

Welcome to F-Script 1.3.4.

F-Script is an open source interactive and scripting environment for Cocoa.

See <http://www.fscript.org> for more information.

Mailing list for news, questions and discussions:  
<http://lists.sourceforge.net/lists/listinfo/f-script-talk>

Contents of this package  
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### **F-Script.app**

The F-Script application.

### **F-Script.framework**

The F-Script framework that you can use in your own applications.

### **FScriptPalette.palette**

An interface Builder palette for:

- Easy embedding of F-Script into your own applications.
- GUI prototyping with F-Script.

### **F-Script Anywhere.app**

The F-Script Anywhere application. F-Script Anywhere, developed by Robert Chin and Nicholas Riley, is an application that lets you dynamically inject F-Script into any Cocoa application. Requires Mac OS X 10.4 or later.

### **Documentation/ReleaseNotes/index.htm**

Describes what's new in this version of F-Script.

### **Documentation/FScriptGuide.pdf**

The F-Script user guide and framework reference.

### **Documentation/OOPAL.pdf**

A paper describing the OOPAL model introduced by F-Script for high-level object-oriented programming.

### **Documentation/ScriptingCocoaWithFScript/index.htm**

An article showing how to use F-Script to programmatically access Cocoa objects. Describes an F-Script version of the currency converter application.

### **Documentation/ExploringCocoaWithFScript/index.htm**

An article showing how to interactively and graphically access Cocoa objects.

### **Documentation/EmbeddingFScriptIntoCocoa/index.htm**

An article describing tools and techniques for embedding F-Script into Cocoa applications.

### **Documentation/EmbeddingFScriptIntoCocoa/examples/**

Source code for the examples presented in the article "Embedding F-Script into Cocoa Applications".

### **Configuration**

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Mac OS X 10.3 or later.

## Launching F-Script =====

Double click on the F-Script icon.

## Using FScript.framework =====

In order to use the F-Script framework from other applications you will likely need to put it into one of these standard locations for frameworks on Mac OS X:

~/Library/Frameworks    (where "~" stands for your home directory)  
/Library/Frameworks  
/Network/Library/Frameworks

## Sponsors =====

The F-Script project is sponsored by the european Smalltalk user group ([www.esug.org](http://www.esug.org)), Zenexity ([www.zenexity.fr](http://www.zenexity.fr)) and SQLI ([www.sqli.com](http://www.sqli.com)).

## Contact =====

For bug reports, questions, suggestions etc. use the F-Script mailing list at <http://lists.sourceforge.net/lists/listinfo/f-script-talk> or e-mail Philippe Mougin at [pmougin@acm.org](mailto:pmougin@acm.org)