Emacs support for **≰** AppleScript

Description	Keystroke		Function		Note			
AppleScript Support	PEL provides basic support for macOS AppleScript. PEL provides AppleScript editing and execution support when the pel-use-applescript user option is set to t. PEL provides help for editing AppleScript files via the paples-mode external package. On macOS systems, PEL also provide a key hydra you can use to narrate any text in buffer out-loud using macOS synthesized voices and commands to execute AppleScript commands and programs. These would normally only be supported by Emacs running in Graphics mode, but PEL provides a simple functions to use them inside Emacs running in Terminal (TTY) mode as well.							
Зиррогі								
Customize PEL AppleScript Support (See also: ∑ Customize)	• <f11> <f12 SPC a • <f12> <f12< td=""><td>WINDOW)</td><td colspan="2">(pel-cfg-pkg-applescript &optional OTHER-WINDOW)</td><td colspan="4">Customize PEL AppleScript support. • If OTHER-WINDOW is non-nil (use C-u), display in another window. • The <f12> <f1> binding is available when point is in a buffer visiting an AppleScript file.</f1></f12></td></f12<></f12></f12 </f11>	WINDOW)	(pel-cfg-pkg-applescript &optional OTHER-WINDOW)		Customize PEL AppleScript support. • If OTHER-WINDOW is non-nil (use C-u), display in another window. • The <f12> <f1> binding is available when point is in a buffer visiting an AppleScript file.</f1></f12>			
Open an AppleScript scratchpad buffer	<f12> s</f12>	(apples-ope	(apples-open-scratch)			Open scratch buffer for AppleScript editing. It is rendered properly and allows you to write AppleScript code without committing it to a file.		
Text narration	PEL provides a set of commands to narrate text taken from a prompt or, directly from the current buffer at point: word sentence paragraph region. With PEL user option pel-use-hydra set to t, PEL activates the hydra external package and also creates a Hydra set of keys to help speed up narration. These keys are identified in the table below. To start this Hydra, hit the ⟨f7⟩⟨f8⟩ keys, then hit one of the following keys once or several times. The keys that are in the PEL window hydra are all identified below with a ⟨f7⟩⟨f8⟩ prefix, but when pel-use-hydra is set to t, after typing ⟨f7⟩⟨f8⟩ once, you can hit several other window hydra keys without typing the prefix again. While the PEL narrate hydra is active, you can also type other commands; the hydra will stay active. You can, for example, select a region and then type R to read it aloud. To cancel the Hydra hit the ⟨f7⟩ or q key. A snapshot of the narrate hydra menu that shows up in the mini buffer area as soon as one of its keys is pressed is shown below. In the narrate hydra is nil, then you must type the prefix before every narration command. Using the narration hydra is easier and more flexible. The narrate hydra is nil, then you must type the prefix before every narration command. Using the narration hydra is easier and more flexible. The narrate hydra includes some navigation commands to help move around while being in narration mode. These are only showing inside the narrate hydra help menu. The name of the PEL window hydra commands are not listed below. They all have a name that begins with pel-∑narrate/ and ends with the same name as the command function listed in the Function column. For example, pel-∑narrate/pel-say is bound to ⟨f7⟩⟨f8⟩ t.							
	These are curren	tly not configurabl	e.		e buffe		llso performs a set of text trans	
PEL Narration Hydra	Cor 	nfig 	Read 	Repeat 		Type 	Move to 	End
	<fl>: customize</fl>		w: word s: sentence p: paragraph R: region	r: last 	word	t: at prompt	b: previous word n: next word B: previous sentence N: next sentence	<pre><f7>: cancel q: cancel </f7></pre>
Narrate the text entered at prompt	<f7> <f8> t (pel-say TEXT & optional FILTER-CHAREGEXP)</f8></f7>			CHARS-	Say TEXT out-loud. Prompts for the text. Use the Apple osascript to narrate the text using synthesized voice. Quotes are not allowed inside the text. Furthermore the optional FILTER-CHARS-REGEXP can be used to exclude text from the narration.			
Read the word at point out-loud	<f7> <f8> w (pel-say-word)</f8></f7>				Say word at point out-loud and move to next word.			
Read the sentence at point out-loud	<f7> <f8> s (pel-say-sentence)</f8></f7>				Say sentence at point out-loud and move to next sentence.			
Read the paragraph at point out-loud	<f7> <f8> p (pel-say-paragraph)</f8></f7>				Say paragraph at point out-loud and move to next paragraph.			
Read the selected region of text out-loud	<f7> <f8> R (pel-say-region START E</f8></f7>				Say text between region's START end END out-loud.			