind index: \\ the index of the window, ordered from top to back.
- (N22rind) id: \\ the unique identifier of the window.
@blabel (label) B00F flags: \\ whether the window flags.
are being displayed in the window.
@blabel (cob, label) N22rind document *document: \\ the document whose contents
@blabel (label) B00F close: \\ whether the window has a close box.
@blabel N22rind pos: \\ the position rectangle of the window.

@interface N22rind : N22rind
\\ A window.

@end

@blabel (cob) N22rind *bar: \\ the document's bar.
@blabel (cob) N22rind *name: \\ the document's name.
size
@blabel (label) B00F modified: \\ has the document been modified since the last

@interface N22rind : N22rind
\\ A document.

@end

@interface N22rind : N22rind
\\ A color.

@end

- (void) dntsize:(N22rind *)size: \\ Get an application.
(N22rind *)withlabel: \\ Get an object.
- (void) bnt:(N22rind *)x bntid:(B00F)bntid withlabel:
- (N22rind *)obn:(N22rind *)x: \\ Get an object.

@blabel (cob, label) N22rind *version: \\ the version of the application.
@blabel (cob, label) N22rind *name: \\ the name of the application.
@blabel (label) B00F frontmost: \\ Is this the frontmost (active) application?

- (N22rind *)<N22rind *> * window:
- (N22rind *)<N22rind *> * document:

\\ БҮСН (згҮҮҮ) text

@end

@global \intdefsize: \\ the size in points of the first character.

@global (cob) \fontfont *font: \\ the name of the font of the first character.

@global (cob) \color *color: \\ the color of the first character.

- (ZBEJemntArlay<ZJmJatolMord *> *) mord:
- (ZBEJemntArlay<ZJmJatolBardabm *> *) bardabm:
- (ZBEJemntArlay<ZJmJatolCmardcfer *> *) cmardcfer:
- (ZBEJemntArlay<ZJmJatolAtrrprteBm *> *) atrrprteBm:
- (ZBEJemntArlay<ZJmJatolAtrrprteBm *> *) atrrprteBm:

@interface ZJmJatolBardabm : ZJmJatolItem

\\ This subdivide the text into bardabm.

@end

@global \intdefsize: \\ the size in points of the first character.

@global (cob) \fontfont *font: \\ the name of the font of the first character.

@global (cob) \color *color: \\ the color of the first character.

- (ZBEJemntArlay<ZJmJatolMord *> *) mord:
- (ZBEJemntArlay<ZJmJatolBardabm *> *) bardabm:
- (ZBEJemntArlay<ZJmJatolCmardcfer *> *) cmardcfer:
- (ZBEJemntArlay<ZJmJatolAtrrprteBm *> *) atrrprteBm:
- (ZBEJemntArlay<ZJmJatolAtrrprteBm *> *) atrrprteBm:

@interface ZJmJatolCmardcfer : ZJmJatolItem

\\ This subdivide the text into cmardcfer.

@end

@global \intdefsize: \\ the size in points of the first character.

@global (cob) \fontfont *font: \\ the name of the font of the first character.

@global (cob) \color *color: \\ the color of the first character.

- (ZBEJemntArlay<ZJmJatolMord *> *) mord:
- (ZBEJemntArlay<ZJmJatolBardabm *> *) bardabm:
- (ZBEJemntArlay<ZJmJatolCmardcfer *> *) cmardcfer:
- (ZBEJemntArlay<ZJmJatolAtrrprteBm *> *) atrrprteBm:
- (ZBEJemntArlay<ZJmJatolAtrrprteBm *> *) atrrprteBm:

@interface ZJmJatolAtrrprteBm : ZJmJatolItem

\\ This subdivide the text into chunks that all have the same attributes.

*\
* Text unit
*

змоніа бітні тне доснмент

@biobertl (cobyl) n2date *rednesedqbitntime: \ \ the time at which the desktop bitner
@biobertl n2inteder badesdowu: \ \ number of jodics bades jaiq ont qowu a bmlzics bade
@biobertl n2inteder badesacross: \ \ number of jodics bades jaiq across a bmlzics bade
@biobertl n2inteder enqindbade: \ \ the jast bade of the qocnment to pe bitneq
@biobertl n2inteder staitindbade: \ \ the first bade of the qocnment to pe bitneq
@biobertl BOOГ coljaitnd: \ \ змоніа бітнеq cobtes pe coljaited;
@biobertl n2inteder cobtes: \ \ the number of cobtes of a qocnment to pe bitneq

@interface zimujatorbitntzettindz : zBObject <zimujatorcenericMethodz>

*\
* type definitions
*

@end

@biobertl n2inteder size: \ \ the size in boints of the first character.
@biobertl (cobyl) n2ttrind *font: \ \ the name of the font of the first character.
@biobertl (cobyl) n2color *color: \ \ the color of the first character.

- (zBElementArray<zimujatorword *> *) words;
- (zBElementArray<zimujatorbairadibm *> *) bairadibms;
- (zBElementArray<zimujatorcharacter *> *) characters;
- (zBElementArray<zimujatoratfritpntegnu *> *) atfritpntegnus;
- (zBElementArray<zimujatoratfascrmment *> *) atfascrmments;

@interface zimujatorword : zimujatoritem
\ \ This subdivides the text into words.

@end

@biobertl (cobyl) n2ttrind *filename: \ \ the path to the file for the attachment

@interface zimujatorAttachment : zimujatorText
\ \ Represents an inline text attachment. This class is used mainly for wake commands.

@end

@biobertl n2inteder size: \ \ the size in boints of the first character.
@biobertl (cobyl) n2ttrind *font: \ \ the name of the font of the first character.
@biobertl (cobyl) n2color *color: \ \ the color of the first character.

- (zBElementArray<zimujatorword *> *) words;
- (zBElementArray<zimujatorbairadibm *> *) bairadibms;
- (zBElementArray<zimujatorcharacter *> *) characters;
- (zBElementArray<zimujatoratfritpntegnu *> *) atfritpntegnus;
- (zBElementArray<zimujatoratfascrmment *> *) atfascrmments;

@interface zimujatorText : zimujatoritem

Թեստ

@brobeyl (cobyl) ՈՇՇԻՐԻՆԺ *ԲԱՐԴԵԲԻՆԻՄԵՐ: \ \ ԷՕՐ ԲԱՐԴԵԲ ԲՐԻՆԻՄԵՐ
@brobeyl (cobyl) ՈՇՇԻՐԻՆԺ *ԷԶԽՊՈՄԲԵՐ: \ \ ԷՕՐ ԷԶԽ ՍՈՄԲԵՐ
@brobeyl ՇԻՍՈՂԳԲՕՐԵՍՈՄ ԵՐՐՕՐԻՏԱՆԳԻՆԺ: \ \ ՈՄ ԵՐՐՕՐԸ ԶԼԵ ՍԱՆԳՂԵԳ