

AppleScript World Today

v1.0 Jan.19, 2015

Piyomaru Software
Takaaki Naganoya

<http://piyocast.com/as/>

AppleScript Pros and Cons

	Pros	Cons
AppleScript Itself	Once learned, useful for many years Possibility is Great	New platform (iOS) does not support Apple make new bugs every major update
AppleScriptObjC	Hi-speed Processing Many functions	Poor documentation Scripters are Flagmented Scripting Bridge Bug (cast)
AppleScriptObjC on Xcode	Replacement of AppleScript Studio, The only env for App Store	Poor Editor Function (Indent, Syntax Coloring, logging, debugging)
Script Editor	Simple	Poor Help & Assistance
Apple's Sample Code bundled with OS	Better than nothing	Difficult to read Ultra Low quolity "Apple Dialect" is too heavy (use "result", "the" & too many element in one line. Not instructive)

Today's AppleScript's Domain

Mac

iPhone

iPad

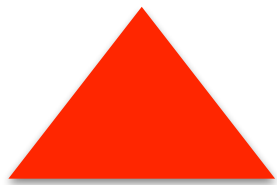
iPod

Apple tv

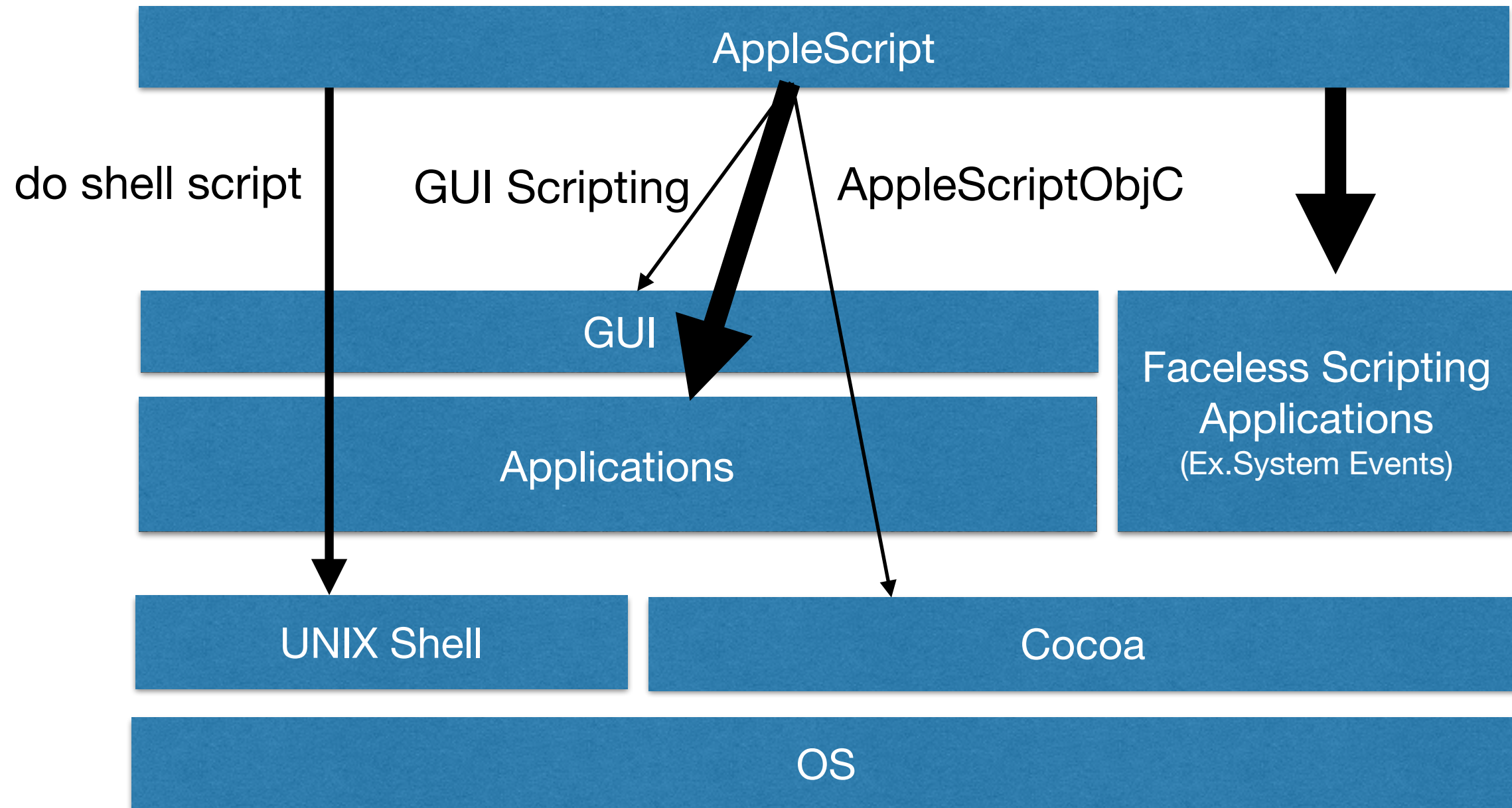
Apple
Watch

OS X

iOS



Today's AppleScript Function



AppleScript World's Spread

	10.6	10.7	10.8	10.9	10.10
AppleScript					
AppleScriptObjC on Xcode					
AppleScript Cocoa Applet					
AppleScript Libraries					
AppleScriptObjC on Script Editor					

AppleScript World's Segment

AppleScript

AppleScript
Cocoa Applet

AppleScript
Libraries

AppleScript
ObjC on Script
Editor

AppleScript
ObjC on Xcode

AppleScript
on Automator

AppleScript on
Smile

AppleScriptObjC on ASObjCExplorer 4

AppleScript on FileMaker Pro (32bit)
(AppleScript + AppleScriptObjC)

Mac AppStore Enabled?

AppleScript

AppleScript
Cocoa Applet

AppleScript
Libraries

AppleScript
ObjC on Script
Editor

AppleScript
ObjC on Xcode

AppleScript
on Automator

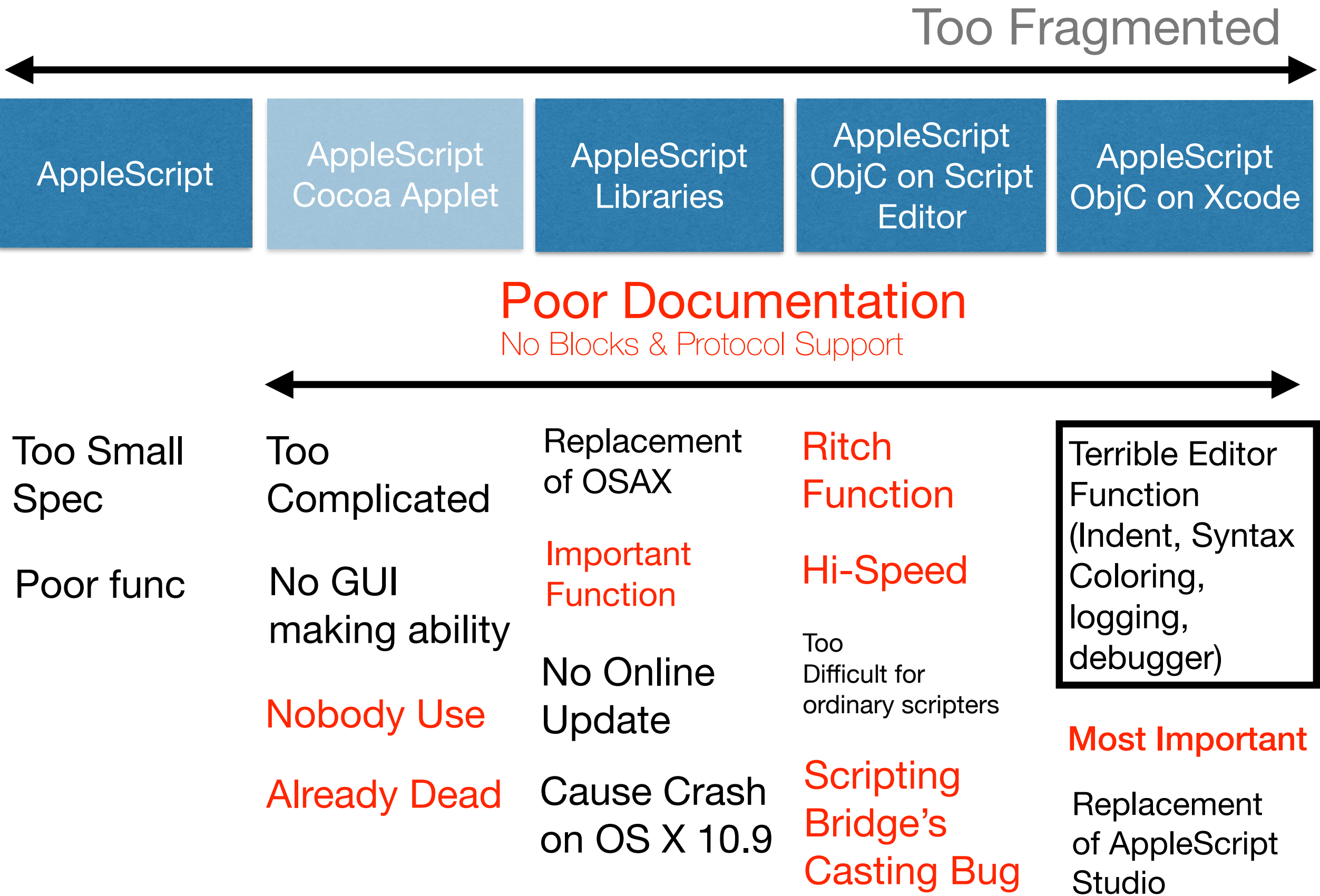
Very Important
platform for
pro scripters

AppleScript on
Smile

AppleScriptObjC on ASObjCExplorer 4

AppleScript on FileMaker Pro (32bit)
(AppleScript + AppleScriptObjC)

Cons in each Segment



AppleScript's Future?

Plan A: AppleScript v3.0 (Basic Spec. Update)

Update Basic Specs (ex. Extend number's range, Specified Text Encoding support)

Plan B: LLVM-AppleScript (Speedup)

Direct execution of AppleScript byte-cord

Plan C: AppleScriptSwifty (Simplified AppleScriptObjC)

Cocoa reachable AppleScript, (AppleScript + Swift) /2 ?

Plan D: Another Script (Full-Replacement)

Another One

Plan E: Non-OSA based Scripting Language

Replacement of OSA-mechanism

Plan F: AppleScript on iOS

??????????

Likely



Unlikely

Apple Genuine AppleScript Libraries in the near future

Restore “Lost functions” (FontSync Scripting, ColorSync Scripting, URL Access Scripting, Keychain Scripting etc.)

Catch-up newer OS X functions (Finder tags etc.)

Necessary functions (get printer names, get server name/URLs)

Web-based Functions (better XML-RPC, JSON, XMLLib)

Web Automation functions (Deeply control Safari or Webkit)

Spotlight & File Tags functions (not supported recent functions in Pure AppleScript)

Database Support (easier Database Events)

Wrapper to another language's libraries

Today's Theme

Market Spread

Shrink?

→ More Scripts to Mac App Store (ex. AppleScript Libraries)

Bugs

Developer in Apple can't write AppleScript

Developer Teams in Apple are too segmentalized

Newer OS X functions (eg. finder tags) are not supported

Apple Genuine Applications have a lot of AppleScript bugs (eg. Calendar & Reminder) & unreachable functions

Balance of Security & Functionality

Code-signing requires Mac Developer program contract

Now, Apple's first theme is security

Now, Security kills Functionality