



# İLERİ DÜZEY AUTO-IT ÖRNEKLERİ

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İlk örnek kurulum dosyasını autoit içine gizlemek. Katılımsız kurulum dosyanızı çaldırmak istemiyorsanız güzel bir seçenек.

```
FileInstall("C:\Documents and Settings\Administrator.PC\Desktop\emule.exe",@TempDir & "\$$$.tmp")
```

Program compile olurken C:\Documents and Settings\Administrator.PC\Desktop\emule.exe dosyasını kendi içine alır. Exe çalıştırılınca @TempDir yani sistemin geçici klasörüne "\$\$.tmp" ismiyle açılır.

Ardından isim değiştirmemiz gerek ki dosya çalışsın.

```
FileMove ( @TempDir & "\$$$.tmp",@TempDir & "\temp.exe" ,1 )
```

AutoIT'de dosya adlandırma fonksiyonu yok. Onun için FileMove yani dosya taşıma komutunun kaynak ve hedef klasörlerini aynı tutarak isim değiştiriyoruz.

Ve programımızı Çalıştırıyoruz.

```
RunWait(@TempDir & "\temp.exe")
```

RunWait komutu çalıştırılan program sona ermeden autoit'in sonraki satırın işleme geçmesini engeller.

Ardından dosyamızı silip pisliğimizi temizleyelim.

```
FileDelete(@TempDir & "\temp.exe")
```

Komple vereyim üstteki kodu:

```
FileInstall("C:\Documents and Settings\Administrator.PC\Desktop\emule.exe",@TempDir & "\$$$.tmp")
FileMove ( @TempDir & "\$$$.tmp",@TempDir & "\temp.exe" ,1 )
RunWait(@TempDir & "\temp.exe")
FileDelete(@TempDir & "\temp.exe")
```

Programı compile edince elinizde program boyutundan 200kb büyük bir dosya olacaktır. Hayırlı olsun.

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### **Programın ilk satırına**

```
Opt("TrayIconHide", 1)
```

yazarsanız sistem çubuğunda autoit ikonu gözükmez.

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Bir alana veri yazmanın en iyi yöntemi send değildir. Çünkü 30 rakamlık bir seri numarasının send ile programa gönderilişi süre kaybettirir. Bunun için Kopyala yapıştır fonksiyonu daha kullanışlı olacaktır.

ClipPut komutu clipboard'a veri koymayı sağlar.

```
ClipPut("2432432-323245345-34534543-3425345")  
Send("^v")
```

^v CTRL + V demek oluyor. bu şekilde clipboarddaki veriyi zaman kaybetmeden alana yazmış oluruz.

Ayrıca send İle De Aşağıdaki Gibi Yapılabilir

```
Send "USER"; kullanıcı adını yolluyoruz.
```

```
SEND "{TAB}"; tab tuşu yolluyoruz
```

```
SEND "468909dfodjhg4958645";Serialimizi yolladık
```

```
SEND "{ENTER}"; Entere bastık işlem tamam.
```

```
Processclose("Programınismi.exe"); Programımızı kapatalım bitsin.
```

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## Oynak pencereler

```
$hwnd = GUICreate("Animate Window", 300, 300)
```

```
DllCall("user32.dll", "int", "AnimateWindow", "hwnd", $hwnd, "int", 1000, "long", 0x00080000);fade-in  
GUISetState()
```

```
DllCall("user32.dll", "int", "AnimateWindow", "hwnd", $hwnd, "int", 1000, "long", 0x00090000);fade-  
out
```

```
DllCall("user32.dll", "int", "AnimateWindow", "hwnd", $hwnd, "int", 1000, "long", 0x00040001);slide in  
from left
```

```
DllCall("user32.dll", "int", "AnimateWindow", "hwnd", $hwnd, "int", 1000, "long", 0x00050002);slide  
out to left
```

```
DllCall("user32.dll", "int", "AnimateWindow", "hwnd", $hwnd, "int", 1000, "long", 0x00040002);slide in  
from right
```

```
DllCall("user32.dll", "int", "AnimateWindow", "hwnd", $hwnd, "int", 1000, "long", 0x00050001);slide  
out to right
```

```
DllCall("user32.dll", "int", "AnimateWindow", "hwnd", $hwnd, "int", 1000, "long", 0x00040004);slide-in  
from top
```

```
DllCall("user32.dll", "int", "AnimateWindow", "hwnd", $hwnd, "int", 1000, "long", 0x00050008);slide-  
out to top
```

```
DllCall("user32.dll", "int", "AnimateWindow", "hwnd", $hwnd, "int", 1000, "long", 0x00040008);slide-in  
from bottom
```

```
DllCall("user32.dll", "int", "AnimateWindow", "hwnd", $hwnd, "int", 1000, "long", 0x00050004);slide-  
out to bottom
```

```
DllCall("user32.dll", "int", "AnimateWindow", "hwnd", $hwnd, "int", 1000, "long", 0x00040005);diag  
slide-in from Top-left
```

```
DllCall("user32.dll", "int", "AnimateWindow", "hwnd", $hwnd, "int", 1000, "long", 0x0005000a);diag  
slide-out to Top-left
```

```
DllCall("user32.dll", "int", "AnimateWindow", "hwnd", $hwnd, "int", 1000, "long", 0x00040006);diag  
slide-in from Top-Right
```

```

DllCall("user32.dll", "int", "AnimateWindow", "hwnd", $hwnd, "int", 1000, "long", 0x00050009);diag
slide-out to Top-Right
DllCall("user32.dll", "int", "AnimateWindow", "hwnd", $hwnd, "int", 1000, "long", 0x00040009);diag
slide-in from Bottom-left
DllCall("user32.dll", "int", "AnimateWindow", "hwnd", $hwnd, "int", 1000, "long", 0x00050006);diag
slide-out to Bottom-left
DllCall("user32.dll", "int", "AnimateWindow", "hwnd", $hwnd, "int", 1000, "long", 0x0004000a);diag
slide-in from Bottom-right
DllCall("user32.dll", "int", "AnimateWindow", "hwnd", $hwnd, "int", 1000, "long", 0x00050005);diag
slide-out to Bottom-right
DllCall("user32.dll", "int", "AnimateWindow", "hwnd", $hwnd, "int", 1000, "long",
0x00040010);explode
DllCall("user32.dll", "int", "AnimateWindow", "hwnd", $hwnd, "int", 1000, "long",
0x00050010);implode
#cs
    #define AW_HOR_POSITIVE        0x00000001
    #define AW_HOR_NEGATIVE       0x00000002
    #define AW_VER_POSITIVE       0x00000004
    #define AW_VER_NEGATIVE       0x00000008
    #define AW_CENTER              0x00000010
    #define AW_HIDE                0x00010000
    #define AW_ACTIVATE            0x00020000
    #define AW_SLIDE               0x00040000
    #define AW_BLEND               0x00080000
#ce

```

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## Quick Launch'a kısayol oluşturma

```

$userQuickLaunchPath = @AppDataDir & "\Microsoft\Internet Explorer\Quick Launch"
$globalQuickLaunchPath = @AppDataCommonDir & "\Microsoft\Internet Explorer\Quick Launch"

$shortcutTarget = @WindowsDir & "\notepad.exe";pick whatever you want
FileCreateshortcut($shortcutTarget, $userQuickLaunchPath & "\Notepad.lnk")

```

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## Windows Kopyalama Animasyonlu kopyalama yapmak

```

Global Const $FO_MOVE            = 0x0001
Global Const $FO_COPY           = 0x0002
Global Const $FO_DELETE         = 0x0003
Global Const $FO_RENAME         = 0x0004

Global Const $FOF_MULTIDESTFILES = 0x0001
Global Const $FOF_CONFIRMMOUSE  = 0x0002
Global Const $FOF_SILENT        = 0x0004
Global Const $FOF_RENAMEONCOLLISION = 0x0008
Global Const $FOF_NOCONFIRMATION = 0x0010
Global Const $FOF_WANTMAPPINGHANDLE = 0x0020
Global Const $FOF_ALLOWUNDO     = 0x0040
Global Const $FOF_FILESONLY     = 0x0080

```

```

Global Const $FOF_SIMPLEPROGRESS      = 0x0100
Global Const $FOF_NOCONFIRMMKDIR     = 0x0200
Global Const $FOF_NOERRORUI          = 0x0400
Global Const $FOF_NOCOPYSECURITYATTRIBS = 0x0800
Global Const $FOF_NORECURSION        = 0x1000
Global Const $FOF_NO_CONNECTED_ELEMENTS = 0x2000
Global Const $FOF_WANTNUKEWARNING    = 0x4000
Global Const $FOF_NORECURSEREPARSE   = 0x8000

```

```

$n = _CopyWithProgress("D:\Tarsus Otomobil Sporları Kulübü\TAROSK Organizasyonları",
"C:\Documents and Settings\TEKNORIUM\Desktop\Yeni Klasör")
;~ If Not $n Then ConsoleWrite('error:' & @error & @CRLF)

```

```

Func _CopyWithProgress($sFrom, $sTo)
    Local $SHFILEOPSTRUCT, $pFrom, $pTo, $aDllRet, $i, $nError = 0
    $SHFILEOPSTRUCT = DllStructCreate("hwnd hwnd;uint wFunc;ptr pFrom;ptr pTo;int fFlags;int
fAnyOperationsAborted;ptr hNameMappings;ptr lpszProgressTitle")
    DllStructSetData($SHFILEOPSTRUCT, "hwnd", 0)
    DllStructSetData($SHFILEOPSTRUCT, "wFunc", $FO_COPY)
    $pFrom = DllStructCreate("char[" & StringLen($sFrom)+2 & "]")
    DllStructSetData($pFrom, 1, $sFrom)
    For $i = 1 To StringLen($sFrom)+2
        If DllStructGetData($pFrom, 1, $i) = Chr(10) Then DllStructSetData($pFrom, 1, Chr(0), $i)
    Next
    DllStructSetData($pFrom, 1, Chr(0), StringLen($sFrom)+2); second null at the end
    DllStructSetData($SHFILEOPSTRUCT, "pFrom", DllStructGetPtr($pFrom))
    $pTo = DllStructCreate("char[" & StringLen($sTo)+2 & "]")
    DllStructSetData($pTo, 1, $sTo)
    DllStructSetData($pTo, 1, Chr(0), StringLen($sTo)+2); second null at the end
    DllStructSetData($SHFILEOPSTRUCT, "pTo", DllStructGetPtr($pTo))
    DllStructSetData($SHFILEOPSTRUCT, "fFlags", BitOR($FOF_NOCONFIRMMKDIR,
$FOF_NOCONFIRMATION, $FOF_NOERRORUI))
    DllStructSetData($SHFILEOPSTRUCT, "fAnyOperationsAborted", 0)
    DllStructSetData($SHFILEOPSTRUCT, "hNameMappings", 0)
    DllStructSetData($SHFILEOPSTRUCT, "lpszProgressTitle", 0)
    $aDllRet = DllCall("shell32.dll", "int", "SHFileOperation", "ptr", DllStructGetPtr($SHFILEOPSTRUCT))
    If @error Or $aDllRet[0] <> 0 Then
        $aDllRet = DllCall("kernel32.dll", "long", "GetLastError")
        If Not @error Then $nError = $aDllRet[0]
    EndIf
    ; test if button Abort was pressed
    If DllStructGetData($SHFILEOPSTRUCT, "fAnyOperationsAborted") Then $nError = -1

    $pFrom = 0
    $pTo = 0
    $SHFILEOPSTRUCT = 0
    If $nError <> 0 Then
        SetError($nError)
        Return False
    EndIf
    Return True
EndFunc

```

---

## Script programımızı yeniden başlatma

```
Func _restart()
  If @Compiled = 1 Then
    Run( FileGetShortName(@ScriptFullPath))
  Else
    Run( FileGetShortName(@AutoItExe) & " " & FileGetShortName(@ScriptFullPath))
  EndIf
  Exit
EndFunc ;==>_restart
```

---

## Bir program kitlenmişmi diye kontrol etme

If \_NotResponding("PRİGRAM BAŞLIĞI", TEXT İÇERİK[OPTIONAL], 1) Then; The last parameter indicates whether you want to close the hung app or not.

```
  MsgBox(0, "", "Hung Application, closing app now.")
Else
  MsgBox(0, "", "Application running as intended.")
EndIf
```

```
Func _NotResponding($title, $text, $closeIfHung = 0)
  $hWnd = WinGetHandle($title, $text)
  If $hWnd == "" Then
    MsgBox(0, "Error", "Could not find window")
    Exit
  EndIf
  $retArr = DllCall("user32.dll", "int", "IsHungAppWindow", "hwnd", $hWnd)
  If @error == 0 Then
    If $retArr[0] == 1 Then
      If $closeIfHung Then
        ProcessClose(WinGetProcess($title, $text))
      EndIf
      Return 1
    EndIf
  Else
    Return 0
  EndIf
EndFunc ;==>_NotResponding
```

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