

# 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

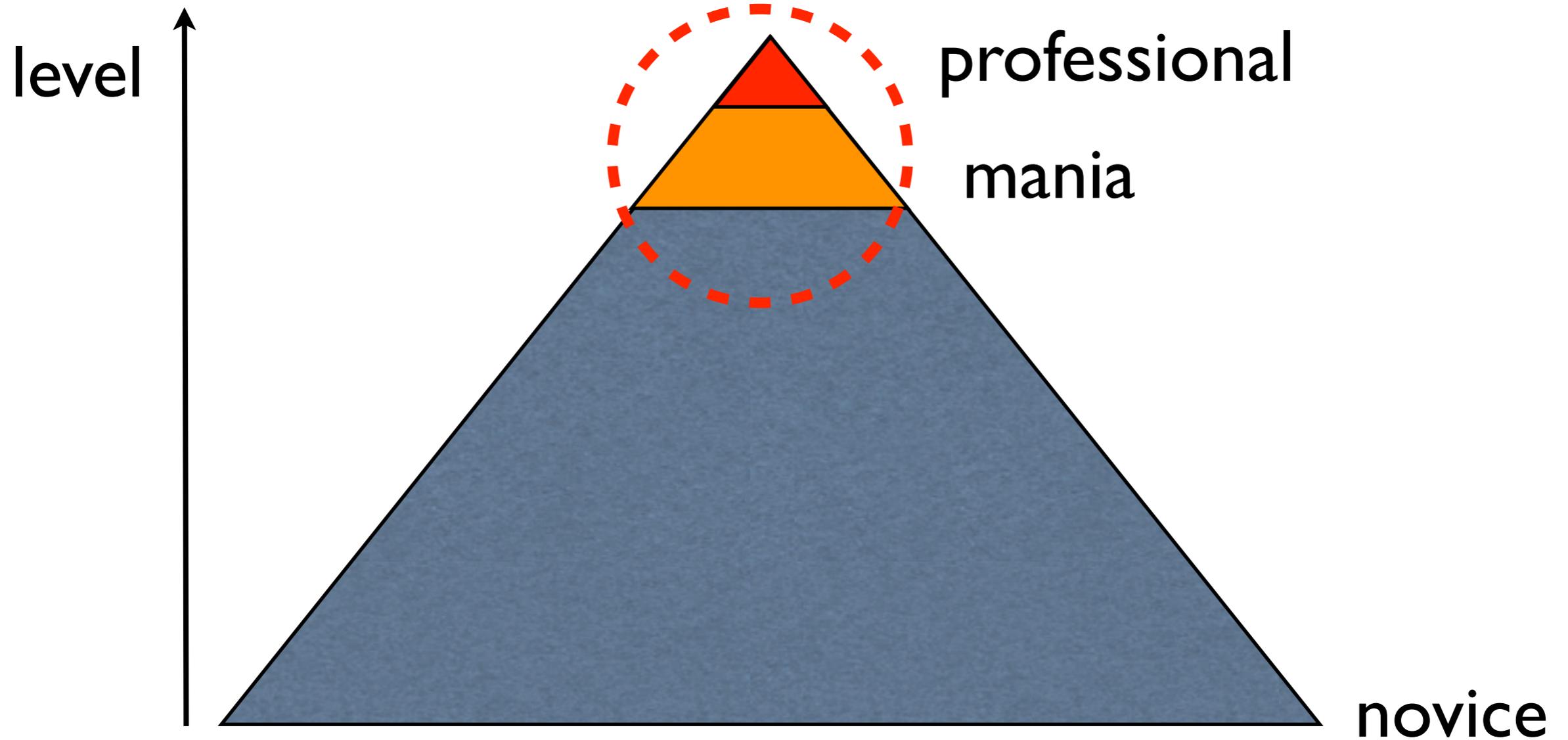
## Re-write already existing scripts

-- 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

