

# **Script Writing For Runtime**

## **UserLand Software, Inc.**

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Comments, questions and suggestions are welcome!

## **About UserLand Frontier**

UserLand Frontier is a scripting system that makes it easy to write utilities that customize and automate the Macintosh operating system, file system, networks and integrate the capabilities of Apple Event-aware application software.

Frontier is a powerful script writer's tool. If you have experience writing dBASE or 4th Dimension applications, BASIC programs, HyperCard stacks, or spreadsheet macros, you can probably easily learn how to write Frontier scripts.

Frontier is for script writers. Frontier Runtime is for people who want to use scripts. Script writing requires a commitment to understand some of the inner-workings of the Macintosh operating system. We've simplified and streamlined Frontier script writing as much as possible, but we have not hidden the substantial power of the Macintosh operating system.

Frontier is a commercial product, carried by retailers and mail order resellers. Frontier Runtime is an inexpensive shareware application.

This document contains information that helps Frontier script writers produce scripts that work with Frontier Runtime.

# What Runtime Can Do

## Running scripts

Basically Runtime's job is to run all kinds of scripts and act as a menu sharing server and Apple Event server.

## Runtime's main window

Frontier Runtime's main window displays status information, including the user's name, the amount of available memory, the number of scripts currently running. It also has room for a message.

When your script calls the built-in msg verb, its string parameter is displayed in this part of the Frontier Runtime window.

## Object Database

Just like Frontier, Runtime has an object database. Scripts can assign to values, refer to them, send them as part of Apple Event messages.

Runtime has a system.startup table to run scripts that launch when Frontier itself is launched.

## fileMenu.save

The fileMenu.save verb works in Runtime. Your scripts should call it when you've made a change to the object database and you want to be sure that the result is safe on disk. Don't overdo it though. One call to fileMenu.save is probably enough for each script.

## Dialogs

All the modal dialog verbs work, so your scripts can interact with users. Modeless dialogs (dialog.runModeless) are not supported in Runtime.

## It's a menu sharing server

Menu bars edited in Frontier can be loaded into Runtime to be served to applications that support the menu sharing protocol. Runtime itself is menu sharing-aware, so commands can be added to its menu bar by installing a menubar object at system.menubars.LAND.

## It's an Apple Event server

Thru the system.verbs.traps table, script writers can program a wide variety of (network) server applications that are supported by Runtime.

# Extra Capabilities of Frontier

## **Frontier is the development tool for Runtime**

You can use Frontier to write scripts and build applications that are executed by Frontier Runtime. Frontier can also be used to program itself. There are features found in Frontier that are not found in Runtime. This was necessary because the goal of Runtime was to produce as small an application as possible, to provide security for scripts and the object database, and to hide details from users who don't want to get involved in script writing.

This section describes the extra capabilities that are available in Frontier that are not available in Frontier Runtime.

### **Five Editors**

Frontier includes five editors for managing data stored in the object database:

- The table editor interactively manages the hierarchy of disk-based symbol tables that Frontier scripts operate on.
- The script editor allows you to edit and debug outline-based scripts.
- The menu bar editor is used to design and customize structures of standard Macintosh menus. Each command in a menu can have a script linked to it, edited by the script editor.
- The word processor edits and displays word processing text.
- The outline editor allows you to edit hierarchic structures of text and data.

These editors are not available in Runtime. And since Frontier scripts can drive all these components, the verbs used to manipulate these editors in Frontier are not present in Runtime.

Another way of saying the same thing: Runtime can only open one window, the main window. Users can select commands from Runtime's menu bar and interact with dialogs, but otherwise there are no interactive features in Runtime. The user can't edit things, and neither can scripts.

### **Agents**

Frontier can manage a list of background scripts or "agents," located in the system.agents table. In Frontier, management of agents is accomplished by editing the system.agents table, and selecting agents from the popup menu in Frontier's main window.

Since Runtime doesn't have any interactive way of editing tables, and its main window does not have a popup menu for agents, there would be no way to manage background scripts in Runtime. Therefore installing scripts in Runtime.root's agents table does not cause them to run in the background. Runtime can, however, run more than one script at a time, and can run them while Runtime is in the background.

However, it would be easy to build a separate double-clickable application to manage the running of background scripts, and we expect to release such a program shortly after the shipment of Runtime.

### **Suites**

Runtime has a simpler model for menubar management than Frontier. Only one user-editable

menu can be displayed in Runtime's menu bar, the one stored at `system.menubars.LAND`. Therefore Frontier suites which display a menubar won't work in Runtime.

Other suites, such as the backup suite and the states suite, don't display menubar objects and therefore work fully in Frontier Runtime.

# Script Writing for Frontier Runtime

## Frontier.isRuntime

In many cases, no special provisions need to be made for a script to run with either Frontier or Frontier Runtime. However, in some cases you may want to disable features of your scripts to allow them to work in either UserLand environment. In those cases, you should use the new built-in Frontier.isRuntime verb which returns true if the script is being run by Frontier Runtime, false if it's being run by Frontier.

For example, here's what the updated version of export.importer does when it has finished bringing a new object into the database:

```
if not Frontier.isRuntime ()  
    edit (adr) «show the newly imported object
```

Since Runtime can't open a window displaying an object, it makes sense to only do this if the script is being run by Frontier.

We've included an install file that adds Frontier.isRuntime to your Frontier.root object database. It's in the "For Frontier 1.0 Users" folder in the Extras folder. Check out the readme file in that folder for details.

## Runtime is a menu sharing server and a client

When Runtime is running, there are two built-in menus: the ⌘ menu and the File menu. You can also add menus to Runtime's menubar by editing the menubar object at system.menubars.LAND.

But don't overdo it. Lean towards adding commands to menu sharing-aware apps or desktop scripts or droplets. Use the FinderMenu package to add commands to the Finder's menu bar. We'd like to keep the Frontier Runtime menu bar as simple as possible.

## **Working in Runtime.root with Frontier**

Since much of the functionality of Frontier is implemented in scripts, and many of those scripts are not present in Runtime.root, it can be awkward using Frontier to edit Runtime.root. Here are some tips and suggestions to make things work for you:

1. Do it as little as possible. Use Frontier to develop desktop scripts, droplets and shared menu scripts and then export them using the appropriate command from the UserLand/Export menu. Test your exported scripts by dragging and dropping the export files on the Frontier Runtime application. We have included in the “For Frontier 1.0 Users” folder several scripts that streamline the exporting of information from your Frontier.root to the Runtime.root file.
2. Use Copy & Paste. A lot of people don’t know that Frontier can have more than one “root” file open at a time. To move objects from Frontier.root to Runtime.root, open both files, and use Copy/Paste to move information from one root to another.

*To paste an object into the same (valid) location from which it was copied in Frontier.root, paste it into Runtime.root’s main window instead of navigating to the matching table.*

3. Check out the Scripting menu. We’ve put a few commands into that menu that will help make life a little easier when editing Runtime.root with Frontier.

## **New release of Droplet Developer**

We’ve had to make a couple of improvements to the Droplet Developer Kit to accommodate for Frontier Runtime. The new release is 1.0b4. Be sure to download this new version before producing any new droplets, or to upgrade existing droplets to work with Frontier Runtime.

## **We’re available for consultation**

Send us a public email at GO USERLAND on CompuServe or the UserLand Discussions board on AppleLink. We’re happy to help you get your scripts working under Runtime.

# Verbs that work in Runtime

Here's a list of verbs that work in Frontier Runtime:

- basic verbs except edit, close, timeCreated & timeModified, runSelection
- app verbs
- clipboard verbs
- clock verbs except clock.sleepFor
- core verbs
- date verbs
- dialog verbs except dialog.runModeless
- file verbs
- fileMenu.save, fileMenu.quit
- Finder verbs
- Frontier verbs except Frontier.enableAgents
- kb verbs
- launch verbs
- menu.addMenuCommand, menu.deleteMenuCommand
- misc verbs
- point verbs
- rectangle verbs
- rgb verbs
- required verbs
- rez verbs
- script.compile, script.unCompile
- speaker verbs
- string verbs
- sys verbs
- table.assign, table.copy, table.copyContents, table.emptyTable, table.move, table.moveContents, table.moveAndRename, table.rename, table.surePath, table.uniqueName, table.visit

**Here's a list of verbs that only work in Frontier:**

- edit, close, timeCreated & timeModified, runSelection
- clock.sleepFor
- dialog.runModeless
- editMenu verbs
- fileMenu.close, fileMenu.closeAll, fileMenu.new, fileMenu.open, fileMenu.print, fileMenu.revert, fileMenu.saveCopy
- Frontier.enableAgents
- mainWindow verbs
- menu verbs except menu.addMenuCommand, menu.deleteMenuCommand
- mouse verbs
- op verbs
- pict verbs
- script verbs except script.compile, script.unCompile
- search verbs
- table.setCursor, table.go, table.goto, table.gotoAddress, table.gotoName, table.promptNewItem, table.sortBy, table.validate
- target verbs
- window verbs
- wp verbs