Big Buttons

v1.0

For macOS 11+/Music v1.1+
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This script applet is a controller for the Music app. Up to eight "Chambers" can each be assigned with a track and the Big Button in each Chamber will trigger the assigned track or its source playlist to play in the Music app. Additionally, commensurately large versions of standard (and supernumerary) transport controls are available in a Toolbar.

For macOS 11 and later only.

Installation:

This script, "Big Buttons", is an **AppleScript applet** and can be run by double-clicking its icon in the Finder. Thus, it can be installed anywhere you find it convenient to access. However, it is probably best accessed from the Script menu of the Music app from where it can be launched by clicking its name.

To make an AppleScript available in your **Music** Script menu, install it in the Music "Scripts" folder. This is located at *[user name] / Library / Music / Scripts /* . **Music** will look for AppleScripts in this folder.

> *The user Library directory may be 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 "Music" or "Scripts" folder, then create them and put the script(s) in the "Scripts" folder. AppleScripts will then appear in the Music app's 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.

Security & Privacy Settings

During operation, this script will need access to "System Events", an Accessibility application that can be controlled by AppleScript. Controlling "System Events" will enable the script to push buttons, click menu items and perform other interface-related actions—purely related to its essential operation only. When the script is launched for the **first time** an alert will ask you to change a setting in the *System Preferences > Security & Privacy > Privacy > Accessibility* panel. Click on the lock to enter your password to enable the list of apps. Then, put a checkmark in the checkbox next to this script in the list. Finally, dismiss System Preferences.

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

How to use:

Launch the script and, for convenience, position it alongside the Music app. There is a Toolbar at the top of the main window and eight numbered Chambers below.
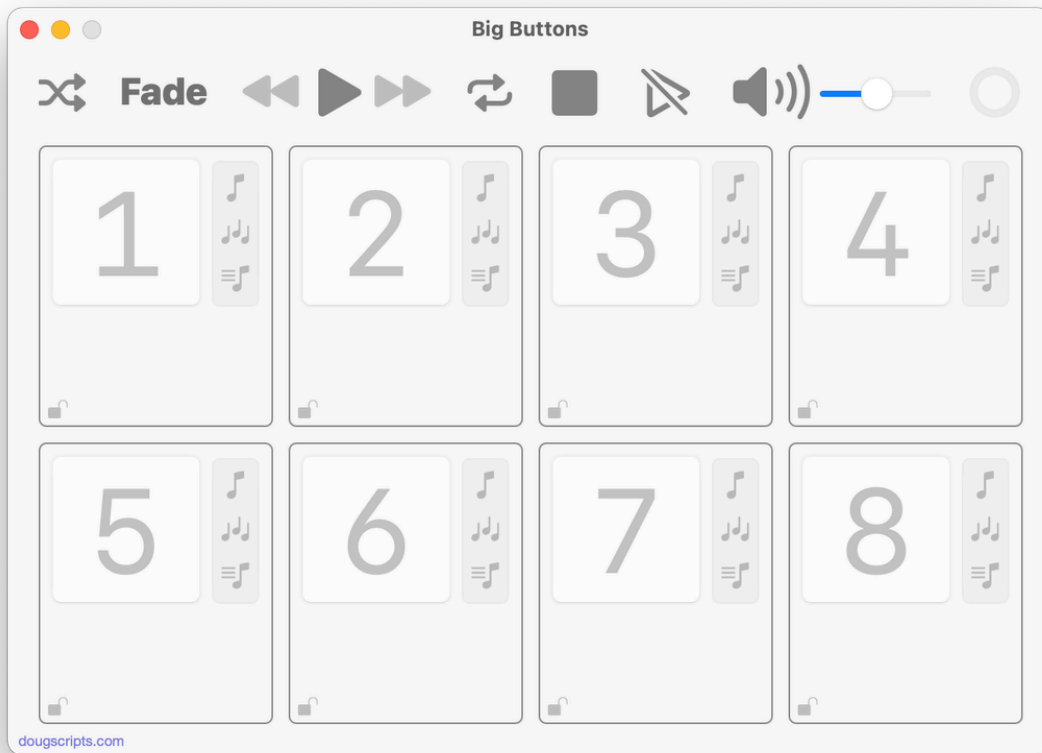
Each **Chamber** can be "loaded" with a track from the Music app. When a Chamber is assigned a track, its **Big Button** can trigger playing it, as though you had chosen it and pressed play in the Music app.

In the un-registered Demo Mode version, only Chambers 1 and 2 are enabled.

To load a Chamber with a track:

- Select a track from the main library or from any playlist in the Music app.
- Press and **hold** the keyboard's **option** key (sometimes labeled "alt")...
- ...and then **click-and-drag** the selected track from the Music app to a Chamber in the Big Buttons app.

When a Chamber is loaded with a track the Chamber becomes enabled:
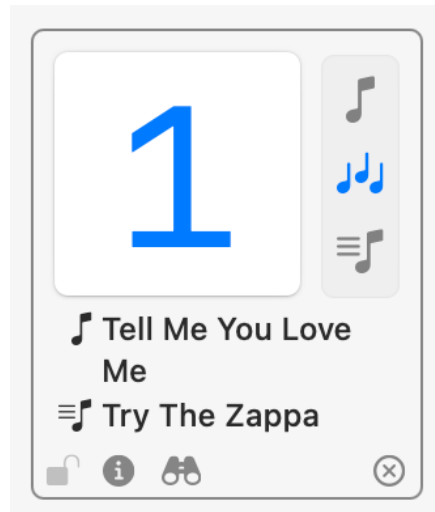
- The **Title** of the track and the **Title** of the playlist it was dragged from are displayed below the Chamber's Big Button.

- The three **Play Mode** buttons to the right of the Big Button are enabled.

- The **Lock** button will change to a *locked* lock. (Except in Demo Mode; it stays *unlocked*.).

- The other **Action Buttons** along the bottom of the Chamber are enabled

Click the Chamber's **Big Button**. The track will begin playing in the playlist it was dragged from. Click it again a few seconds later. It will start playing again. And so on.

Play Modes

When a Chamber's Big Button is clicked, one of the three **Play Modes** will be in effect. The **Play Modes** are, from top to bottom:

- **Play the Track Once** The track plays once and the Music app stops.

- **Play the Track and Continue** The playlist the track was dragged from plays starting from the track.

- **Play the Playlist from the Top** The playlist the track was dragged from plays starting from its *first* track regardless of the track assigned to the Chamber. This is the way to trigger playing a playlist; just drag any track from it.

To be clear: the Music app does the playing and anything it is currently playing will

stop when the triggered action starts playing.

Lock Button

The lock button in the lower left corner of a Chamber toggles whether its track can be cleared or preserved. When **unlocked**, the track will be cleared after it is played or when the applet is quit. Also, at any time, a different track can be assigned to an unlocked Chamber.

When **locked**, a track remains assigned to the Chamber until it is manually cleared. It cannot be replaced if dragging a new track to the Chamber. It will also be preserved between launches.

When a track is dragged to a Chamber, the Lock button is automatically *locked*. This can be changed in Preferences.

In Demo Mode, the Lock button is disabled; however, tracks will not be auto-cleared from a Chamber when played but they will be cleared (not preserved, that is) when the applet is quit.

Action Buttons

- **Info** A popover displays basic information about the Chamber's assigned track.

- **Show in Music** Selects the assigned track in the Music app.

- **Clear** De-assign the track from the Chamber; clear it.

Toolbar Transport Controls

For the most part these controls are the same as the conventional ones:

- **Shuffle**

- **Fade** Set a :05 to :15 second duration for a fade-to-nil to commence on the currently playing track whenever the Big Buttons app triggers play. This not only includes a Big Button trigger, but also the **Previous** and **Next** controls.

- **Previous - Play/Pause - Next**

- **Repeat**

- **Stop**

- **Clear Music's "Playing Next" Queue**

- **Mute/Unmute - Volume**

- **Countdown Ring** Whenever the currently playing track in Music reaches -:30 seconds, this progress ring will do its thing.

Preferences

Access the Preferences sheet from the Application menu or by pressing **Command-,** (comma).

- **Transport control buttons location** - Toggle the location of the Toolbar. (Visible in registered version only.)

- **Initial Play Mode** - Selects this Play Mode for a Chamber automatically when a track is dragged and assigned to it.

- **Auto-lock** - Toggles whether the Lock button automatically *locks* when a track is dragged and assigned to a Chamber. (Visible in registered version only.) The default is YES.

Tips + Caveats:

- To be clear (again): the applet does not play the audio. The track (or playlist) is played by the Music app.

- Response between the applet and the Music app is not *instantaneous* but it is *pretty good*. I wouldn't use it in mission critical situations without a good feel for how it will behave. But, firing sound effects and music beds during a podcast? Probably great at that.

- A locked Chamber will preserve its assigned track between launches of the applet. However, if the track changes location in the Music app, Big Buttons will not go looking for it. It expects an assigned track to be in the playlist it was originally dragged from.

- For best results, select tracks from playlists rather than the main library. Smart playlists make excellent source playlists when used with Shuffle, for example.

Helpful Links:

Information and download link for this script is located at:
https://dougscripts.com/itunes/scripts/ss.php?sp=mxbigbuttona

If you have any trouble with this script, please email me.
My name is Doug Adams
support@dougscripts.com

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Version History:

v1.0 October 9, 2021
- initial release

This doc last updated October 9, 2021