

NSUserAppleScriptTask Class Reference

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NSUserAppleScriptTask Class Reference

Inherits from	NSUserScriptTask : NSObject
Conforms to	NSObject (NSObject)
Framework	/System/Library/Frameworks/Foundation.framework
Availability	Available in OS X v10.8 and later.
Declared in	NSUserScriptTask.h

Overview

The `NSUserAppleScriptTask` class is intended to run AppleScript scripts from your application. It is intended to execute user-supplied scripts and will execute them outside of the application's sandbox, if any.

The class is not intended to execute scripts built into an application; for that, use one of the `NSTask` classes. If the application is sandboxed, then the script must be in the `NSApplicationScriptsDirectory` folder. A sandboxed application may read from, but not write to, this folder.

If you simply need to execute scripts without regard to input or output, use `NSUserScriptTask`, which can execute any of the specific types. If you need specific control over the input to or output from the script, use this class.

Tasks

Executing an AppleScript Script

– [executeWithAppleEvent:completionHandler:](#) (page 4)

Execute the AppleScript script by sending it the specified Apple event.

Instance Methods

executeWithAppleEvent:completionHandler:

Execute the AppleScript script by sending it the specified Apple event.

– (void)executeWithAppleEvent:(NSAppleEventDescriptor *)event
completionHandler:(NSUserAppleScriptTaskCompletionHandler)handler

Parameters

event

The Apple event.

handler

The completion handler Block that returns the result or an error. See [NSUserAppleScriptTaskCompletionHandler](#) (page 4).

Discussion

Pass `nil` as event to execute the script's default "run" handler.

This method should be invoked no more than once for a given instance of the class.

If the script completed normally, the completion handler's error parameter will be `nil`.

Availability

Available in OS X v10.8 and later.

See Also

`initWithURL:error:` (NSUserScriptTask)

Declared in

`NSUserScriptTask.h`

Constants

NSUserAppleScriptTaskCompletionHandler

Implement this block to retrieve the result of the AppleScript executed by `executeWithAppleEvent:completionHandler:` (page 4).

```
typedef void (^NSUserAppleScriptTaskCompletionHandler)(NSAppleEventDescriptor *result, NSError *error);
```

Availability

Available in OS X v10.8 and later.

Declared in

NSUserScriptTask.h

Document Revision History

This table describes the changes to *NSUserAppleScriptTask Class Reference*.

Date	Notes
2012-07-23	New document that describes the class that allows running AppleScript scripts from your application.



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