Aete Editor for ResEdit 2.1 Extension

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Introduction

The 'aete' (Apple Event Terminology Extension) resource describes about Apple events which the application supports and also describes about user terminology that corresponds to those events. The 'aete' resource also allows scripting components to interpret scripts correctly and send the appropriate Apple events to your application during script execution. The 'aeut' (Apple Event User Terminology) resource contains terminology information for all the standard suites of Apple events defined in the *Apple Event Registry: standard Suites*.

There are some Tools for Developing, modifying and localizing 'aete' and 'aeut' resources, like MPW using built in editor , ResEdit using template and Aete Editor stack based on HyperCard. But these tools have some weak points, not enough capability for developers.

The Aete Editor for ResEdit 2.1 is a editor as extension to ResEdit. It has following advantage.
1. It is just a ResEdit 2.1 extension, so it is simpler and cheaper to develop itself.
2. The editor shows structure of 'aete' resource hierarchically which is easier to understand than the other tools. Understanding contents of 'aete' and 'aeut' will improve productivity in localizing 'aete' and 'aeut' resources.
3. Developer doesn't need to change their localization process.

Installation

The Aete editor is only compatible with ResEdit versions 2.1 or later. The protocols for ResEdit editors earlier than 2.1 are different and will NOT work with this editor. The Aete editor is supplied in the file "Aete editor for ResEdit 2.1".

"Aete editor for ResEdit 2.1" contains the Aete editor and all its associated resources. You use ResEdit to copy the Aete editor resources (all of them) into the "ResEdit Preferences" file in the System Folder. You can even do this on the actual preference file while ResEdit is running. You do not need to copy it.

In System 7 "ResEdit Preferences" will be in the Preferences folder in the System Folder. Using this technique means that as newer versions of ResEdit are released they will immediately "get" the Aete editor with no additional work.

it is highly recommended you start with a "clean" copy of ResEdit 2.1.1.

How to use ?

The Fig 1 (next page) is the user interface view of the Aete editor. It seems very complex, but if you had read chapter 8 "Apple Event Terminology Resources" in Inside Macintosh "Interapplication communication", you understand reason why it is so complex. Table 1 is a part of the structure in 'aete' resource. Each asterisk (*) in the table indicates the beginning of an array. Each array can contain any number of items, including both additional arrays and specific definitions (•).

<u>Table 1: structure of the 'aete' resource</u>

```
* Array of suites:
        • Suite information
        * Array of events:
                • Event information (including information about the direct parameter)
                * Array of other parameters:
                        • Parameter information
```

You can see the contents of 'aete' in the Fig 1 reflected in the above structure. The Suite pop up menu displays the array of suites in 'aete' resource contains. You can select any suite by pop up menu to display and change its information. The Event list (middle left pane) displays the array of events the selected Suite contains. The Parameter list (middle center pane) displays array of parameters the selected event contains. The bottom pane displays editable information about the currently selected item in the currently highlighted list (with surrounding gray frame). For example Fig 1 shows the information of the "Make" command in "Standard suite". If you want to edit other arrays such as properties, elements, key forms and enumerators, use the following combinations of pop up menus.

Middle left pop up	**Middle Center pop up**	**Middle Right pop up**
Array of events	Array of parameters	None
Array of classes	Array of properties Array of elements	None Array of key forms
Array of comparisons	None	None
Array of enumeration	Array of enumerator	None

After you select item which you want to edit in the currently highlighted list (with surrounding gray frame). Double click item or hit return key or enter key. An appropriate sub editor which has some fields associated with the array will be opend.

You can edit any information in the sub editor like dialog item editor.

If you want to insert new item, use command + "k" when the main editor view is front most. If you want to remove item, select "clear" menu when the main editor view is front most. **Note that when you select "clear" menu, all sub editor windows will be closed.**

Fig 1: The Editor window
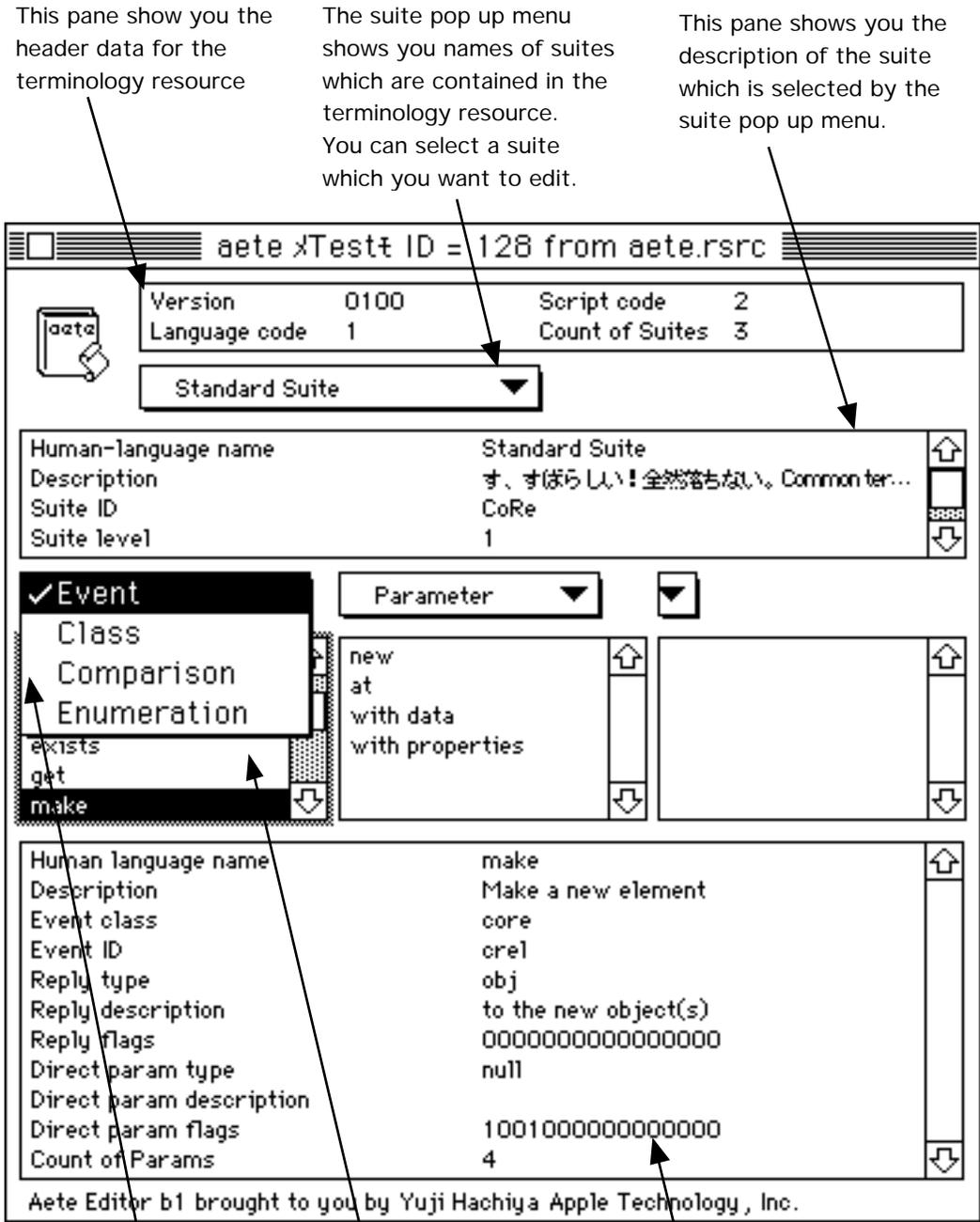
This pane show you the header data for the terminology resource

The suite pop up menu shows you names of suites which are contained in the terminology resource. You can select a suite which you want to edit.

This pane shows you the description of the suite which is selected by the suite pop up menu.

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aete ⅃Testⅈ ID = 128 from aete.rsrc

Version	0100	Script code	2
Language code	1	Count of Suites	3

Standard Suite ▼

Human-language name	Standard Suite
Description	す、すばらしい！全然落ちない。Common ter...
Suite ID	CoRe
Suite level	1

✓Event
Class
Comparison
Enumeration

Parameter ▼   ▼

exists
get
make

new
at
with data
with properties

Human language name	make
Description	Make a new element
Event class	core
Event ID	crel
Reply type	obj
Reply description	to the new object(s)
Reply flags	0000000000000000
Direct param type	null
Direct param description	
Direct param flags	1001000000000000
Count of Params	4

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The array pop up menu allow you to choose what array you want to edit.

This pane lists items which are contained in the array which is selected by the array pop up menu.

The gray frame surrounding of the pane indicates which list of items you are currently editing.

The bottom pane shows you the editable data for the item which is selected in the list surrounded by the gray frame.

Operations

Tab key or Right arrow key :
Tab key changes the highlighted list (with surrounding gray frame). If the middle left pane is highlighted (In the Fig 1, it is list of events) and then hit the tab key, middle center pane will be highlighted (In the Fig 1, it will be list of parameters).

Tab key with shift key :
Tab + shift move the highlighted list (with surrounding gray frame) in the reverse direction. If the middle left pane is highlighted (In the Fig 1, it is the list of events) and then hit the tab key with the shift key, the suite pane will be highlighted (In the Fig 1, it is the description of standard suite).

Return key or Enter key :
Open the sub editor which makes the selected item with surrounding gray frame to be editable. In the Fig 1, After hit the return key, the event sub editor which contains description of "Make" command will be opened.

Upper key and Lower key :
Move the selected item with surrounding gray frame to upper or lower. In the Fig 1, After hit the upper key, "Get" command will be selected.

Command + "k" :
Insert new item below the selected item in the selected list when the main editor window is frontmost. If you want to insert new suite at the top of suites, use option + Command + "k".

Clear menu item:
Remove selected item in the selected list when the main editor window is frontmost. **Note that when you select "clear" menu, all sub editor windows will be closed.**

History

version b4: Fixed a crashing bug when you select subEditor window name from window menu if the subEditor window was closed.

version b3: Second release. It supports insert items, remove items and its undo/redo in the main editor. But did not support Cut, Copy, Paste, Clear for items in the main editor.

version b1: First release. It did not support insert items and remove items in the main editor. It supports Cut, Copy, Paste, Clear, Undo and Redo in the sub editor.