

Standard Suite: *Common terms for most applications*

Class application: An application program

Elements:

`window` by numeric index, by name, before/after another element
`document` by name

Class document: A Document

Properties:

`name` `international text` [r/o] -- the title of the document
`modified` `boolean` [r/o] -- Has the document been modified since the last save?

Class window: A Window

Properties:

`bounds` `bounding rectangle` -- the boundary rectangle for the window
`closeable` `boolean` [r/o] -- Does the window have a close box?
`titled` `boolean` [r/o] -- Does the window have a title bar?
`index` `integer` -- the number of the window
`floating` `boolean` [r/o] -- Does the window float?
`modal` `boolean` [r/o] -- Is the window modal?
`resizable` `boolean` [r/o] -- Is the window resizable?
`zoomable` `boolean` [r/o] -- Is the window zoomable?
`zoomed` `boolean` -- Is the window zoomed?
`name` `international text` -- the title of the window
`visible` `boolean` [r/o] -- is the window visible?
`position` `point` [r/o] -- upper left coordinates of window

close: Close an object

`close` `reference` -- the objects to close
 `[saving yes/no/ask]` -- specifies whether or not changes should be saved before closing
 `[in alias]` -- the file in which to save the object

count: Return the number of elements of a particular class within an object

`count` `reference` -- the object whose elements are to be counted
 `each` `type class` -- the class of the elements to be counted
Result: `integer` -- the number of elements

data size: Return the size in bytes of an object

`data size` `reference` -- the object whose data size is to be returned
Result: `integer` -- the size of the object in bytes

exists: Verify if an object exists

`exists`

Result: **boolean** -- true if it exists, false if not

get: Get the data for an object

get **reference** -- the object whose data is to be returned

Result: **anything** -- The data from the object

make: Make a new element

make

new **type** **class** -- the class of the new element

[**at** **location** **reference**] -- the location at which to insert the element

[**with** **data** **anything**] -- the initial data for the element

[**with** **properties** **record**] -- the initial values for the properties of the element

Result: **reference** -- Object specifier for the new element

open: Open the specified object(s)

open **reference** -- Objects to open. Can be a list of files or an object specifier.

print: Print the specified object(s)

print **reference** -- Objects to print. Can be a list of files or an object specifier.

save: save a set of objects

save **reference** -- Objects to save.

[**in** **alias**] -- the file in which to save the object(s)

[**as** **type** **class**] -- the file type of the document in which to save the data

set: Set an object's data

set **reference** -- the object to change

to **anything** -- the new value

Miscellaneous Standards: *Useful events that aren't in any other suite*

revert: Revert an object to the most recently saved version

revert **reference** -- object to revert

odds and ends: *Things that should be in some standard suite, but aren't*

SetTellTarget: Makes an object the "focus" of AppleEvents

SetTellTarget

[**to** **reference**] -- reference to new focus of AppleEvents

select: Select the specified object

`select` `reference` -- the object to select