notification *n* : Notification initiated by post notification command

Unicode text or menu item separator *n* : Unicode text or constant 'menu item separator'

window reference number *n* : Integer associated with some window, element of class floating window

floating window *n* : A floating window

PROPERTIES
window reference number (integer, r/o) : the window’s identification number
position (point, r/o) : the upper left position of the window
size (point, r/o) : the size of the window’s boundary rectangle
bounds (rectangle, r/o) : the boundary rectangle for the window
name (Unicode text, r/o) : the name of the floating window
closeable (boolean, r/o) : does the window have a close box?
resizable (boolean, r/o) : is the window resizable?
kind (message window kind/progress indicator kind, r/o) : kind of the window (message window, progress indicator)
global window (boolean, r/o) : the window is global and is owned by no process

message window *n* [inh. floating window] : A text message floating window

PROPERTIES
message text (Unicode text, r/o) : the text of the message

message window properties *n* : Properties of the message window, which can be set by the 'create message window' command

PROPERTIES
position (point, r/o) : the upper left position of the window
size (point, r/o) : the size of the window’s boundary rectangle
bounds (rectangle, r/o) : the boundary rectangle for the window
name (Unicode text, r/o) : the name of the floating window
closeable (boolean, r/o) : does the window have a close box?
resizable (boolean, r/o) : is the window resizable?
global window (boolean, r/o) : the window is global and is owned by no process
message text (Unicode text, r/o) : the text of the message

RESPONDS TO
create message window.

progress indicator *n* [inh. floating window] : A floating window with progress indicator

PROPERTIES
current value (small integer, r/o) : the current value of the progress bar
minimum value (small integer, r/o) : the minimum value of the progress bar
maximum value (small integer, r/o) : the maximum value of the progress bar
indeterminate progress (boolean, r/o) : show the barber pole indicator?
top message (Unicode text, r/o) : the main message shown above the progress bar
bottom message (Unicode text, r/o) : the secondary message shown under the progress bar
buttons (boolean, r/o) : the list of up to two button names

progress indicator properties *n* : Properties of the progress bar, which can be set by the 'create progress indicator' command

PROPERTIES
position (point, r/o) : the upper left position of the window
size (point, r/o) : the size of the window’s boundary rectangle
bounds (rectangle, r/o) : the boundary rectangle for the window
name (Unicode text, r/o) : the name of the floating window
closeable (boolean, r/o) : does the window have a close box?
global window (boolean, r/o) : the window is global and is owned by no process

current value (small integer, r/o) : the current value of the progress bar
minimum value (small integer, r/o) : the minimum value of the progress bar
maximum value (small integer, r/o) : the maximum value of the progress bar
indeterminate progress (boolean, r/o) : show the barber pole indicator?
top message (Unicode text, r/o) : the main message shown above the progress bar
bottom message (Unicode text, r/o) : the secondary message shown under the progress bar
buttons (boolean, r/o) : the list of up to two button names

RESPONDS TO
create progress indicator.

---

alert reply *n* : Reply record for display alert command

PROPERTIES
button returned (Unicode text, r/o) : name of button chosen

---

validation options *n* : record definning the validation of a field

PROPERTIES
kind (regular expression validation/credit card number validation/social security number validation/Canadian social insurance number validation/Czech id validation, r/o) : type of validation
more options (Unicode text, r/o) : additional validation information

---

better dialog reply *n* : Reply record for display better dialog command

PROPERTIES
button returned (Unicode text, r/o) : name of button chosen
choices returned (list of Unicode text, r/o) : strings entered into fields, or check boxes checked, or radio button selected
values returned (list of any, r/o) : values of all fields, including empty fields
fields returned (list of better dialog field, r/o) : all input items with updated values
gave up (boolean, r/o) : did the dialog time out?

---

better dialog field *n* : Field definition record for display better dialog command

PROPERTIES
kind (text field kind/password field/check box/radio button kind/popup menu/static text/dialog separator/value list/static picture/text area, r/o) : kind of the field to display
name (Unicode text, r/o) : name of the field
field value (Unicode text or unchecked state/checked state/mixed field state, r/o) : default value for text and password fields and pop-up menus or for radio buttons and checkboxes
field selected (boolean, r/o) : true to make the checkbox or radio button selected by default
field focus (boolean, r/o) : true to make the field focused to keyboard input
fixed lines (integer, r/o) : number of lines for multiline text area and lists
field menu items (list of Unicode text or menu item separator, r/o) : list of pop-up menu items and separators
validation (credit card number validation/social security number validation/Canadian social insurance number validation/Czech id validation or validation options, r/o) : record describing the validation of this field or one of these kinds

---

display better alert *v* : Displays system’s standard alert

Examples:

```
  display better alert"error" message "Sorry some error occured" as critical

  set  my_alert_result to display better alert "Would you like to continue?" buttons {"Yes, please!",
"No!!"} default button 2
  display better alert"You clicked the button "" & button returned of my_alert_result & ""."
```

"More examples can be found in the Examples folder of 24U Appearance OSAX disk image."

display better alert Unicode text : the primary text to display in alert box
[**message** Unicode text] : the secondary text to display using small system font
[**buttons** list of Unicode text] : a list of up to three button names
[**default button** number or Unicode text] : the name or number of the default button
[**cancel button** number or Unicode text] : the name or number of the cancel button
[**as** critical/informational/warning] : type of alert box to be displayed (default is informational)
[**movable** boolean] : should the alert be movable window?
[**help button** boolean] : should the help button be displayed?

→ alert reply : a record containing the button clicked (for compatibility with display dialog)

display better dialog *v* : Displays a dialog box with text fields, password fields, check boxes, radio buttons, and pop-up menus

Examples:

```
  set  my_dialog_result to display better dialog "How are You?" buttons {"fine","tired"} position
{100,automatic position}
  display dialog "You are " & button returned of  my_dialog_result & "."

  set  my_dialog_result to display better dialog "What would you like to drink?" fields {{kind:radio
button kind, name:"cofee"},{kind:radio button kind, name:"tea"}}
  display dialog "You would like " & choices returned of  my_dialog_result & "."
```

"More examples can be found in the Examples folder of 24U Appearance OSAX disk image."

display better dialog Unicode text : the prompt text to display in dialog box
[**fields** list of better dialog field] : a list of better dialog fields
[**buttons** list of Unicode text] : a list of up to three button names
[**default button** number] : the name or number of the default button
[**cancel button** number or Unicode text] : the name or number of the cancel button
[**giving up after** integer] : number of seconds to wait before automatically dismissing dialog
[**with icon** stop/note/caution or alias] : type of icon to be displayed
[**title** Unicode text] : title of the dialog window
[**position** point] : the coordinates where the dialog should be displayed, the term 'automatic position' can be used instead of each of the coordinates
[**width** integer] : dialog width
[**minimum width** integer] : minimum dialog width
[**movability** boolean] : if set to false, dialog will not be movable (movable by default)
→ better dialog reply : a record containing the button clicked and values entered (if any)

post notification *v* : Posts a notification using Notification Manager.

Example:

```
  set  my_notification to post notification "Hey You! Do something please!" with bouncing in dock
```

"More examples can be found in the Examples folder of 24U Appearance OSAX disk image."

post notification [string] : the text to display in the notification dialog
[**bouncing in dock** boolean] : place a diamond-shaped mark in the Application menu (default is false)
→ notification : the notification object

remove notification *v* : Removes notification initiated by “post notification” statement.

Example:

```
  set  my_notification to post notification "Hey You! Do something please!" with bouncing in dock

  (* When the reason to draw the user's attention passed over, perform the next command.*)
   remove notification my_notification
```

"More examples can be found in the Examples folder of 24U Appearance OSAX disk image."

remove notification notification : notification object

create message window *v* : Displays a text message in a new floating window.

Example:

```
  create message window "Hey You!" at {150,150} with properties {name:"my
window",resizable:true,closeable:true}
```

"More examples can be found in the Examples folder of 24U Appearance OSAX disk image."

create message window Unicode text : the text message to display
[**at** point] : the requested position of the window
[**with properties** message window properties] : the requested properties
→ message window : the message window’s properties

update message window *v* : Updates some properties of the specified message window.

Example:

```
   set my_message_window to create message window "Hey You!" at {150,150} with properties
{closeable:true}
  (* Do something here.*)
   update message window my_message_window message text "Hey there!"
```

"More examples can be found in the Examples folder of 24U Appearance OSAX disk image."

update message window message window or window reference number : identifier of the message window to update
[**position** point] : the new position for the window
[**size** point] : the new size for the window
[**message text** Unicode text] : the new message text
→ message window : the message window's properties

---

close message window *v* : Closes the specified message window(s) and disposes of any allocated memory.

Example:

```
   set my_message_window to create message window "Hey You!" at {150,150} with properties
{closeable:true}
  (* Do something here.*)
   close message window my_message_window
```

"More examples can be found in the Examples folder of 24U Appearance OSAX disk image."

close message window message window, window reference number, or all windows : the text to display in the notification dialog

---

create progress indicator *v* : Displays a progress bar in a new floating window.

Example:

```
   create progress indicator at {150,150} with properties {current value:33,top
message:"Simplifying.."}
```

"More examples can be found in the Examples folder of 24U Appearance OSAX disk image."

create progress indicator
[**at** point] : the requested position of the window
[**with properties** progress indicator properties] : the requested properties
→ progress indicator : the progress indicator's properties

---

update progress indicator *v* : Updates some properties of the specified progress indicator window.

Example:

```
   set my_progress_indicator to create progress indicator at {150,150} with properties {current
value:33,top message:"Simplifying.."}
  (* Do something here.*)
   update progress indicator my_progress_indicator current value 96 top message "Simplifying.. [It
will end soon!]"
```

"More examples can be found in the Examples folder of 24U Appearance OSAX disk image."

update progress indicator progress indicator or window reference number : identifier of the progress indicator to update
[**position** point] : the new position for the window
[**current value** small integer] : the new current value for the progress bar
[**minimum value** small integer] : the new minimum value for the progress bar
[**maximum value** small integer] : the new maximum value for the progress bar
[**indeterminate progress** boolean] : show the barber pole indicator?
[**top message** Unicode text] : the main message shown above the progress bar
[**bottom message** Unicode text] : the secondary message shown under the progress bar
[**buttons** list of Unicode text] : the list of up to two button names
[**size** point] : the new size for the progress indicator
→ progress indicator : the progress indicator's properties

close progress indicator *v* : Closes the specified progress indicator window(s) and disposes of any allocated memory.

Example:

```
  set my_progress_indicator to create progress indicator at {150,150} with properties {current value:33,top message:"Simplifying.."}
  (* Do something here.*)
   close progress indicator my_progress_indicator
```

"More examples can be found in the Examples folder of 24U Appearance OSAX disk image."

close progress indicator progress indicator, window reference number, or all windows : identifier of the progress indicator(s) to close

handle floating window *v* : Sent to a script to process an event generated by a floating window

Example:

```
on run
  create message window with properties {name:"Demo", message text:"Please don't close this window.", closeable:true}
end run

to handle floating window theWindow event theEvent
  if theEvent is window closed then
    display better dialog "Why did you close the window " & (name of theWindow) & " ?"
  end if
end handle floating window
```

This example must be saved as an application with option "Stay Open" turned on. "More examples can be found in the Examples folder of 24U Appearance OSAX disk image."

handle floating window floating window : the window which generated the event
[**event** window closed/button clicked] : the event type
[**button name** Unicode text] : the clicked button's name (don't forget to check the event's type)

24U Appearance OSAX Distribution

Distribute 24U Appearance OSAX along with your scripts

register Appearance OSAX *v* : Unlocks your copy of 24U Appearance OSAX

register Appearance OSAX [string] : registration code
[**prompting for code** boolean] : Prompt for registration code (prompts when not registered by default)
→ string : registration status or serial number info

version of Appearance OSAX *v* : Returns version number of 24U Appearance OSAX

version of Appearance OSAX
→ string : version number