

Help topics

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[Pavel](#), 31 January 2012 (created 14 November 2011)

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WinClip

[Deo](#), 7 February 2012 (created 15 December 2011)

WinClip is an [AutoHotkey_L](#) class allowing you to manipulate with Windows clipboard.

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It represents two sets of functions, - one is for direct clipboard manipulation (this functions can be called static), and another one is for manipulation with copy of clipboard represented in the specified format. In second case **WinClip** class must be instantiated, otherwise it will throw exception whenever you trying to call any of those functions.

Main difference between **static** and **instance** functions is that first work directly with current clipboard and not save data anywhere, but the **instance** functions work with the copy of clipboard data got earlier through the **iSnap()** method, allowing you to have several different copies of clipboard. To put instantiated copy of clip data to Windows clipboard you must call **iRestore()**

This two types of functions differentiated by name, instance ones begin with **"i"** letter, for example: Snap(), iSnap()

Usage Examples

And here is a list of functions.

Function	Description
Snap(ByRef data)	Copies current data from Windows clipboard data - variable where the data will be copied returns number of bytes copied from clipboard
iSnap()	Same as above, but puts data to the inner buffer
Restore(ByRef data)	Puts clip data got earlier through Snap() method back to Windows clipboard data - variable containing clipboard data which will be placed on Windows clipboard returns number of bytes written to clipboard
iRestore()	Same as above, but gets data from inner buffer saved earlier through iSnap()
Clear()	Clears current Windows clipboard, e.g. removes all data from it
iClear()	Clears inner clipboard buffer, does not touch Windows clipboard in any way
GetFormats()	Returns list of all formats Windows clipboard currently has in form of array: see below for example
iGetFormats()	Same as above, but parses currently kept inner buffer of clipboard data
Save(filePath)	Saves current clipboard data into file filePath - path to file returns number of bytes written
iSave(filePath)	Same as above, but saves data from inner buffer
Load(filePath)	Loads data from file directly to Windows clipboard filePath - path to file returns number of bytes read
iLoad(filePath)	Same as above, but loads data into inner buffer
Copy()	Clear current Windows clipboard, then send ctrl+c to the active window

Function	Description
iCopy()	Same as above, but copies new data into inner buffer without changing current Win clipboard content
Paste(plainText = "")	Just sends ctrl+v into active window plainText - if presented and not blank, it's content will be pasted instead, without changing original clipboard data
iPaste()	Copies clip data from inner buffer to clipboard and sends ctrl+v to active window
GetFiles()	Returns list of files Windows clipboard has for copying delimited with `n. This function will return anything only if you previously copied some files from explorer window
iGetFiles()	Same as above regarding inner clipboard buffer
SetFiles(files, isCut = 0)	Sets the list of files on clipboard which can be used in paste operations later through explorer windows files - ""n" delimited list of files isCut - if 1, on paste files will be cutted from original place
iSetFiles(files, isCut = 0)	Same as above regarding inner clipboard buffer
AppendFiles(files, isCut = 0)	Same as SetFiles() but appends list of files to the end instead of replacing them. All duplicate paths will be removed automatically
iAppendFiles(files, isCut = 0)	Same as above regarding inner clipboard buffer
GetBitmap()	Returns hBitmap if clipboard currently has any picture on it. See exmaple below about how to use that
iGetBitmap()	Same as above regarding inner clipboard buffer
SetBitmap(bitmap)	Sets bitmap on the clipboard bitmap - should be either full path to picture file or hBitmap Returns number of bytes finilazed clipboard has on success, or 0 otherwise Note: original clipboard data will not be cleared, so some applications may not "see" bitmap on clipboard if there is another format (EXCEL for example). Clear the clipboard data manually before inserting bitmap if you need so.
iSetBitmap(bitmap)	Same as above regarding inner clipboard buffer
GetText()	Returns plain text from current Windows clipboard
iGetText()	Same as above regarding inner buffer
SetText(textData)	Sets text to Windows clipboard. This is not replace all data on the clipboard, but only specific format textData - any string returns number of bytes placed on clipboard. This includes ALL data clipboard has, not only the text part
iSetText(textData)	Same as above but works with inner clipboard buffer without changing the real Windows clipboard
AppendText(textData)	Same as SetText() but instead of replacing, it appends text to one clipboard already has
iAppendText(textData)	Same as above but for inner buffer
GetHTML()	Returns raw html formatted data if Windows clipboard has one
iGetHTML()	Same as above regarding inner buffer
SetHTML(html, source = "")	Puts data on clipboard in HTML format html - data to place on clipboard source - source URL to specify for this data Returns number of bytes placed on clipboard
iSetHTML(html, source = "")	Same as above regarding inner buffer

Function	Description
iGetData(ByRef Data)	Copy data from inner clipboard Data - variable where clip data will be copied Returns number of bytes clip were copied There is NO such static method
iSetData(ByRef Data)	Puts data to inner clipboard buffer. Data - buffer containing data previously got from iGetData
IsEmpty()	Returns True if current Windows clipboard empty
ilsEmpty()	Returns True if inner clipboard buffer has no data (empty)
HasFormat(fmt)	Returns non-zero if specified format available on clipboard fmt - named or numeric format to check
iHasFormat(fmt)	Same as above for inner clipboard buffer
SaveBitmap(filePath, format)	Saves bitmap data currently on clipboard to file filePath - full path to file where data will be saved format - should be one of the following: bmp,jpeg,gif,tiff,png
iSaveBitmap(filePath, format)	Same as above for inner buffer

Check the usage examples for all of this functions [here](#)