// unchecks 3 boxes from current mouse position. Goes down

#SingleInstance, Force

#MaxThreadsPerHotkey, 3

toggle := 0

`::

MouseGetPos, xpos, ypos

toggle := !toggle

if toggle

loop 3 {

Click

MouseMove, xpos, ypos:=ypos+65

}

toggle := 0

Return

~XButton1::

toggle := 0

KeyWait, XButton1, T1 ; wait # seconds for release key

if ErrorLevel ; more than # sec have passed

Exitapp

Return

#SingleInstance, Force

#MaxThreadsPerHotkey, 3

toggle := 0

`::

MouseGetPos, xpos, ypos

loop 20 {

Click

MouseMove, 900, 600

Click

MouseMove, xpos, ypos:=ypos+65

Click

MouseMove, 900, 600

Click

MouseMove, xpos, ypos:=ypos-65

Click

MouseMove, 900, 600

Click

MouseMove, xpos, ypos:=ypos+65\*3

Click

MouseMove, 900, 600

Click

MouseMove, xpos, ypos:=ypos-65\*3

}

Return

~XButton1::

toggle := 0

KeyWait, XButton1, T1 ; wait # seconds for release key

if ErrorLevel ; more than # sec have passed

Exitapp

Return