

Automating Mouse features in Autoit

Introduction

Many people find Autoit very fun to use, this is because of its ability to make massive applications, but still be easy to learn.

What I found the most interesting about Autoit was the ability to tinker with the keyboard and the mouse, and in this tutorial I am going to show you how!

I am assuming you already have Autoit installed, and that you are reasonably comfortable with the layout of Scite.

Mouse

First of all open up Scite, as well as Autoit Window Info and type in the code below:

```
MouseMove(30,750)
```

Save it as “MouseMove.au3” and then run your script.

Wow! Did you see that?! The Cursor moved to the start menu, you can use this script to move your cursor all over the place, but the fun does not stop there. Wouldn't it be even better if you could also control the clicks of your mouse? Well, in Autoit, you can do just that; add the following changes (in red):

```
MouseMove(30,750)  
MouseClick("left")
```

The Script now moves to the start panel AND clicks on it! Now imagine a whole script in which you only have to click it and all of your functions get done with the mouse, thus adding style! Impress your friends and then move on.

For many programmers though, it does not stop there you can use this functions as many times as you want in the same program! Check out my Windows Media Player Script:

```
#Region ;**** Directives created by AutoIt3Wrapper_GUI ****
#AutoIt3Wrapper_Res_requestedExecutionLevel=asInvoker
#EndRegion ;**** Directives created by AutoIt3Wrapper_GUI ****

MouseMove(30,750)

Sleep(100)

MouseClick("left")

Sleep(100)

MouseMove(29,663)

Sleep(100)

MouseClick("Left")

Sleep(100)

MouseMove(110,170)

Sleep(100)

MouseClick("left")

Sleep(100)

MouseMove(76,369)

Sleep(100)

MouseClick("left")

Sleep(100)

MouseMove(684,702)

Sleep(500)

MouseClick("left")
```

Now you may not have noticed, but there is a new function that I used in my script that you may not know, and this is the

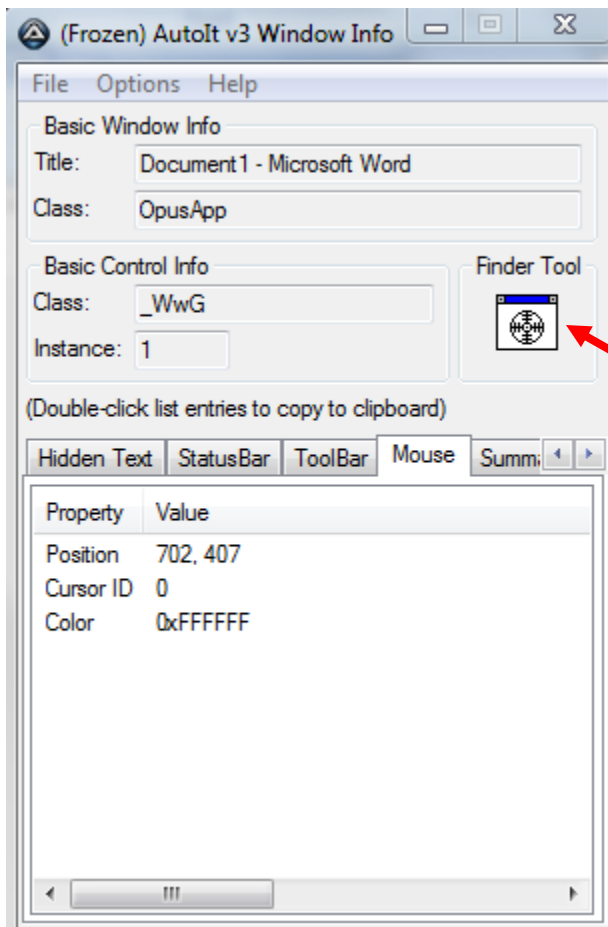
“Sleep” Function. This function pauses the script for a given amount of time and then continues where it gave off. Many times I used this because the time it takes to load a Window may be longer than the time it takes to use the function. There is another way to bypass that though and that is with the “Speed” option.

The speed option determines how fast the cursor moves, with 100 being fastest (and default), and 1 the slowest. Using this option is very easy, instead of adding parentheses at the end of the “y”, add another comma and type in your speed. I prefer 50 because of its normal speed but it is totally up to you.

Now you may be thinking, “Why has he got me stuck with this Autoit Info Window open?” Here is the answer, Autoit Info Window is a program (built with the same language), that gives you information on many things that you drag over with the crosshair, this is very useful and we will use it in the next paragraph.

If you haven’t already opened it, open Autoit Info Window, and click on the window tab. Now, using your mouse, click and drag the Finder Tool to this PDF Frame. This gives you information on what frames and programs are working and how to reach them in your folders, but this can also be used to get the exact mouse coordinates of your cursor! To do this, all you need to

do is click on the Mouse tab in the AutoIt Info Window and drag your crosshair to the location you want the coordinates for.



Then, use these coordinates in your script and you will be finding yourself scripting programs that you thought was impossible!

Keyboard

There are only a few keyboard functions on Autoscript, but they can be fun to use! People use the Keyboard for everything, and

it is growing to be the most needed gadget for a computer. So, we are now going to look at the Block Input Function which blocks user input.

I cannot offer Keyboard automation training at the moment, as my notepad has a glitch, but you can view the online tutorial [here](#).

There are also the Drag and Scroll functions, but I think they explain themselves. This concludes my tutorial and I hope my tutorial was clear. And good luck with your programming!