

# Needle Drop

## v6.4

For iTunes 11+/macOS 10.12+  
Find more free AppleScripts  
and info on writing your own  
at Doug's AppleScripts for iTunes.

This applet plays each track in the selected iTunes playlist for a chosen time interval starting at a chosen number of seconds into each track, beginning with the selected track (if no track is selected then playing will start from the beginning of the selected playlist).

For macOS 10.12 and later only. Works best playing tracks with local files.

This script is Donationware. If you use it and like it please consider making a donation to support my AppleScripting efforts. [Click here for more info.](#)

## Installation:

This script is an **AppleScript applet** and can be run by double-clicking its icon in the Finder. However, it is probably best accessed from the iTunes Script menu.

Put AppleScripts in your iTunes "Scripts" folder. This is located at *[user name] / Library / iTunes / Scripts /*.

*The user Library directory is hidden by default. To make it visible, hold down the Option key on your keyboard and select **Go > Library** from the Finder.*

If the *[user name] / Library /* folder does not contain the "iTunes" or "Scripts" folders

then then create them and put the script(s) in the "Scripts" folder. AppleScripts will then appear in iTunes' Script menu, and can be activated by selecting by name and clicking. Be sure to also save this Read Me document in a safe and convenient place.

**See the online Download FAQ for more info and video on downloading and installing AppleScripts.**

## How to use:

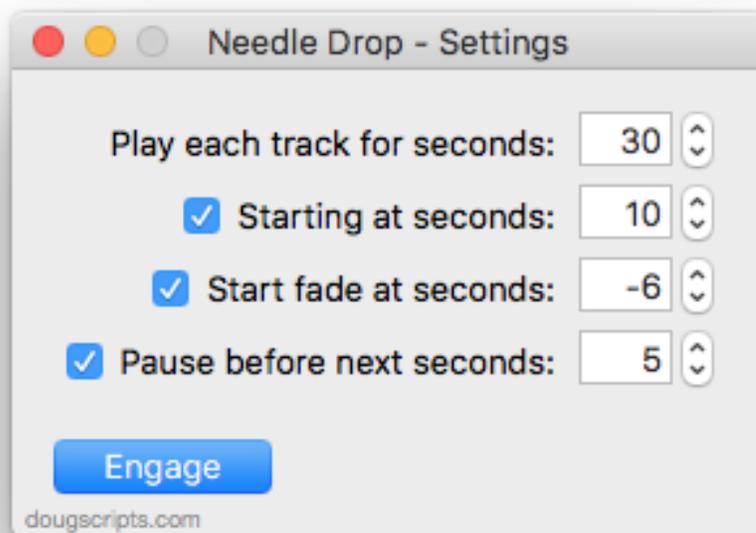
**FOR BEST RESULTS:** Clear the **Up Next** queue in iTunes.

- Click the popup window button located between the iTunes LCD panel and the search field, select "Up Next", scroll to the bottom of the list and click "Clear". It should now read "No Upcoming Songs".

Select a playlist in iTunes the tracks of which you want **Needle Drop** to play. Optionally, select a track in the playlist from which to begin playing; if no track is selected then play will commence with the first track of the playlist.

**Note:** **Needle Drop** will work best on tracks that have local files. **Tracks that must stream from the cloud** may upset the timing while their un-cached audio is initially being downloaded.

Launch the **Needle Drop** applet and its main settings window will appear:



## Enter settings:

**Play each track for seconds** - the number of seconds to play each track (*duration*). This will include the *fade duration*, if used.

**Starting at seconds** - (*when checkmarked*) the number of seconds from the beginning of a track to start playing it.

**Start fade at seconds** - (*when checkmarked*) the number of seconds before the end of *duration* to start fading (*fade duration*). The volume will gradually decrease to zero from this point to the end of *duration*.

**Pause before next seconds** - (*when checkmarked*) the number of seconds to wait before playing the next track.

For example, using the settings in the screenshot above, each track:

...will play for **:30** seconds total

...will start playing at the track's **:10** mark

...will begin fading after **:24** seconds ( $30 - 6 = 24$ ) at the track's **:34** mark

...will wait **:05** seconds before playing the next track

Settings are saved between launches.

When the settings are acceptable, click the "**Engage**" button. It's name will change to "**Stop**".

**Needle Drop** will stay running and compel iTunes to play the tracks in the selected playlist in order starting with the first track (or from the first *selected* track). Press the "**Stop**" button to dis-engage **Needle Drop**.

When running, the "**...and stop iTunes**" checkbox will be visible. If checked when the "**Stop**" button is pressed, iTunes will stop playing and select the next track in the playlist.

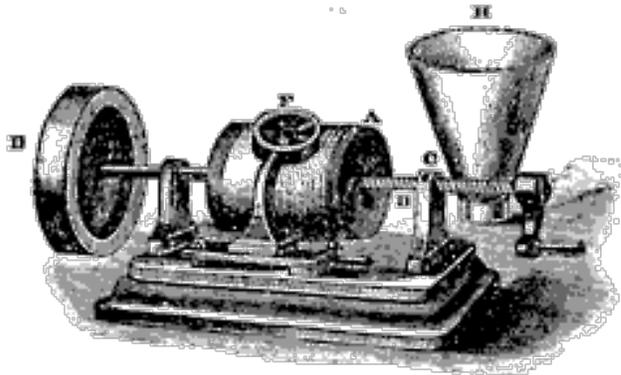
## To Quit:

- Choose Quit from the **Needle Drop** Application menu or press **Command-Q** or click its close button. Or, Control-click/Right-click its icon in the Dock and choose Quit from the pop-up.

## Up Next:

- For best results, be sure to clear the Up Next queue.

## How it works:



## Helpful Links:

**Information and download link for this script is located at:**

<https://dougscripts.com/itunes/scripts/ss.php?sp=needledrop>

**If you have any trouble with this script, please email me.**

My name is Doug Adams

[support@dougscripts.com](mailto:support@dougscripts.com)

Click on the underlined URL text:

- Doug's AppleScripts for iTunes
- Assign Shortcut Keys to AppleScripts
- Doug's RSS Feed - **Recent site news, script additions and updates** (add link to your news reader)
- 30 Most Recent RSS Feed - **Most recent new and updated scripts** (add link to your news reader)

**Version History:**

v6.4 sept 19 2018

- Initial accommodation for macOS 10.14 Mojave
- Minor performance and security improvements

v6.3 mar 18 2018

- Minor maintenance
- Adds notification reminder to clear Up Next before engaging

v6.2 Sept 4, 2017

- Initial accommodation for macOS 10.13 High Sierra
- Minor performance and security improvements

v6.1 May 23, 2017

- Accommodates playlist windows in iTunes 12.6 and later
- Fixes compatibility issue with macOS 10.12.5

v6.0 December 13, 2016

- Stays-open while running and between engagements
- Select to stop iTunes when dis-engaging
- Minor maintenance and UI enhancements
- This version for macOS 10.10 and later only

v5.3 May 17, 2016

- Workaround a bug in iTunes 12.4 that prevents start time player position from being set

v5.2 May 10, 2016

- Adds fade option
- Maintenance

v5.1 July 18, 2015

- Preliminary support for OS X 10.11 (El Capitan)
- Accommodates changes in iTunes 12.2
- Improved performance reliability

v5.0 Oct 5, 2014

- support for OS X 10.10 Yosemite/iTunes 12
- drops support for pre-Mountain Lion
- add "Check for Update" menu command
- minor tweaks

v4.1 Oct 19, 2013

- clarifies options UI
- fixes minor problem with entering text in pause seconds field

v4.0 Oct 3, 2013

- adds option to set pause time between playing tracks
- copes with Up Next behavior
- compiled as Cocoa-AppleScript

v3.0 April 29, 2008

- runs as universal binary
- quits (shortly) after iTunes is paused
- prevents error and quits properly if first dialog is canceled

v2.8 August 27, 2006

- fixed problem setting player position under some circumstances

v2.7 August 15, 2006

- asks for how many seconds into a track to start playing, other slight improvements

v2.6 October 13, 2004

- asks for number of seconds to play each track

v2.5 June 12 2003

-initial iTunes release

-(previous 1.x versions were for SoundJam)

This doc last updated September 19 2018

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