

Some helpful hints on Scripting Canvas:

1) While using the Script Editor, if you ever get lost or can't remember one of the AppleEvent commands, you can always choose "Open Dictionary..." from the file menu of the "Script Editor" application, then help it to locate your copy of Canvas on your disk. A handy, commented list of all the events and syntaxes for Canvas will show up.

2) In order to start using the recording feature of AppleScript with Canvas, you must first tell Canvas that you want it to record. To do this, execute a mini-script, which would look similar to this:

```
tell application "Canvas™ 3.0"  
    Set Recording State 1  
end tell
```

There is a script enclosed, called "Canvas Recording On" which does this.

This command must be executed before any recording activities, and must be done everytime you start Canvas if you plan to record AppleEvents.

Note, very few of the AppleEvents, which can be passed to Canvas with AppleScript, can be recorded. They are:

- a. Menu selection
- b. Object selection
- c. External tool reshaping of objects
- d. Selecting objects
- e. Deselecting objects
- f. Adding objects to current selection
- g. Deleting selected objects

There will be more in the future, but, the enclosed scripts will give you an idea of the syntax of scripting lines for Canvas.

3) The folder entitled "enclosed Need Q-time movies" has scripts that were written to activate some QuickTime movies embedded in the Canvas document "Gustav CV File". If you have some self-looping QuickTime movies on your hard disk, you might want to try these scripts out.

4) The simple scripts enclosed will give you a rough idea of how you can script Canvas, the rest is up to the creativity of the script-writer.

