NSUserAppleScriptTask Class Reference
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**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.

```c
-(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).

```c
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*.

<table>
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<tr>
<td>2012-07-23</td>
<td>New document that describes the class that allows running AppleScript scripts from your application.</td>
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