












# Emacs support for 🍏 AppleScript

Description	Keystroke	Function	Note																
AppleScript Support	PEL provides basic support for macOS AppleScript. <ul style="list-style-type: none"><li> PEL enables AppleScript editing and execution support when the <b>pel-use-applescript</b> user option is set to <b>t</b>.</li><li>PEL provides help for editing AppleScript files via the  <b>apples-mode external package</b>.</li><li> 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.</li></ul>																		
Customize PEL AppleScript Support (See also:  Customize)	<ul style="list-style-type: none"><li><b>&lt;f11&gt; &lt;f1&gt; SPC a</b></li><li><b>&lt;f12&gt; &lt;f1&gt;</b></li></ul>	( <b>pel-cfg-pkg-applescript</b> &optional OTHER-WINDOW)	Customize PEL AppleScript support. <ul style="list-style-type: none"><li>If OTHER-WINDOW is non-nil (use <b>C-u</b>), display in another window.</li><li>The <b>&lt;f12&gt; &lt;f1&gt;</b> binding is available when point is in a buffer visiting an AppleScript file.</li></ul>																
Open an AppleScript scratchpad buffer	<b>&lt;f12&gt; s</b>	( <b>apples-open-scratch</b> )	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	<p>PEL provides a set of commands to narrate text taken from</p> <ul style="list-style-type: none"><li>a prompt or,</li><li>directly from the current buffer at point:<ul style="list-style-type: none"><li>word</li><li>sentence</li><li>paragraph</li><li>region.</li></ul></li></ul> <p>  With PEL user option <b>pel-use-hydra</b> set to <b>t</b>, PEL activates the <b>hydra external package</b> and also creates a Hydra set of keys to help speed up narration. These keys are identified in the table below.</p> <ul style="list-style-type: none"><li>To start this Hydra, hit the <b>&lt;f7&gt;&lt;f8&gt;</b> keys, then hit one of the following keys once or several times.</li><li>The keys that are in the PEL window hydra are all identified below with a <b>&lt;f7&gt;&lt;f8&gt;</b> prefix, but when <b>pel-use-hydra</b> is set to <b>t</b>, after typing <b>&lt;f7&gt;&lt;f8&gt;</b> once, you can hit several other window hydra keys without typing the prefix again.</li><li>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 <b>R</b> to read it aloud.</li><li>To cancel the Hydra hit the <b>&lt;f7&gt;</b> or <b>q</b> key.</li><li>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.</li></ul> <p>  If the pel-use-hydra is nil, then you must type the prefix before every narration command. Using the narration hydra is easier and more flexible.</p> <ul style="list-style-type: none"><li>The narration commands available are shown below.</li><li>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.</li><li>The name of the PEL window hydra commands are not listed below. They all have a name that begins with <b>pel-narrate/</b> and ends with the same name as the command function listed in the Function column. For example, <b>pel-narrate/pel-say</b> is bound to <b>&lt;f7&gt;&lt;f8&gt; t</b>.</li></ul> <p> When processing text, PEL filters out the comments strings for the buffer's major mode. It also performs a set of text translation to help the narration. These are currently not configurable.</p>																		
PEL Narration Hydra	<table><tr><th>Config</th><th>Read</th><th>Repeat</th><th>Type</th><th>Move to</th><th>End</th></tr><tr><td><b>&lt;f1&gt;</b>: customize</td><td><b>w</b>: word <b>s</b>: sentence <b>p</b>: paragraph <b>R</b>: region</td><td><b>r</b>: last word</td><td><b>t</b>: at prompt</td><td><b>b</b>: previous word <b>n</b>: next word <b>B</b>: previous sentence <b>N</b>: next sentence</td><td><b>&lt;f7&gt;</b>: cancel <b>q</b>: cancel</td></tr></table>							Config	Read	Repeat	Type	Move to	End	<b>&lt;f1&gt;</b> : customize	<b>w</b> : word <b>s</b> : sentence <b>p</b> : paragraph <b>R</b> : region	<b>r</b> : last word	<b>t</b> : at prompt	<b>b</b> : previous word <b>n</b> : next word <b>B</b> : previous sentence <b>N</b> : next sentence	<b>&lt;f7&gt;</b> : cancel <b>q</b> : cancel
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Narrate the text entered at prompt	<b>&lt;f7&gt; &lt;f8&gt; t</b>	( <b>pel-say</b> TEXT &optional FILTER-CHARS-REGEXP)	Say TEXT out-loud. Prompts for the text. <ul style="list-style-type: none"><li>Use the Apple osascript to narrate the text using synthesized voice.</li><li>Quotes are not allowed inside the text.</li><li>Furthermore the optional FILTER-CHARS-REGEXP can be used to exclude text from the narration.</li></ul>																
Read the word at point out-loud	<b>&lt;f7&gt; &lt;f8&gt; w</b>	( <b>pel-say-word</b> )	Say word at point out-loud and move to next word.																
Read the sentence at point out-loud	<b>&lt;f7&gt; &lt;f8&gt; s</b>	( <b>pel-say-sentence</b> )	Say sentence at point out-loud and move to next sentence.																
Read the paragraph at point out-loud	<b>&lt;f7&gt; &lt;f8&gt; p</b>	( <b>pel-say-paragraph</b> )	Say paragraph at point out-loud and move to next paragraph.																
Read the selected region of text out-loud	<b>&lt;f7&gt; &lt;f8&gt; R</b>	( <b>pel-say-region</b> START END)	Say text between region's START end END out-loud.																