


Script editors

If you are a proficient AppleScripter just looking for tips on converting Microsoft Office Visual Basic for Applications (VBA) to AppleScript, you can skim or skip most of this section.

[Script Editor](#)

If you have never done any AppleScripting, you first need to know where to write your scripts:

- In the **Finder**, click **Applications**, click **AppleScript**, and then double-click **Script Editor**.

That's it. For more information about AppleScript editors and other tools, see the [AppleScript home page](http://developer.apple.com/applescript/)  (<http://developer.apple.com/applescript/>).

[Article examples work for most configurations](#)

These articles require and are illustrated with the Macintosh Script Editor in Mac OS X. They also use Mac OS X v10.4 (Tiger), but all examples are identical in Mac OS X v10.3 (Panther), and should be the same in Mac OS X v10.5 (Leopard).

There is no difference between using a new Intel-based Macintosh or an older PowerPC-based Macintosh when developing or running AppleScripts. If you are using Microsoft Office 2004 on an Intel-based Macintosh, all commands to Office applications are carried out in Macintosh Rosetta. However, calls to other applications such as the Finder and to built-in scripting additions are native Intel. In Microsoft Office 2008, commands run native to the platform they're executing on.

Note All code in this document was written for Office 2004. Some of it may require changes, as well as opportunities for optimization, if some of the terminology changes in Office 2008.