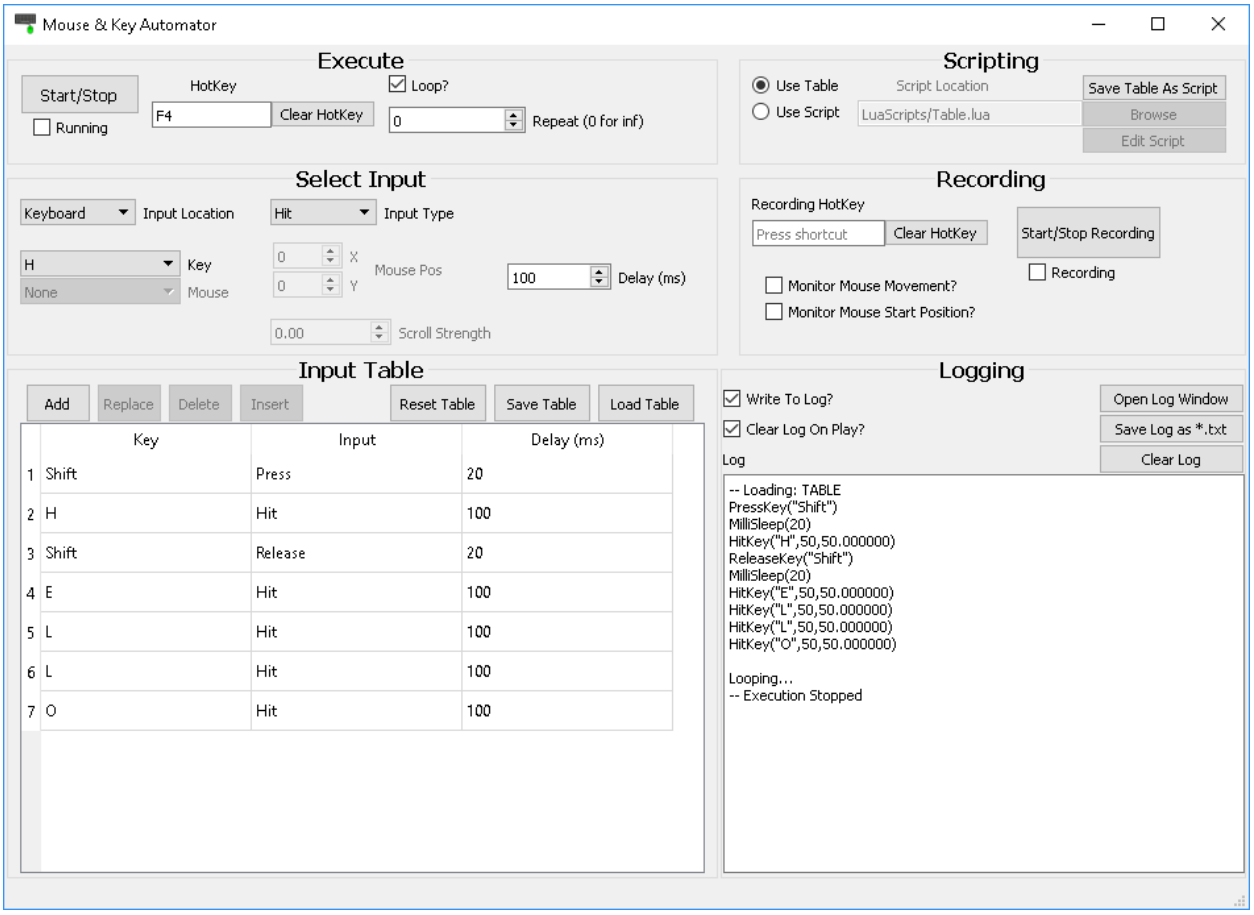
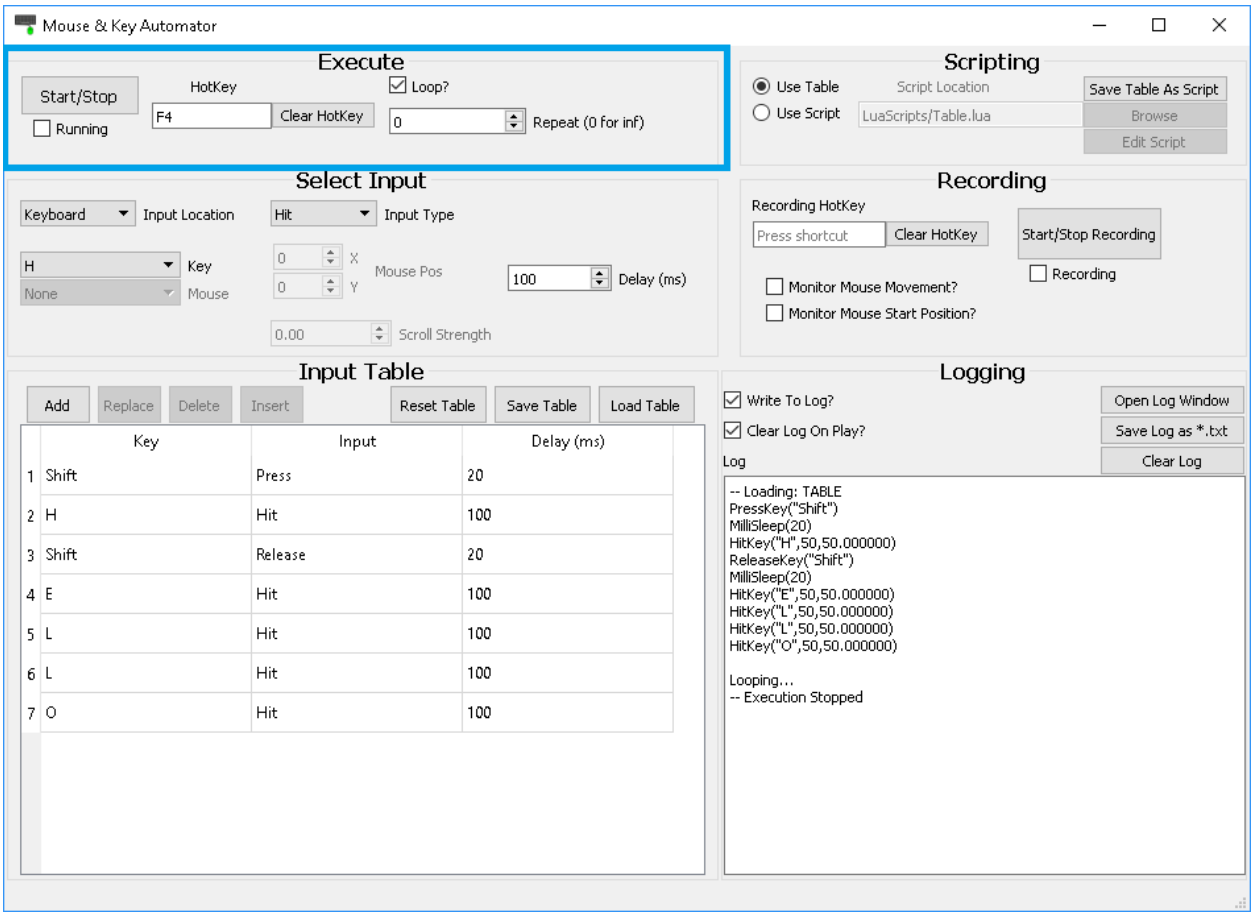
Mouse & Key Automator GUI Documentation



Filling out the input table:

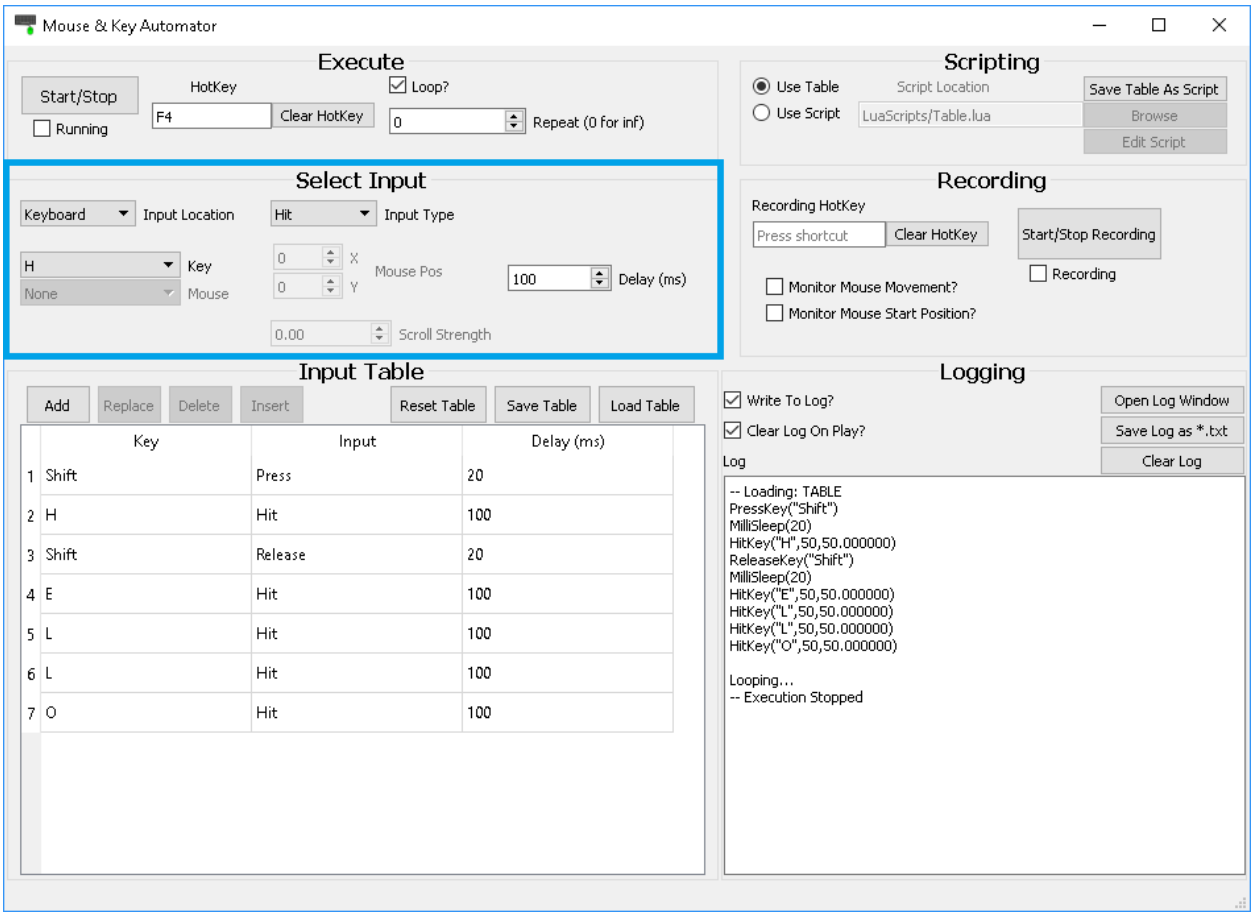
1. Run the file Mouse & Key Automator.exe
2. Make sure Use Table is selected in the Scripting section
3. Enter the desired input into the Select Input section
4. Click the Add button in the Input Table section
5. Continue adding input until the desired table is created. You can double click on a table cell if you wish to update the key/input/delay manually.
6. If you want to loop the automation select the loop checkbox and the number of times to loop
7. Press the HotKey or click the Start/Stop button to start the automation
8. Press the HotKey or click the Start/Stop button to stop the automation
9. If the automation performs as desired then save the table by clicking the Save Table button in the Input Table section
10. To reload the table click the Load Table button in the Input Table section

Execute Section:



- Start/Stop button
  - Can be clicked to start and stop the automation
- Running checkbox
  - Shows if the tool is automating input
  - Can be clicked to toggle the automation
- HotKey
  - When the designated HotKey is pressed on the keyboard the automation will be started/stopped
  - The HotKey can be either a single key or a combination of Ctrl,Alt,Shift, and some other key
  - Click the Clear HotKey button to remove the HotKey
- Loop
  - If checked the automation will repeat
  - Select the number of times to repeat in the number box below
  - Use 0 for infinite repeating
  - If looping forever it can be difficult to stop the automation in some input configurations. For this reason it is recommended that the HotKey isn't used in the Input Table and the HotKey should be used to start and stop execution whenever possible

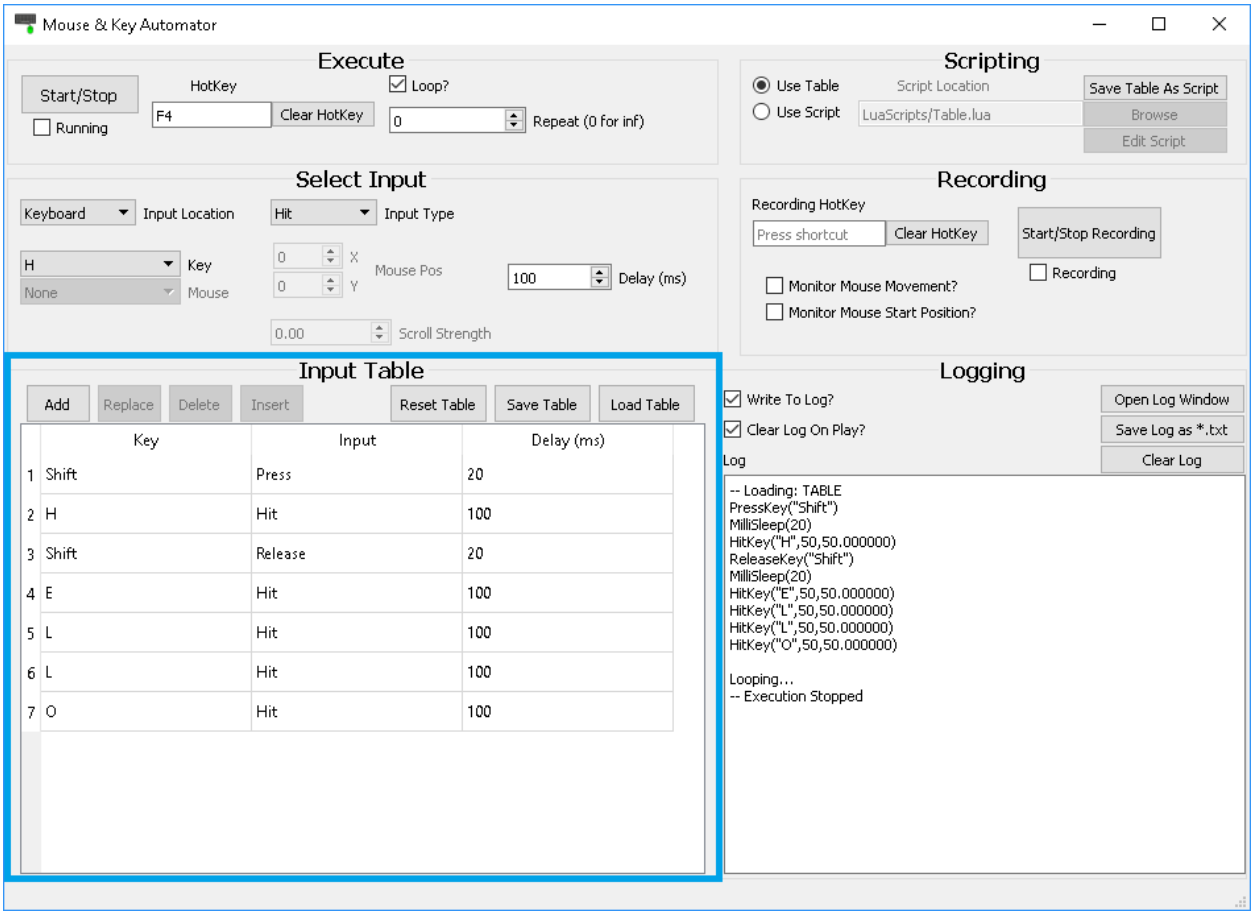
Select Input Section:



- Input Location dropbox
  - Choose either Keyboard, Mouse, or None
  - Keyboard enables the Key dropdown for selecting keyboard inputs
  - Mouse enables the Mouse dropdown for selecting mouse inputs
  - None can be used to specify a Delay
- Key dropdown
  - If Keyboard is selected for the Input Location the key can be selected
  - The dropdown is sorted alphabetically
  - The keys can either be Hit, Pressed, or Released
- Mouse dropdown
  - If Mouse is selected for the Input Location
  - The mouse position can be changed or set. For these the input is specified in the Mouse Pos number boxes
  - The mouse can be scrolled up or down. Scroll strength is specified in the Scroll Strength number box
  - The mouse can be clicked with the left, right, middle, X1, or X2 buttons
- Input Type dropdown
  - Select Hit, Press, or Release

- Hit will press the key for at most 50ms and then release it for the rest of the delay. If the delay is smaller than 100ms then the key will be pressed for half the time and released for the other half.
- Press will hold the key down until a Release input for the key is executed
- Specify Release after calling Press in order to release the key when desired.
- Press/Release gives more control, but it increases the size of the table

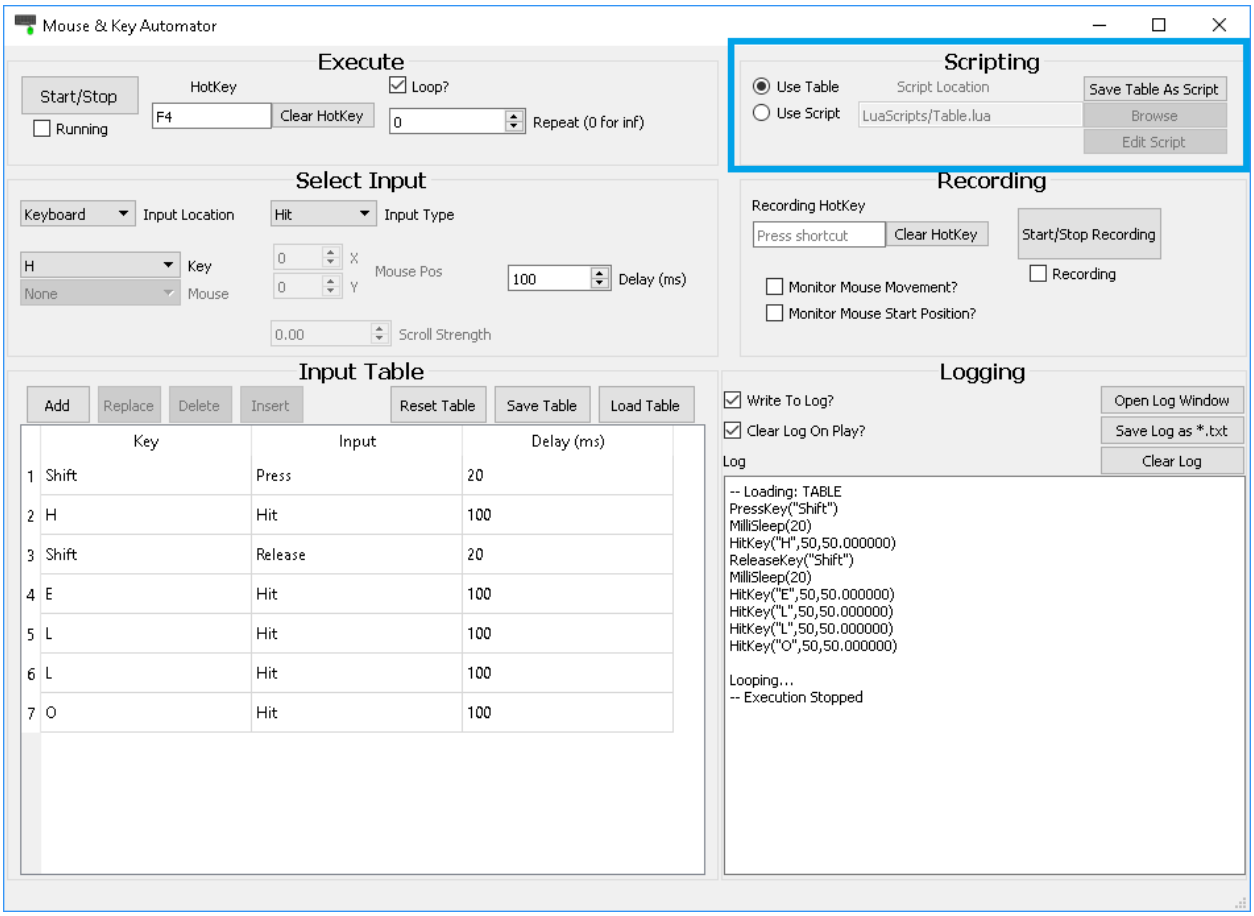
Input Table Section:



- Add button
  - After the Select Input section has been filled out you can click on the Add button to add that input to the table
- Replace button
  - Replaces the selected input row with the configuration filled out in the Select Input section
- Delete button
  - Deletes the selected input row
- Insert button
  - Inserts before the selected input the configuration filled out in the Select Input section

- Reset Table button
    - Clears all input rows from the table
- Save Table button
    - Saves the table to a *.table file
- Load Table button
    - Loads a table from an existing *.table file
- Table functions
    - Double click on a cell to change the table manually
    - If a bad input is entered into a cell then the cell will be shaded Red until the error is resolved
    - Press the Delete key in order to delete the selected row from the table
    - Drag and Drop an input row to move the row up and down the table

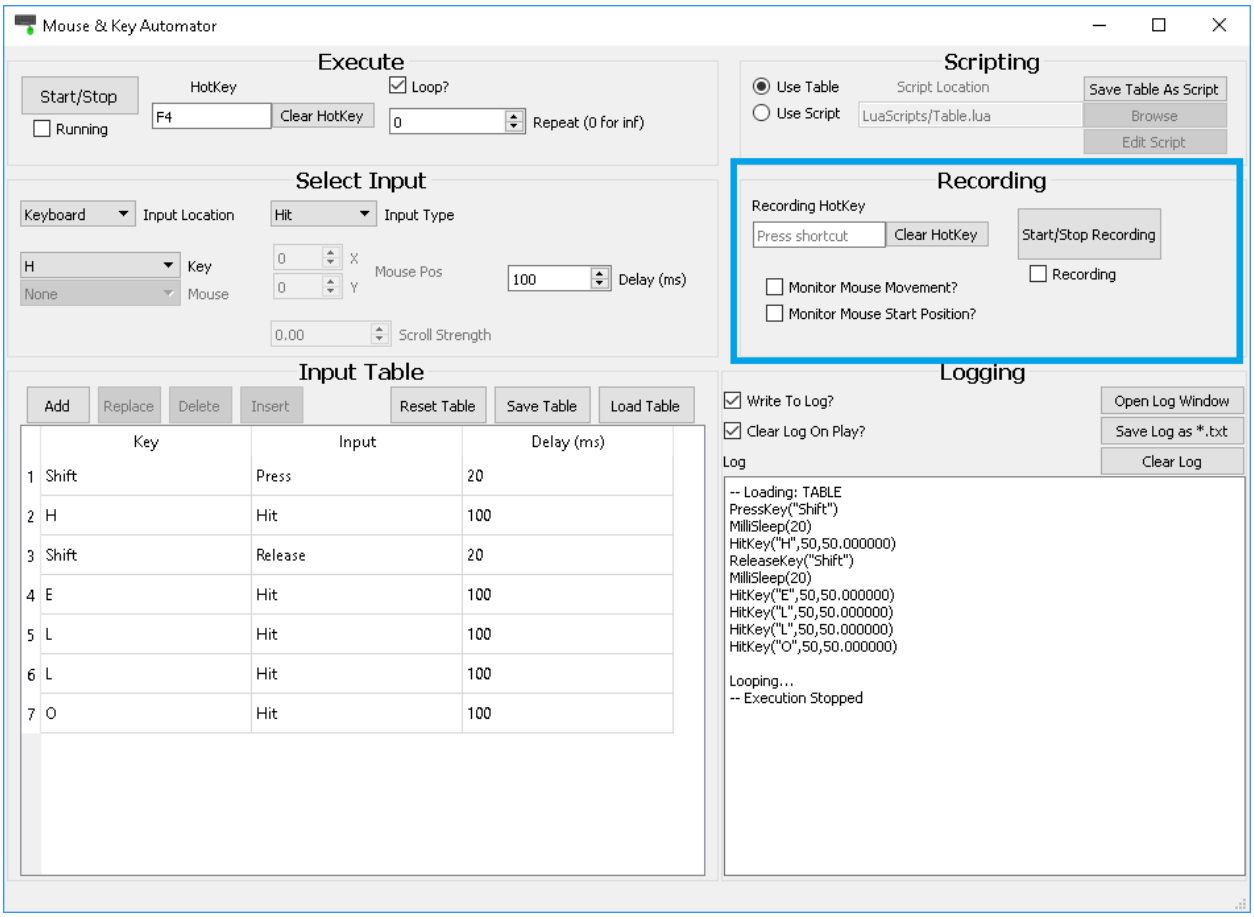
Scripting Section:



- Use Table/Use Scripting
    - If Use Table is checked then the Input Table section will be used when automating input
    - If Use Scripting is checked then the selected *.lua script will be used when automating input

- Script Location
    - Only enabled if the Use Script radio button is checked
    - Click the Browse button to specify a link to a *.lua file. This file will be used when automating the input.
- Save Table As Script button
    - Saves the current table input configuration as a *.lua file
    - Checks the Use Scripting radio button
    - Sets the Script Location to link to the newly created lua file
- Edit Script button
    - This button will open the file in the Script Location text box
    - The default application for opening *.lua files will be used
    - Make sure a text editor is specified in your system for opening *.lua files

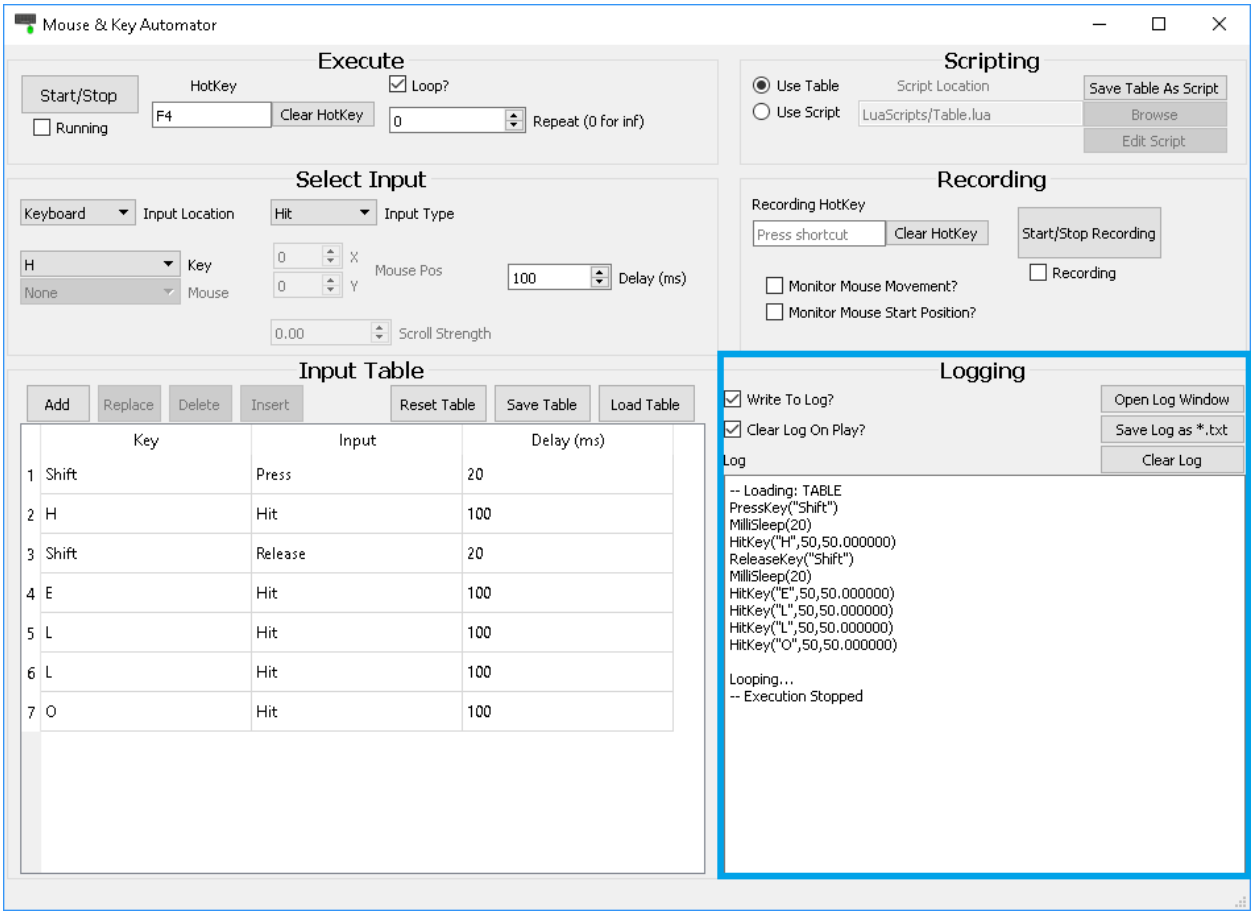
Recording Section:



- Start/Stop Recording button
    - Starts and stops the recording of input
    - While recording any input is recorded
    - When the recording is stopped a *.lua file is saved

    - The Script Location in the Scripting section is changed to equal the new *.lua file
    - The Use Script radio button in the Scripting section is checked
    - The *.lua script uses a timer to make sure the timing of the inputs is the same as when recording.
- Recording checkbox
    - Checked if the tool is recording input
    - Toggle this to Start and Stop recording
- Recording HotKey
    - Input the desired HotKey for recording
    - The HotKey can be pressed to start and stop input recording
    - Can be an individual key or a combination of Ctrl, Alt, Shift, and another key
- Monitor Mouse Movement? checkbox
    - Check this in order to record Delta X and Y positions for the mouse
- Monitor Mouse Start Position? checkbox
    - Check this in order to record the initial X and Y positions for the mouse

Logging Section:



- Write To Log? checkbox

    - Check this box in order to allow the tool to write execution information to the log text box
- Clear Log On Play? checkbox
    - Check this box in order to clear the log text box every time automation is started/stopped
- Open Log Window button
    - Opens the log text box in a separate window
- Save Log as *.txt button
    - Saves the log to a *.txt file
- Clear Log button
    - Deletes the content in the current log text box
- Log text box
    - Displays the current log
    - Shows information on the Lua Script that gets executed, how many time it will get executed, logs that are specified in the lua file, and any errors that occur