

PENNSTATE



MACADMIN'S
CONFERENCE
2013

Giving Your AppleScripts a Face Lift with AppleScriptObjC

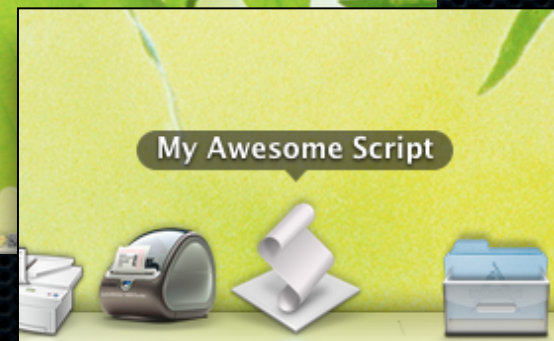
Ben Waldie

ben@automatedworkflows.com

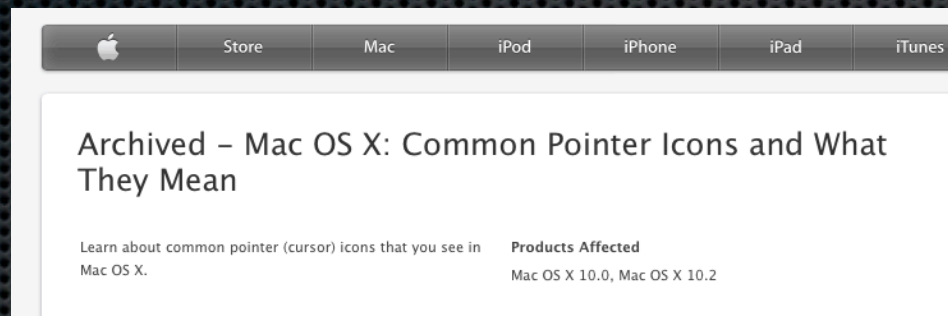
[@applescriptguru](#)







Welcome





Look Familiar?



AppleScript's Default Progress Indicators



		Progress indicator The progress indicator appears when an application needs some time to finish task. In Mac OS X 10.2 or later, this pointer appears in applications that need y to wait. If this pointer appears a long period of time, the application may have stopped responding or "crashed."
		Watch cursor The watch cursor may appear instead of the progress indicator in some stand b situations, such as with a Classic application.
		Progress indicator Some applications use this alternate spinning cursor.

		Watch cursor The watch cursor may appear instead of the progress indicator in some stand b situations, such as with a Classic application.
		Progress indicator Some applications use this alternate spinning cursor.

So. What's the problem?

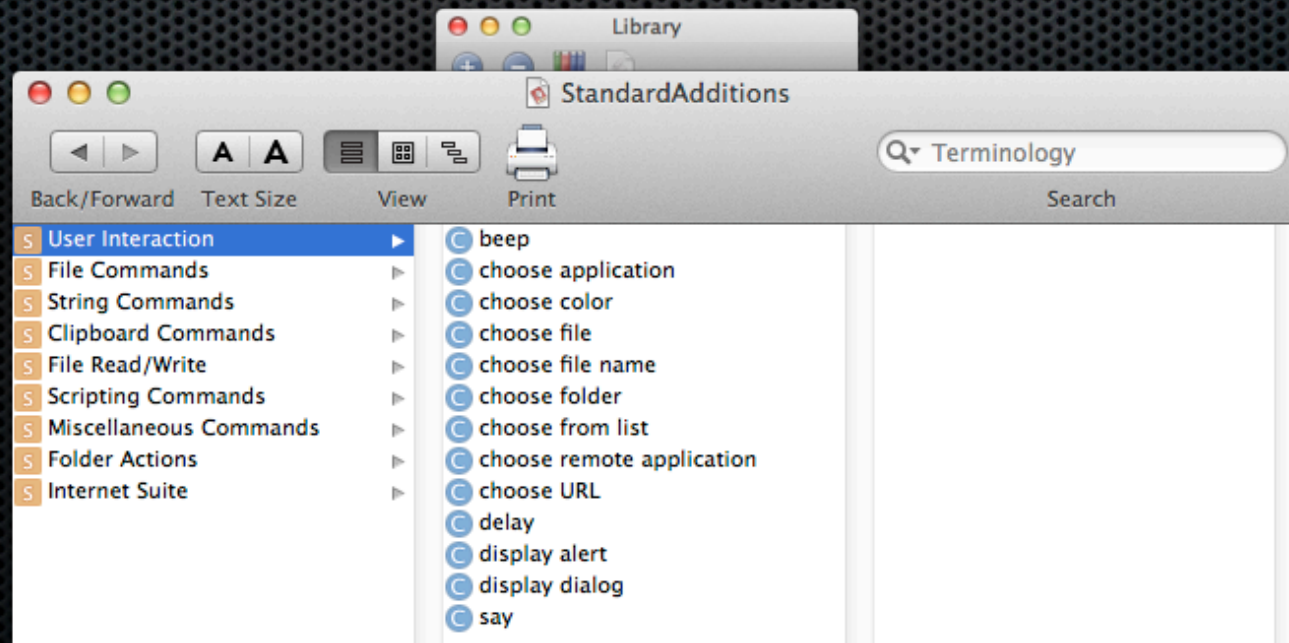
- ✦ Run and Done Scripts
 - ✦ UI not generally needed
- ✦ Time Consuming Scripts
 - ✦ May appear frozen
 - ✦ No idea of what's going on, when script will be done
- ✦ Complex Scripts
 - ✦ No way to change behavior

What Can You Do About it?

- ✦ Add Some Simple UI Elements
 - ✦ Alerts, dialogs, folder selectors, etc.
- ✦ Develop a Complex UI
 - ✦ The sky's the limit

Simple UI Elements

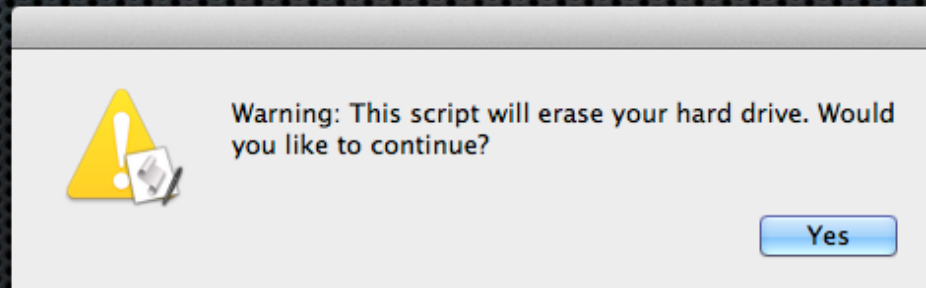
- ✦ Standard Additions Scripting Addition Commands
 - ✦ AppleScript Editor > Window > Library > Standard Additions



Simple UI Elements

```
display alert "Warning: This script will erase  
your hard drive. Would you like to continue?"  
buttons {"Yes"} default button "Yes" as warning
```


Simple UI Elements

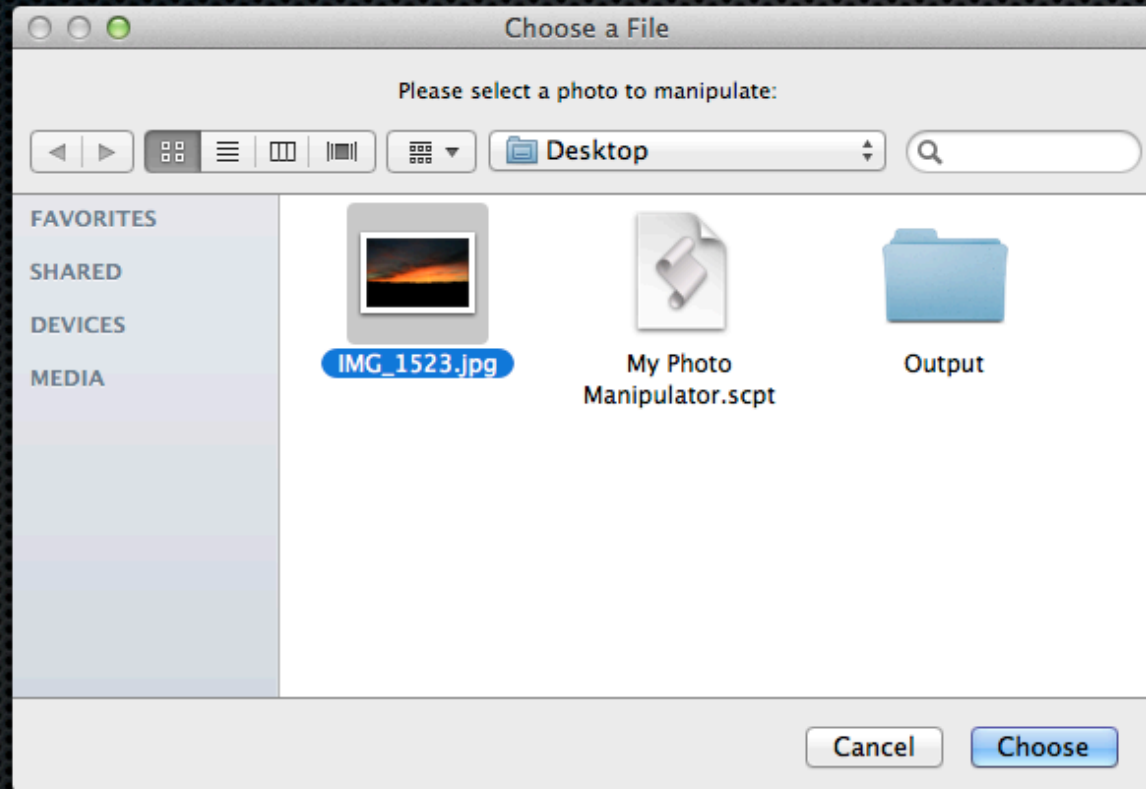


User Script Request

- ✦ Choose an image and an output folder
- ✦ Optionally flip the image horizontally and/or vertically
- ✦ Optionally rotate the image a specified amount
- ✦ Optionally scale the image a specified amount
- ✦ Save in BMP, JPEG, or TIFF format

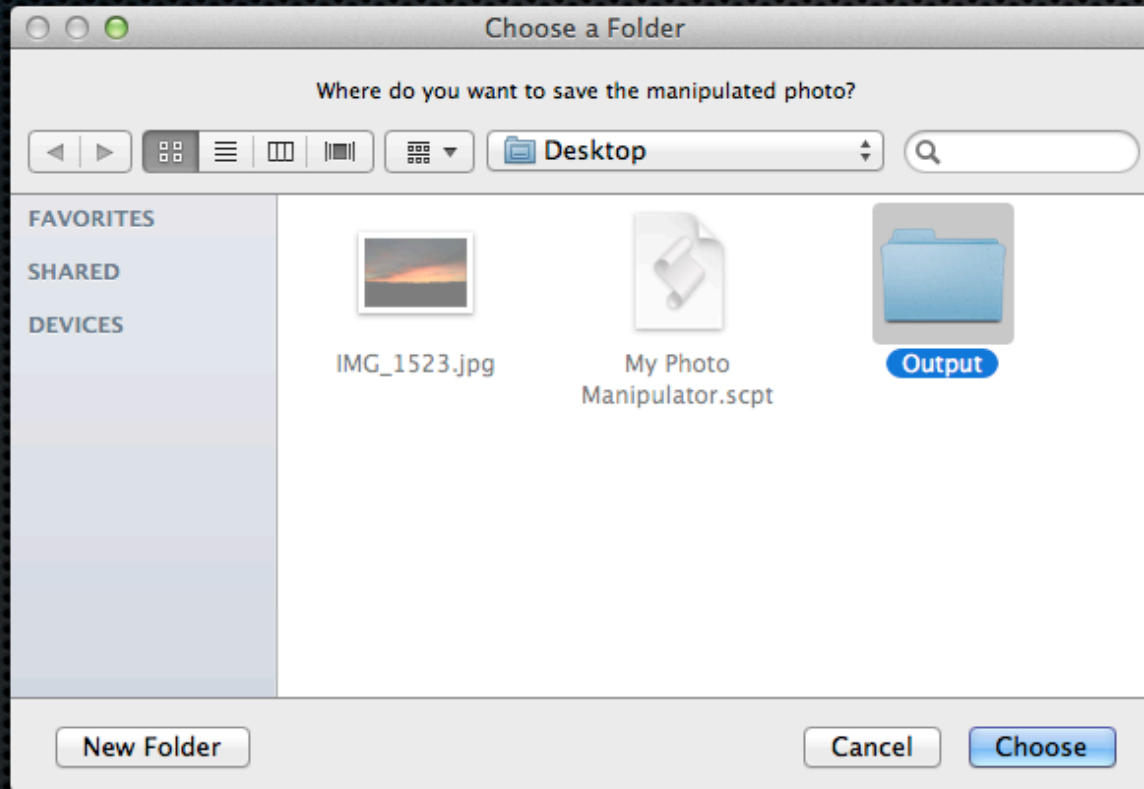
Simple UI Elements

My Photo Manipulator



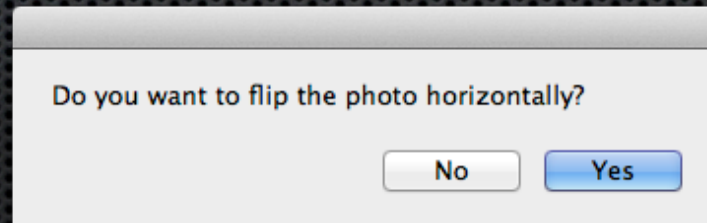
Simple UI Elements

My Photo Manipulator



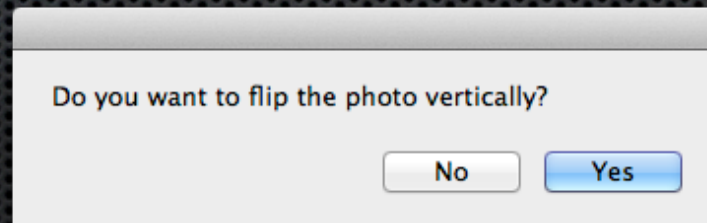
Simple UI Elements

My Photo Manipulator



Simple UI Elements

My Photo Manipulator



Simple UI Elements

My Photo Manipulator



Simple UI Elements

My Photo Manipulator

How much rotation do you want to apply?

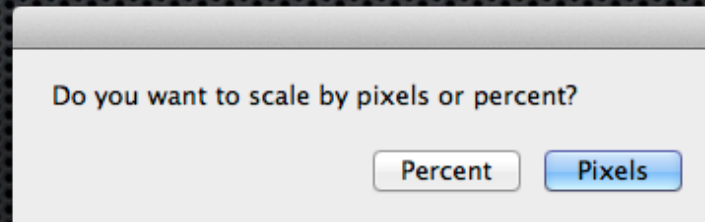
Simple UI Elements

My Photo Manipulator



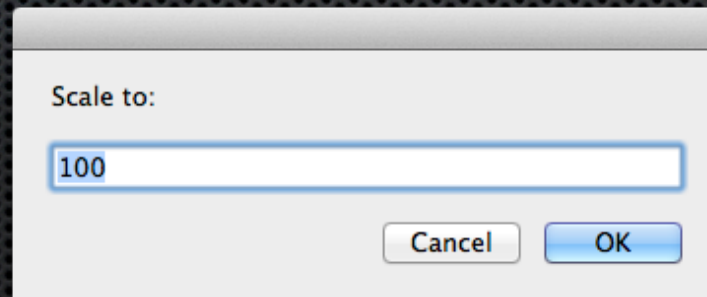
Simple UI Elements

My Photo Manipulator



Simple UI Elements

My Photo Manipulator



A small, light gray dialog box with a thin gray border. Inside, the text "Scale to:" is positioned at the top left. Below it is a white text input field with a blue border, containing the number "100". At the bottom right of the dialog are two buttons: a "Cancel" button with a light gray background and a "OK" button with a light blue background.

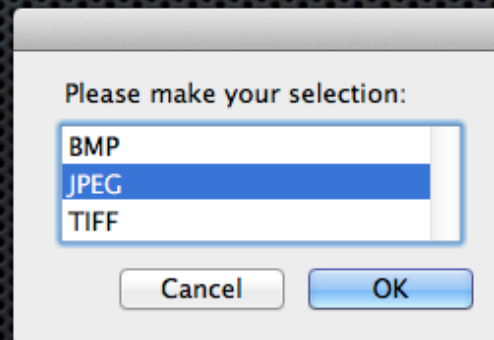
Scale to:

100

Cancel OK

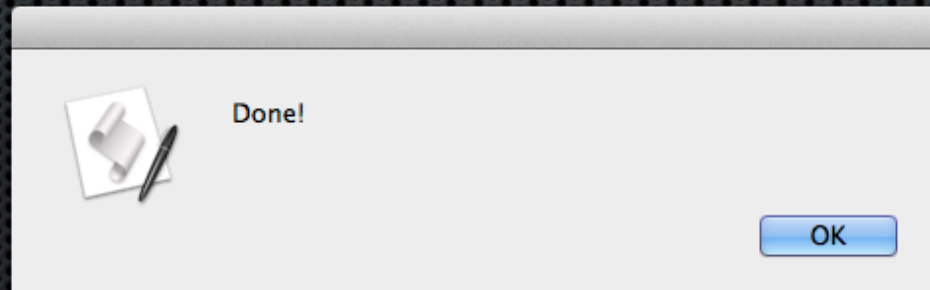
Simple UI Elements

My Photo Manipulator



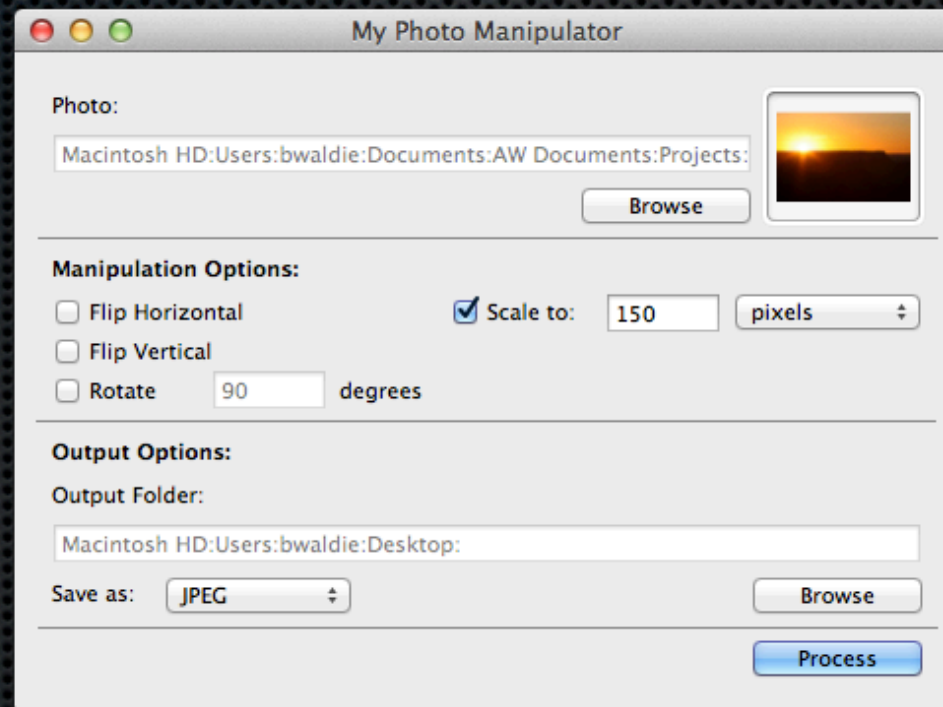
Simple UI Elements

My Photo Manipulator



AppleScriptObjC

Complex UI



Simple AppleScriptObjC Solution Let's take a look...

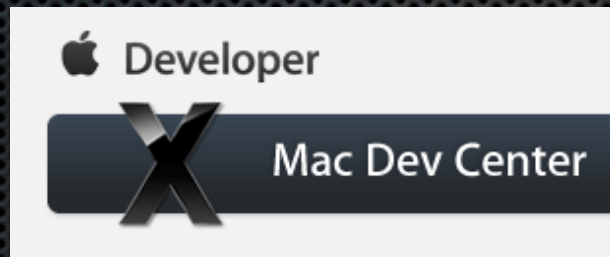
Complex AppleScriptObjC Solution

Let's take a look...

Real World Examples...

Resources...

Apple's Mac Dev Center



<http://developer.apple.com>

Mac OS X Automation



<http://macosxautomation.com>

MacScripter



<http://macscripter.net>

Ben's Tips



www.automatedworkflows.com/tips



Ben Waldie

www.automatedworkflows.com

ben@automatedworkflows.com

[@applescriptguru](https://twitter.com/applescriptguru)