

C1autogui () module

- **position ()** : Gets the current position of Mouse.

Arguments : NIL

Returns : x and y as co-ordinates of the screen.

- **moveT0 ()** : Moves the mouse cursor to a point on the screen

Arguments : moveTo(x=None, y=None, duration=0.0)

x (int, float, None, tuple, optional): The x position on the screen where the click happens. None by default. If tuple, this is used for x and y.

y (int, float, None, optional): The y position on the screen where the click happens. None by default.

duration (float, optional): The amount of time it takes to move the mouse cursor to the xy coordinates. If 0, then the mouse cursor is moved instantaneously. 0.0 by default.

Returns:

None

- **click ()** :

Arguments : click(x=None, y=None, clicks=1, interval=0.0, button='left', duration=0.0)

x (int, float, None, tuple, optional): The x position on the screen where the click happens. None by default. If tuple, this is used for x and y.

y (int, float, None, optional): The y position on the screen where the click happens. None by default.

clicks (int, optional): The number of clicks to perform. 1 by default. For example, passing 2 would do a doubleclick.

interval (float, optional): The number of seconds in between each click, if the number of clicks is greater than 1. 0.0 by default, for no pause in between clicks.

button (str, int, optional): The mouse button clicked. Must be one of 'left', 'middle', 'right' (or 1, 2, or 3) respectively. 'left' by default.

Returns :

None

- **keyPress ()** : Performs a keyboard key press without the release.

Arguments : **keyPress(key, pause=None)**

key (str): The key to be pressed down. The valid keys are below.

```
KEY_NAMES = ['\t', '\n', '\r', ' ', '!', '"', '#', '$', '%', '&', "'", '(',
')', '*', '+', ',', '-', '.', '/', '0', '1', '2', '3', '4', '5', '6', '7',
'8', '9', ':', ';', '<', '=', '>', '?', '@', '[', '\\', ']', '^', '_', '`',
'a', 'b', 'c', 'd', 'e', 'f', 'g', 'h', 'i', 'j', 'k', 'l', 'm', 'n', 'o',
'p', 'q', 'r', 's', 't', 'u', 'v', 'w', 'x', 'y', 'z', '{', '|', '}', '~',
'accept', 'add', 'alt', 'altleft', 'altright', 'apps', 'backspace',
'browserback', 'browserfavorites', 'browserforward', 'browserhome',
'browserrefresh', 'browsersearch', 'browserstop', 'capslock', 'clear',
'convert', 'ctrl', 'ctrlleft', 'ctrlright', 'decimal', 'del', 'delete',
'divide', 'down', 'end', 'enter', 'esc', 'escape', 'execute', 'f1', 'f10',
'f11', 'f12', 'f13', 'f14', 'f15', 'f16', 'f17', 'f18', 'f19', 'f2', 'f20',
'f21', 'f22', 'f23', 'f24', 'f3', 'f4', 'f5', 'f6', 'f7', 'f8', 'f9',
'final', 'fn', 'hanguel', 'hangul', 'hanja', 'help', 'home', 'insert', 'junja',
'kana', 'kanji', 'launchapp1', 'launchapp2', 'launchmail',
'launchmediaselect', 'left', 'modechange', 'multiply', 'nexttrack',
'nonconvert', 'num0', 'num1', 'num2', 'num3', 'num4', 'num5', 'num6',
'num7', 'num8', 'num9', 'numlock', 'pagedown', 'pageup', 'pause', 'pgdn',
'pgup', 'playpause', 'prevtrack', 'print', 'printscreen', 'prntscrn',
'prtsc', 'prtscr', 'return', 'right', 'scrolllock', 'select', 'separator',
'shift', 'shiftleft', 'shiftright', 'sleep', 'space', 'stop', 'subtract', 'tab',
'up', 'volumedown', 'volumemute', 'volumeup', 'win', 'winleft', 'winright', 'yen',
'command', 'option', 'optionleft', 'optionright']
```

Returns :

None

- **keyRelease ()** : Performs a keyboard key release

Arguments : **keyRelease(key, pause=None)**

key (str): The key to be released up. The keys are listed above.

Returns :

None

- **passString ()** : **Passess strings at mouse cursor.**

Arguments : `passString(message, interval=0.0)`

message (str, list): If a string, then the characters to be pressed. If a list, then the key names of the keys to press in order. The valid names are listed in `KEYBOARD_KEYS`.

interval (float, optional): The number of seconds in between each press. 0.0 by default, for no pause in between presses.

Returns :

None

- **hotkeys()** : **Performs key down presses on the arguments passed in order, then performs key releases in reverse order.**

Arguments : `hotkeys('str')`

key(s) (str): The series of keys to press, in order.

Returns :

None