Required Suite : Events that every application should support

Open
Open the specified object(s).

Syntax: open *referenceToFile*

Example: tell application "DragStrip"
                    open alias "Hard Disk:DragStrip 2.0 Folder:Applications Strip"
              end tell

Print
Print the specified object(s).

Syntax: print *referenceToFile*

Quit
Quit DragStrip.

Syntax: quit

Run
Sent to an application when it is double-clicked.

Syntax: run

Core Suite : Suite that applies to all applications

Close
Close an object.

Syntax: close *referenceToObject* [saving in *referenceToFile*]

Example: tell application "DragStrip"
                    close window "DragStrip Scrapbook" ¬
                        saving in alias "Hard Disk:DragStrip Folder:DragStrip Scrapbook"
                end tell

Count
Return the number of elements of a particular class within an object.

Syntax: count [each | every] *className* [(in | of) *referenceToObject*]

Result: integer

Example: tell application "DragStrip"
                    repeat with i from 1 to count windows
                        set zoomed of window i to false   -- iconize all DragStrip windows
                    end repeat
                end tell

Create
Create a new element.

Syntax: create [new] *className*

Result: referenceToObject

Example: tell application "DragStrip"
                   set theWindow to create new window   -- sets theWindow as reference to a window
                   save theWindow in (new file)   -- uses the reference to the window
               end tell

Data Size
Return the size in bytes of an object.

Syntax: data size of *referenceToObject* [as *className*]

Result: integer

Example: get data size of contents of button 2 of window "Documents"

Delete
Delete an element from an object.

Syntax: delete *referenceToObject*

Example: tell window "Temporary Files" of application "DragStrip"
                   delete button 1   -- deletes the contents of button 1
               end tell

Exists
Verify if an object exists.

Syntax: exists *referenceToObject*
                   referenceToObject exists

Result: boolean

Example: tell application "DragStrip"
                   if not (exists window "AppleScript Strip") then
                       open alias "Hard Disk:AppleScript Folder:AppleScript Strip"
                   end if
               end tell

Get
Get the data for an object.

Syntax: get *referenceToObject* [as *className*]

Result: anything

Examples: get name of button 1 of window "Documents"

get contents of button 3 of window "DragStrip Scrapbook"

get size of window "Applications"

Save
Save an object.

Syntax: save *referenceToObject* [in *referenceToFile*]

Example: save window "untitled" in (new file)

Select
Select object(s).

Syntax: select *referenceToObject*

Example: select button 1 of window "Documents"

Set
Set an object's data.

Syntax: set *referenceToObject* to *expression*

Examples: set theName to name of button 1 of window "Pictures"   -- get the name
set name of button 2 of window "Pictures" to theName   -- set the name

set contents of button 5 of window "Document" to alias "Hard Disk:"

set the size of window "untitled - 1" to {6, 2}

set the background color of window "Applications" to {3241,340, 340}

Class application : An application program