

Talking about “script loader”

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Piyomaru Software

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Why we talk about “script loader”?

To Increase **productivity** and **re-usability**

--We don't want to rewrite which someone already wrote

To Improve the **power** of whole scripter

--The difference of power between beginner and pros is enoumously huge. Novis scripter does not want to work hard to get pro's power

To **Escape** the “load script” madness

--This mechanism is very primitive. We have to do garbage collection by manually. And management of the script file library made us tired

Why former loaders were **not** popular?

Too complex, Too difficult

-- hard to use or install or understand. Their documents are filled with eccentric words

No visibility

-- We can not trust the invisible code which was written by other people

Unsupport of CJK

--I could not use former AppleMods on Japanese env.

No Browser

-- We can not understand what is in the library

How to use Library Loader?

Install Library Loader

-- not so difficult

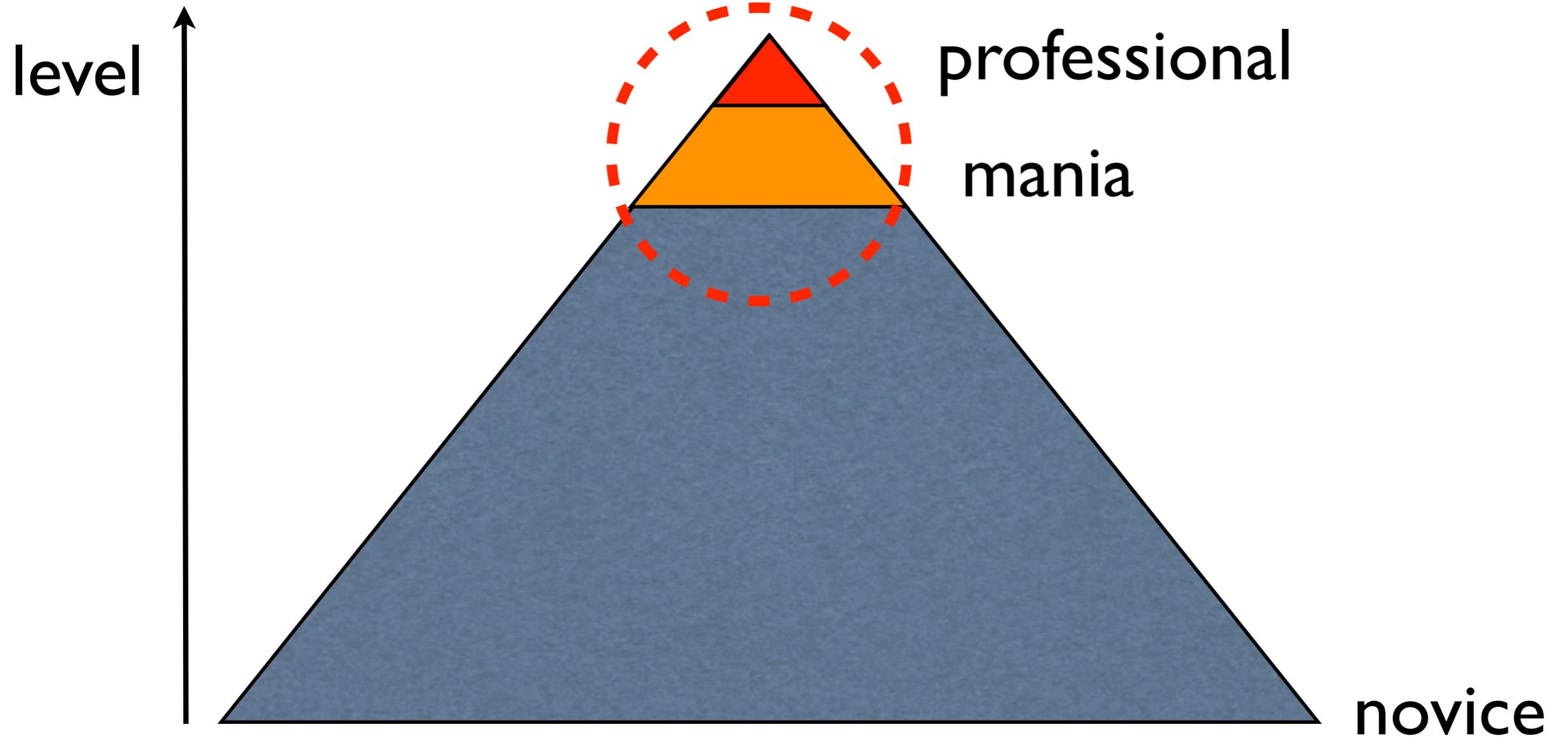
Re-write already existing scripts

-- troublesome, difficult, take a long time....

Put scripts in order or categorize them

-- troublesome but necessary..

Who want it?



Simple??????

```
property ModuleB : module
property MoreModule : missing value
property _value : missing value

on module loaded by loader
  -- initialization of myself
  set my _value to ModuleB's do_something()

  -- load an additional module
  tell loader
    set MoreModule to load module "ModuleA"
  end tell
end module loaded
```

I don't think so.

What is Simple way?

Simple Install

-- Install by using Installer package

No Re-writing already existing scripts

-- No rewriting

Put scripts in order or categorize them

Automatically

-- someone maintain the library

Simple way is **override “load script”
command**

load script “name/space”

load script URL “http://some.url/script”

load script file

Implementation image

```
--load script By Name space ( not phisical directory but logical )
set anLogicalAddress to "string/getEachItem"
set aScript to load script anLogicalAddress

--load script By URL (load from internet server )
set anURL to URL "http://www.piyocast.com/as/ja/1235"
set bScript to load script anLogicalAddress

--load script from file
set aFile to choose file
set cScript to load script aFile

on load script aPath
    set aClass to class of aPath
    if aClass = string then
        --Loading Script Object from Local Script Library by Name

    else if aClass = URL then
        --Loading Script Object from Internet Script Library

    else
        continue load script aPath
    end if
end load script
```

Override load script
command by AppleScript by itself (sample image)

Override load script
command
by some OSAX

