

Required Suite : *Terms that every application should support*

Standard Suite : *Common terms for most applications*

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*

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*

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*

Class application: An application program

Elements:

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

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*

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?*

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*