# List of Named Keys

Waits for the user to press any key. Keys that produce no visible character -- such as the modifier keys, function keys, and arrow keys -- are listed as end keys so that they will be detected too.

[Input](mk:@MSITStore:E:\\Software\\AutoHotkey_MyInstallation_v01\\AutoHotkey.chm::/docs/commands/Input.htm), SingleKey, L1, {LControl}{RControl}{LAlt}{RAlt}{LShift}{RShift}{LWin}{RWin}{AppsKey}{F1}{F2}{F3}{F4}{F5}{F6}{F7}{F8}{F9}{F10}{F11}{F12}{Left}{Right}{Up}{Down}{Home}{End}{PgUp}{PgDn}{Del}{Ins}{BS}{CapsLock}{NumLock}{PrintScreen}{Pause}

# Arrays

Create an array:

Array := [Item1, Item2, ..., ItemN]

Array := [Array](https://www.autohotkey.com/docs/Objects.htm#Usage_Simple_Arrays)(Item1, Item2, ..., ItemN)

Retrieve an item:

Value := Array[Index]

Assign an item:

Array[Index] := Value

Insert one or more items at a given index using the [InsertAt](https://www.autohotkey.com/docs/objects/Object.htm#InsertAt) method:

Array.InsertAt(Index, Value, Value2, ...)

Append one or more items using the [Push](https://www.autohotkey.com/docs/objects/Object.htm#Push) method:

Array.Push(Value, Value2, ...)

Remove an item using the [RemoveAt](https://www.autohotkey.com/docs/objects/Object.htm#RemoveAt) method:

RemovedValue := Array.RemoveAt(Index)

Remove the last item using the [Pop](https://www.autohotkey.com/docs/objects/Object.htm#Pop) method:

RemovedValue := Array.Pop()

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