

## **OSA Menu 1.0.1**

Written by Leonard Rosenthol

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### **Installation:**

If you are reading this, you've probably already done half the installation!

The only other thing to do is to drag the OSA Menu icon over your System folder. Doing so will cause the Finder to inform you that "Extensions go in the Extensions folder" - this is a good thing, and you should click the "OK" button. Now restart your Mac, and you'll be all ready to use OSA Menu.

### **Description:**

The OSA Menu is an iconic system menu (like the Help menu) that appears on the right side of the menu bar. Its menu items are scripts: choose an item from the menu and the script will run. Some commands are always available, and some are only available within particular applications.

Generally the target of the script is the active application, and scripts that operate on the user selection are particularly useful. Scripts in the OSA Menu act like extensions to the command set of the application.

The main advantage to scripts in the menu is that you can call them up with one mouse click without leaving the current application. This is most useful in applications that are scriptable (such as the Finder and Aladdin Systems' StuffIt Deluxe & Lite), but require you to switch to another application. BUT NO MORE!! Now you can just choose the script you want to run from the OSA Menu.

The scripts live in a folder called "Scripts" in your System folder, and each application gets its own subfolder of the "Scripts" folder with the scripts specific to that application as well as a "Universal Scripts" folder for scripts that you wish to access in all applications.

### **What's in the Menu:**

The menu has three parts:

- \* On top are the fixed commands. Right now there's only one: the "About OSA Menu" command that displays an About box.
- \* Below those are the universal scripts, which always appear.
- \* At the bottom are the scripts for the active application. At the end of each set of scripts is an underlined command that, when chosen, tells the Finder to open the folder for those scripts. For instance, when SITcomm is active there is an "Open SITcomm Scripts Folder" command that opens the "SITcomm Scripts" folder. These folders are like the Apple Menu Items folder: any script files placed in them immediately appear in the scripting menu. (They must be compiled scripts (including Applets and Droplets), not text files.)

### **Command Keys:**

It is possible to assign a command key to a script by using a special naming convention. If the name of a script ends with a '\' followed by another character, then that character will be used as the command key for the script. For example, the script named "Time Check\T" will have a command key of "T" in the menu.

Use of option or control characters in a menu name is not officially supported, due to a limitation of the Macintosh Menu Manager. They MAY work, but if they don't, I am sorry and I have no plans to fix it!!

### **Special Features:**

\* Any of the subfolders of the Scripts folder, or any particular script, can be an alias. This is very useful for network installations so that all users can have the same scripts in their menus.

\* If you hold down the Option key when selecting a script from the menu, instead of running the script, the Script Editor will be launched (if not already running) and the script will be opened for editing.

\* If you hold down the Shift key when selecting a script from the menu, instead of running the script, the Finder will come to the front with the script selected.

### **System Requirements:**

OSA Menu requires System 7 and an OSA compliant scripting language (AppleScript, Userland Frontier, QuickKeys 3, tclScript, etc.). OSA Menu is 32-bit clean, '040 cache, PowerMac, AV and virtual memory compatible. In other words, as long as you have System 7 and a scripting language it will work!

### **Caveats:**

\* If you move the Scripts folder after the Mac starts up, the folder will not be found by the OSA Menu and your scripts won't work. So, don't move it!

### **Troubleshooting:**

I hope that you won't have any problems with OSA Menu, but if you do, you can contact me using any of the following means:

Leonard Rosenthal

AppleLink: MACgician

America Online: MACgician

Internet: leonardr@netcom.com

### **\*\*\* DO NOT CONTACT ALADDIN SYSTEMS ABOUT THIS PRODUCT \*\*\***

They have nothing to do with it, other than letting me release to you for free, so please send all comments, suggestions, complaints, large sums of money, single Jewish women, etc. to me personally!

### **Version History:**

1.0 - First public release (1/21/94)

1.0.1 - Minor update (5/9/94)

Fixed the famous "-108 error" when running a script in the Finder

Improved general stability and memory management

Script properties are now updated correctly

### **Thanks to:**

Richard Clark - for writing the original "Scripting Menu" at MacHack '92.

Jens Alfke - for writing the "Scripting Menu" that Apple never shipped, and for pioneering some techniques.

Don Olson - for helping out with OSA questions & being an all around dude & 1/2!

Chris Borton - for hassling me to get a "real" icon!

Jon Pugh - for harrassing me about problems & suggesting how to fix them!

Aladdin Systems - for letting me work on this and release it to the world!

Apple Computer - for NOT shipping their "Scripting Menu", so that I could do mine

The AppleScript Team, Dave Winer, Doug Baron, Don Brown, and Tim Endres- for their respective OSA compliant environments w/o which this program wouldn't make any sense!

All my beta testers - for reporting bugs that I had to fix so you wouldn't find them!

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