













## Emacs support for 🍏 AppleScript

Description	Keystroke	Function	Note		
<div>AppleScript Support</div> <div>Last updated on: 2025-05-01</div>	<div>PEL provides basic support for macOS AppleScript.</div> <div><div></div> PEL enables AppleScript editing and execution support when the <b>pel-use-applescript</b> user option is set to <b>t</b>.</div> <div>PEL provides help for editing AppleScript files via the <div></div> <b>apples-mode external package</b>.</div> <div><div></div> 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.</div> <div>When editing an AppleScript file (a file with the .applescript or .scpt extension) the buffer is automatically placed in apples-mode and the <b>&lt;f12&gt;</b> key is used as the mode-specific prefix . The <b>&lt;f11&gt; SPC</b> is the global mode prefix for the AppleScript commands.</div>				
<div>Open this PDF file.</div> <div>See also: <a href="#">📖 Help/Info</a></div>	<div><b>&lt;f11&gt; SPC a &lt;f1&gt;</b></div> <div><b>&lt;f12&gt; &lt;f1&gt;</b></div>	<div>(<b>pel-help-pdf</b> &amp;optional OPEN-WEB-PAGE)</div>	<div>Open the <div> <b>AppleScript</b></div> PDF using method specified by the <b>pel-open-pdf-method</b> user-option or the alternate one if a command prefix (like <b>C-u</b>) was used.</div>		
<div>Customize PEL AppleScript support.</div> <div>See also: <a href="#">🔧 Customize</a></div>	<div><b>&lt;f11&gt; SPC a &lt;f2&gt;</b></div> <div><b>&lt;f12&gt; &lt;f2&gt;</b></div>	<div>(<b>pel-customize-pel</b> &amp;optional OTHER-WINDOW)</div>	<div>Open the PEL customize group(s) for the current context: applescript.</div> <div>Use this to open to change PEL user option variables the activate and control the various Apple script features such as the name of the narrator voice.</div> <div><div>•</div> When a prefix argument (like <b>C-u</b>) opens the buffer inside another window.</div>		
<div>Customize Emacs built-in AppleScript support</div> <div>See also: <a href="#">🔧 Customize</a></div>	<div><b>&lt;f11&gt; SPC a &lt;f3&gt;</b></div> <div><b>&lt;f12&gt; &lt;f3&gt;</b></div>	<div>(<b>pel-customize-library</b> &amp;optional OTHER-WINDOW)</div>	<div>Customize Emacs <b>apples</b> group.</div> <div><div>•</div> When a prefix argument (like <b>C-u</b>) opens the buffer inside another window.</div> <div><div>•</div> Group belonging to files that have not yet been loaded are normally not accessible in Emacs and via the customize-group command. PEL, however, attempts to locate the file that defines a non-loaded customization group and will prompt you for loading the file if it finds it.</div>		
<div>Open an AppleScript scratchpad buffer</div>	<div><b>&lt;f11&gt; SPC a s</b></div> <div><b>&lt;f12&gt; s</b></div>	<div>(<b>apples-open-scratch</b>)</div>	<div>Open scratch buffer for AppleScript editing. It is rendered properly and allows you to write AppleScript code without committing it to a file.</div>		
<div> Text narration</div>	<div><div></div> On macOS systems only, PEL provides a set of commands to narrate text taken from</div> <div><div>•</div> a prompt or,</div> <div><div>•</div> directly from the current buffer at point:</div> <div><div>•</div> word</div> <div><div>•</div> sentence</div> <div><div>•</div> paragraph</div> <div><div>•</div> region.</div> <div><div> <div></div> 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.</div><div>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.</div><div>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.</div><div>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.</div><div>To cancel the Hydra hit the <b>&lt;f7&gt;</b> key again.</div><div>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.</div></div> <div><div> <div></div> 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.</div><div><div>•</div> The narration commands available are shown below.</div><div><div>•</div> 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.</div><div><div>•</div> The name of the PEL window hydra commands are not listed below. They all have a name that begins with <b>pel-<u>Σ</u>narrate/</b> and ends with the same name as the command function listed in the Function column. For example, <b>pel-<u>Σ</u>narrate/pel-say</b> is bound to <b>&lt;f7&gt;&lt;f8&gt; t</b>.</div></div> <div><div></div> 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.</div>				
<div> PEL Narration Hydra</div> <div>Head: <b>&lt;f7&gt;&lt;f8&gt;</b></div>	<div>Read</div> <div>-----</div> <div><b>w</b>: word</div> <div><b>s</b>: sentence</div> <div><b>p</b>: paragraph</div> <div><b>R</b>: region</div>	<div>Repeat</div> <div>-----</div> <div><b>r</b>: last word</div>	<div>Type</div> <div>-----</div> <div><b>t</b>: at prompt</div>	<div>Move to</div> <div>-----</div> <div><b>b</b>: previous word</div> <div><b>n</b>: next word</div> <div><b>B</b>: previous sentence</div> <div><b>N</b>: next sentence</div>	<div>End</div> <div>-----</div> <div><b>&lt;f7&gt;</b>: cancel</div>
<div>Narrate the text entered at prompt</div>	<div><b>&lt;f7&gt; &lt;f8&gt; t</b></div>	<div>(<b>pel-say</b> TEXT &amp;optional FILTER-CHARS-REGEXP)</div>	<div>Say TEXT out-loud. Prompts for the text.</div> <div><div>•</div> Use the Apple osascript to narrate the text using synthesized voice.</div> <div><div>•</div> Quotes are not allowed inside the text.</div> <div><div>•</div> The optional FILTER-CHARS-REGEXP can be used to exclude text from the narration.</div>		
<div>Read the word at point out-loud</div>	<div><b>&lt;f7&gt; &lt;f8&gt; w</b></div>	<div>(<b>pel-say-word</b>)</div>	<div>Say word at point out-loud and move to next word.</div>		
<div>Read the sentence at point out-loud</div>	<div><b>&lt;f7&gt; &lt;f8&gt; s</b></div>	<div>(<b>pel-say-sentence</b>)</div>	<div>Say sentence at point out-loud and move to next sentence.</div>		
<div>Read the paragraph at point out-loud</div>	<div><b>&lt;f7&gt; &lt;f8&gt; p</b></div>	<div>(<b>pel-say-paragraph</b>)</div>	<div>Say paragraph at point out-loud and move to next paragraph.</div>		
<div>Read the selected region of text out-loud</div>	<div><b>&lt;f7&gt; &lt;f8&gt; R</b></div>	<div>(<b>pel-say-region</b> START END)</div>	<div>Say text between region's START end END out-loud.</div>		