AppBarControl

Bitmap.FromControl(control, x = 0, y = 0, width = 0, height = 0) 对控件截图

Bitmap.FromFile(filePath) 加载图片

Bitmap.FromHandle(hwnd, left = 0, top = 0, right = 0, bottom = 0) 对窗口截图

Bitmap.GetAllPixelColors() return all argb of all pixels horizontally from 0,0

Bitmap.GetPixelColor( x, y) 获取图片坐标的像素颜色

Bitmap.GetPixelColorsHorizontally(x, y, count) get list of argb form x,y horizontally

Bitmap.GetPixelColorsOfColumn(x) return list of argb of x column

Bitmap.GetPixelColorsOfRect(x, y, width, height) return list of argb of rect

Bitmap.GetPixelColorsOfRects(rects) return list of argb of rects

Bitmap.GetPixelColorsOfRow(y) return list of argb of y row

Bitmap.GetPixelColorsVertically(x, y, count) get list of argb form x,y vertically

Bitmap.Height()

Bitmap.Release()

Bitmap.SetPixelColor( x, y, argb) 设置图片坐标的像素颜色

Bitmap.SetPixelColorsHorizontally(x, y, colors) set colors form x,y horizontally

Bitmap.SetPixelColorsVertically(x, y, colors) set colors form x,y vertically

Bitmap.ToFile(savePath) 指定保存路径，名称要加上后缀.bmp, .jpg, .jpeg, .png, .gif, .tif, .tiff

Bitmap.Width()

ButtonControl

CalendarControl

CheckBoxControl

Click(x, y, waitTime = OPERATION\_WAIT\_TIME)

ComboBoxControl.Select(name, waitTime = OPERATION\_WAIT\_TIME)

Control.AddSearchProperty(\*\*searchPorpertyDict)

Control.AutomationId() Return unicode AutomationId

Control.BoundingRectangle() Return tuple (left, top, right, bottom)

Control.CaptureToImage(savePath, x = 0, y = 0, width = 0, height = 0)

Control.ClassName() Return unicode ClassName

Control.Click(ratioX = 0.5, ratioY = 0.5, simulateMove = True, waitTime =

Control.ControlType() Return an integer in class ControlType

Control.ControlTypeName() Return str ControlTypeName

Control.Convert()

Control.CreateControlFromControl(control)

Control.CreateControlFromElement(element)

Control.DoubleClick(ratioX = 0.5, ratioY = 0.5, simulateMove = True, waitTime =

Control.Element() Return value of control's IUIAutomationElement

Control.Exists(maxSearchSeconds = 5, searchIntervalSeconds = SEARCH\_INTERVAL) Find control every searchIntervalSeconds seconds in maxSearchSeconds seconds, if found, return True else False

Control.GetChildren()

Control.GetFirstChildControl()

Control.GetLastChildControl()

Control.GetNextSiblingControl()

Control.GetParentControl()

Control.GetPixelColor(x, y)

Control.GetPreviousSiblingControl()

Control.GetTopWindow()

Control.GetWindowText()

Control.Handle() Return control's handle

Control.HasKeyboardFocus() Return boo

Control.Hide()

Control.IsEnabled() Return bool

Control.IsKeyboardFocusable() Return bool

Control.IsOffScreen() Return bool

Control.LocalizedControlType() Return unicode LocalizedControlType name

Control.MiddleClick(ratioX = 0.5, ratioY = 0.5, simulateMove = True, waitTime =

Control.MoveCursor(ratioX = 0.5, ratioY = 0.5, simulateMove = True) Move cursor to control's rect, default to center

Control.MoveCursorToMyCenter(simulateMove = True) Move cursor to control's center

Control.MoveWindow(x, y, width, height, repaint = 1)

Control.Name() Return unicode Nam

Control.ProcessId() Return process id

Control.Refind(maxSearchSeconds = TIME\_OUT\_SECOND, searchIntervalSeconds = SEARCH\_INTERVAL, raiseException = True) Refind the control every searchIntervalSeconds seconds in

maxSearchSeconds seconds, raise an LookupError if timed out

Control.RemoveSearchProperty(\*\*searchPorpertyDict)

Control.RightClick(ratioX = 0.5, ratioY = 0.5, simulateMove = True, waitTime =

Control.SendKey(key, waitTime = OPERATION\_WAIT\_TIME)

Control.SendKeys(keys, interval = 0.01, waitTime = OPERATION\_WAIT\_TIME)

Control.SetFocus() Make the control have focus

Control.SetSearchDepth(searchDepth)

Control.SetSearchFromControl(searchFromControl)

Control.SetWindowText(text)

Control.Show()

Control.ShowWindow(cmdShow)

Control.ToBitmap(x = 0, y = 0, width = 0, height = 0)

Control.\_\_del\_\_

ControlFromCursor()

ControlFromCursor2()

ControlFromHandle(handle)

ControlFromPoint(x, y)

ControlFromPoint2(x, y)

ControlsAreSame(control1, control2)

CustomControl

DataGridControl

DataItemControl

DockPattern.IsDockPatternAvailable()

DocumentControl

DragDrop(x1, y1, x2, y2, waitTime = OPERATION\_WAIT\_TIME)

EditControl

EnumAndLogControl(control, maxDepth = 0xFFFFFFFF, showAllName = True, showMore = False)

EnumAndLogControlAncestors(control, showAllName = True, showMore = False)

ExpandCollapsePattern.Collapse(waitTime = OPERATION\_WAIT\_TIME)

ExpandCollapsePattern.CurrentExpandCollapseState()

ExpandCollapsePattern.Expand(waitTime = OPERATION\_WAIT\_TIME)

ExpandCollapsePattern.IsExpandCollapsePatternAvailable()

FindControl(control, compareFunc, maxDepth = 0xFFFFFFFF, findFromSelf = False, foundIndex = 1)

GetClipboardText()

GetConsoleWindow()

GetFocusedControl()

GetForegroundControl()

GetRootControl()

GridItemPattern.CurrentColumn()

GridItemPattern.CurrentColumnSpan()

GridItemPattern.CurrentContainingGrid()

GridItemPattern.CurrentRow()

GridItemPattern.CurrentRowSpan()

GridItemPattern.IsGridItemPatternAvailable()

GridPattern.CurrentColumnCount()

GridPattern.CurrentRowCount()

GridPattern.GetItem(row, column)

GridPattern.IsGridPatternAvailable()

GroupControl

HeaderControl

HeaderItemControl

HyperlinkControl

ImageControl

InvokePattern.Invoke(waitTime = OPERATION\_WAIT\_TIME)

InvokePattern.IsInvokePatternAvailable()

KeyDown(key, waitTime = OPERATION\_WAIT\_TIME)

KeyUp(key, waitTime = OPERATION\_WAIT\_TIME)

ListControl.GetSelectedItems()

ListItemControl

LogControl(control, depth = 0, showAllName = True, showMore = False)

Logger.ColorfulWrite(log, consoleColor = -1, writeToFile = True, printToStdout = True) 指定某些字体颜色输出

Logger.ColorfulWriteLine(log, consoleColor = -1, writeToFile = True, printToStdout = True) 指定某些字体颜色输出并换行

Logger.Colorfullog(log = '', consoleColor = -1, writeToFile = True, printToStdout = True) 打印输出当前时间+调用的方法+给定内容（指定某些字体颜色），consoleColor的值在ConsoleColor类里

Logger.DeleteLog() 删除输出的日志信息

Logger.SetLogFile(path) 设置输出路径

Logger.Write(log, consoleColor = -1, writeToFile = True, printToStdout = True) 打印输出，consoleColor的值在ConsoleColor类里

Logger.WriteLine(log, consoleColor = -1, writeToFile = True, printToStdout = True) 打印输出并换行，consoleColor的值在ConsoleColor类里

Logger.log(log = '', consoleColor = -1, writeToFile = True, printToStdout = True) 打印输出当前时间+调用的方法+给定内容，consoleColor的值在ConsoleColor类里

main() 主函数，默认3s内获取窗体控件信息，并输出相关信息到txt

MenuBarControl

MenuControl

MenuItemControl

MiddleClick(x, y, waitTime = OPERATION\_WAIT\_TIME)

MoveTo(x, y, waitTime = OPERATION\_WAIT\_TIME)

MultipleViewPattern.IsMultipleViewPatternAvailable()

OPERATION\_WAIT\_TIME)

OPERATION\_WAIT\_TIME)

OPERATION\_WAIT\_TIME)

OPERATION\_WAIT\_TIME)

PaneControl

ProgressBarControl

QTPLikeSyntaxSupport.ButtonControl(self, element = 0, searchDepth = 0xFFFFFFFF, searchWaitTime = SEARCH\_INTERVAL, foundIndex = 1, \*\*searchPorpertyDict)

QTPLikeSyntaxSupport.CalendarControl(self, element = 0, searchDepth = 0xFFFFFFFF,

searchWaitTime = SEARCH\_INTERVAL, foundIndex = 1, \*\*searchPorpertyDict)

QTPLikeSyntaxSupport.CheckBoxControl(self, element = 0, searchDepth = 0xFFFFFFFF,

searchWaitTime = SEARCH\_INTERVAL, foundIndex = 1, \*\*searchPorpertyDict)

QTPLikeSyntaxSupport.ComboBoxControl(self, element = 0, searchDepth = 0xFFFFFFFF, searchWaitTime = SEARCH\_INTERVAL, foundIndex = 1, \*\*searchPorpertyDict)

QTPLikeSyntaxSupport.CustomControl(self, element = 0, searchDepth = 0xFFFFFFFF, searchWaitTime = SEARCH\_INTERVAL, foundIndex = 1, \*\*searchPorpertyDict)

QTPLikeSyntaxSupport.DataGridControl(self, element = 0, searchDepth = 0xFFFFFFFF,

searchWaitTime = SEARCH\_INTERVAL, foundIndex = 1, \*\*searchPorpertyDict)

QTPLikeSyntaxSupport.DataItemControl(self, element = 0, searchDepth = 0xFFFFFFFF,

searchWaitTime = SEARCH\_INTERVAL, foundIndex = 1, \*\*searchPorpertyDict)

QTPLikeSyntaxSupport.DocumentControl(self, element = 0, searchDepth = 0xFFFFFFFF, searchWaitTime = SEARCH\_INTERVAL, foundIndex = 1, \*\*searchPorpertyDict)

QTPLikeSyntaxSupport.EditControl(self, element = 0, searchDepth = 0xFFFFFFFF, searchWaitTime = SEARCH\_INTERVAL, foundIndex = 1, \*\*searchPorpertyDict)

QTPLikeSyntaxSupport.GroupControl(self, element = 0, searchDepth = 0xFFFFFFFF, searchWaitTime = SEARCH\_INTERVAL, foundIndex = 1, \*\*searchPorpertyDict)

QTPLikeSyntaxSupport.HeaderControl(self, element = 0, searchDepth = 0xFFFFFFFF, searchWaitTime = SEARCH\_INTERVAL, foundIndex = 1, \*\*searchPorpertyDict)

QTPLikeSyntaxSupport.HeaderItemControl(self, element = 0, searchDepth = 0xFFFFFFFF, searchWaitTime = SEARCH\_INTERVAL, foundIndex = 1, \*\*searchPorpertyDict)

QTPLikeSyntaxSupport.HyperlinkControl(self, element = 0, searchDepth = 0xFFFFFFFF,

searchWaitTime = SEARCH\_INTERVAL, foundIndex = 1, \*\*searchPorpertyDict)

QTPLikeSyntaxSupport.ImageControl(self, element = 0, searchDepth = 0xFFFFFFFF, searchWaitTime = SEARCH\_INTERVAL, foundIndex = 1, \*\*searchPorpertyDict)

QTPLikeSyntaxSupport.ListControl(self, element = 0, searchDepth = 0xFFFFFFFF, searchWaitTime = SEARCH\_INTERVAL, foundIndex = 1, \*\*searchPorpertyDict)

QTPLikeSyntaxSupport.ListItemControl(self, element = 0, searchDepth = 0xFFFFFFFF,

searchWaitTime = SEARCH\_INTERVAL, foundIndex = 1, \*\*searchPorpertyDict)

QTPLikeSyntaxSupport.MenuBarControl(self, element = 0, searchDepth = 0xFFFFFFFF, searchWaitTime = SEARCH\_INTERVAL, foundIndex = 1, \*\*searchPorpertyDict)

QTPLikeSyntaxSupport.MenuControl(self, element = 0, searchDepth = 0xFFFFFFFF, searchWaitTime = SEARCH\_INTERVAL, foundIndex = 1, \*\*searchPorpertyDict)

QTPLikeSyntaxSupport.MenuItemControl(self, element = 0, searchDepth = 0xFFFFFFFF, searchWaitTime = SEARCH\_INTERVAL, foundIndex = 1, \*\*searchPorpertyDict)

QTPLikeSyntaxSupport.PaneControl(self, element = 0, searchDepth = 0xFFFFFFFF, searchWaitTime = SEARCH\_INTERVAL, foundIndex = 1, \*\*searchPorpertyDict)

QTPLikeSyntaxSupport.ProgressBarControl(self, element = 0, searchDepth = 0xFFFFFFFF, searchWaitTime = SEARCH\_INTERVAL, foundIndex = 1, \*\*searchPorpertyDict)

QTPLikeSyntaxSupport.RadioButtonControl(self, element = 0, searchDepth = 0xFFFFFFFF, searchWaitTime = SEARCH\_INTERVAL, foundIndex = 1, \*\*searchPorpertyDict)

QTPLikeSyntaxSupport.ScrollBarControl(self, element = 0, searchDepth = 0xFFFFFFFF,

searchWaitTime = SEARCH\_INTERVAL, foundIndex = 1, \*\*searchPorpertyDict)

QTPLikeSyntaxSupport.SemanticZoomControl(self, element = 0, searchDepth = 0xFFFFFFFF, searchWaitTime = SEARCH\_INTERVAL, foundIndex = 1, \*\*searchPorpertyDict)

QTPLikeSyntaxSupport.SeparatorControl(self, element = 0, searchDepth = 0xFFFFFFFF, searchWaitTime = SEARCH\_INTERVAL, foundIndex = 1, \*\*searchPorpertyDict)

QTPLikeSyntaxSupport.SliderControl(self, element = 0, searchDepth = 0xFFFFFFFF, searchWaitTime = SEARCH\_INTERVAL, foundIndex = 1, \*\*searchPorpertyDict)

QTPLikeSyntaxSupport.SpinnerControl(self, element = 0, searchDepth = 0xFFFFFFFF, searchWaitTime = SEARCH\_INTERVAL, foundIndex = 1, \*\*searchPorpertyDict)

QTPLikeSyntaxSupport.SplitButtonControl(self, element = 0, searchDepth = 0xFFFFFFFF, searchWaitTime = SEARCH\_INTERVAL, foundIndex = 1, \*\*searchPorpertyDict)

QTPLikeSyntaxSupport.StatusBarControl(self, element = 0, searchDepth = 0xFFFFFFFF,

searchWaitTime = SEARCH\_INTERVAL, foundIndex = 1, \*\*searchPorpertyDict)

QTPLikeSyntaxSupport.TabControl(self, element = 0, searchDepth = 0xFFFFFFFF, searchWaitTime = SEARCH\_INTERVAL, foundIndex = 1, \*\*searchPorpertyDict)

QTPLikeSyntaxSupport.TabItemControl(self, element = 0, searchDepth = 0xFFFFFFFF, searchWaitTime = SEARCH\_INTERVAL, foundIndex = 1, \*\*searchPorpertyDict)

QTPLikeSyntaxSupport.TableControl(self, element = 0, searchDepth = 0xFFFFFFFF, searchWaitTime = SEARCH\_INTERVAL, foundIndex = 1, \*\*searchPorpertyDict)

QTPLikeSyntaxSupport.TextControl(self, element = 0, searchDepth = 0xFFFFFFFF, searchWaitTime = SEARCH\_INTERVAL, foundIndex = 1, \*\*searchPorpertyDict)

QTPLikeSyntaxSupport.ThumbControl(self, element = 0, searchDepth = 0xFFFFFFFF, searchWaitTime = SEARCH\_INTERVAL, foundIndex = 1, \*\*searchPorpertyDict)

QTPLikeSyntaxSupport.TitleBarControl(self, element = 0, searchDepth = 0xFFFFFFFF,

searchWaitTime = SEARCH\_INTERVAL, foundIndex = 1, \*\*searchPorpertyDict)

QTPLikeSyntaxSupport.ToolBarControl(self, element = 0, searchDepth = 0xFFFFFFFF, searchWaitTime = SEARCH\_INTERVAL, foundIndex = 1, \*\*searchPorpertyDict)

QTPLikeSyntaxSupport.ToolTipControl(self, element = 0, searchDepth = 0xFFFFFFFF, searchWaitTime = SEARCH\_INTERVAL, foundIndex = 1, \*\*searchPorpertyDict)

QTPLikeSyntaxSupport.TreeControl(self, element = 0, searchDepth = 0xFFFFFFFF, searchWaitTime = SEARCH\_INTERVAL, foundIndex = 1, \*\*searchPorpertyDict)

QTPLikeSyntaxSupport.TreeItemControl(self, element = 0, searchDepth = 0xFFFFFFFF,

searchWaitTime = SEARCH\_INTERVAL, foundIndex = 1, \*\*searchPorpertyDict)

QTPLikeSyntaxSupport.WindowControl(self, element = 0, searchDepth = 0xFFFFFFFF, searchWaitTime = SEARCH\_INTERVAL, foundIndex = 1, \*\*searchPorpertyDict)

RadioButtonControl

RangeValuePattern.CurrentMaximum()

RangeValuePattern.CurrentMinimum()

RangeValuePattern.IsRangeValuePatternAvailable()

RangeValuePattern.RangeValuePatternCurrentValue()

RangeValuePattern.RangeValuePatternSetValue(value)

RightClick(x, y, waitTime = OPERATION\_WAIT\_TIME)

RunWithHotKey(keyFunctionDict, stopHotKey = None)

ScrollBarControl

ScrollItemPattern.IsScrollItemPatternAvailable()

ScrollItemPattern.ScrollIntoView()

ScrollPattern.CurrentHorizontalScrollPercent()

ScrollPattern.CurrentHorizontalViewSize()

ScrollPattern.CurrentHorizontallyScrollable()

ScrollPattern.CurrentVerticalScrollPercent()

ScrollPattern.CurrentVerticalViewSize()

ScrollPattern.CurrentVerticallyScrollable()

ScrollPattern.IsScrollPatternAvailable(self)

ScrollPattern.SetScrollPercent(horizontalPercent, verticalPercent)

SelectionItemPattern.AddToSelection()

SelectionItemPattern.CurrentIsSelected()

SelectionItemPattern.IsSelectionItemPatternAvailable()

SelectionItemPattern.RemoveFromSelection()

SelectionItemPattern.Select()

SelectionPattern.GetCurrentSelection()

SelectionPattern.IsSelectionPatternAvailable()

SemanticZoomControl

SendKey(key, waitTime = OPERATION\_WAIT\_TIME)

SendKeys(keys, interval=0.01, waitTime = OPERATION\_WAIT\_TIME, debug=False)

SeparatorControl

SetClipboardText(text)

SetGlobalSearchTimeOut(seconds)

ShowDesktop()

SliderControl

SpinnerControl

SplitButtonControl

StatusBarControl

TabControl

TabItemControl

TableControl

TableItemPattern.CurrentColumnHeaderItems()

TableItemPattern.CurrentRowHeaderItems()

TableItemPattern.IsTableItemPatternAvailable()

TablePattern.CurrentColumnHeaders()

TablePattern.CurrentRowHeaders()

TablePattern.CurrentRowOrColumnMajor()

TablePattern.IsTablePatternAvailable()

TextControl

TextPattern.IsTextPatternAvailable()

ThumbControl

TitleBarControl

TogglePattern.CurrentToggleState()

TogglePattern.IsTogglePatternAvailable()

TogglePattern.Toggle(waitTime = OPERATION\_WAIT\_TIME)

ToolBarControl

ToolTipControl

TransformPattern.IsTransformPatternAvailable()

TransformPattern.Move(x, y)

TransformPattern.Resize(width, height)

TransformPattern.Rotate(degrees)

TransformPattern2.IsTransformPattern2Available()

TreeControl

TreeItemControl

usage() 显示命令参数使用方法

ValuePattern.CurrentIsReadOnly()

ValuePattern.CurrentValue()

ValuePattern.IsValuePatternAvailable()

ValuePattern.SetValue(value, waitTime = OPERATION\_WAIT\_TIME)

WaitForDisappear(control, timeout)

WaitForExist(control, timeout)

WalkControl(control, includeTop = False, maxDepth = 0xFFFFFFFF)

WalkTree(top, getChildrenFunc = None, getFirstChildFunc = None, getNextSiblingFunc = None, includeTop = False, maxDepth = 0xFFFFFFFF)

Win32API.EnumProcess() 返回进程列表

Win32API.GetClipboardText() 获取剪切板文本内容

Win32API.GetConsoleOriginalTitle() GetConsoleOriginalTitle

Win32API.GetConsoleTitle() GetConsoleTitle

Win32API.GetCursorPos() 获取当前坐标

Win32API.GetDoubleClickTime() 双击鼠标

Win32API.GetForegroundWindow() Get a window to foreground

Win32API.GetParentProcessId(processId = -1)

Win32API.GetPixelColor(x, y, handle = 0) 根据窗口句柄，获取(x,y)坐标的像素颜色

Win32API.GetProcessCommandLine(processId) may not work

Win32API.GetScreenSize() 获取屏幕大小

Win32API.GetWindowText(hWnd) 获取窗口内容

Win32API.IsDesktopLocked() 获取桌面锁屏状态（是否锁屏）

Win32API.IsKeyPressed(key) 检查按键是否被按下，True /False

Win32API.IsProcess64Bit(processId) 进程是64bit返回True，32bit返回False，其他返回None

Win32API.MessageBox(content, title, flags = MB.OK) Call API MessageBox from user32.dll

Win32API.MouseClick(x, y, waitTime = OPERATION\_WAIT\_TIME) 鼠标左键点击(x,y)坐标

Win32API.MouseDragDrop(x1, y1, x2, y2, moveSpeed = 1, waitTime = OPERATION\_WAIT\_TIME) 鼠标从(x1,y1)拖动到(x2,y2)

Win32API.MouseMiddleClick(x, y, waitTime = OPERATION\_WAIT\_TIME) 鼠标中键点击(x,y)坐标

Win32API.MouseMoveTo(x, y, moveSpeed = 1, waitTime = OPERATION\_WAIT\_TIME) 鼠标从当前坐标移动到(x,y)坐标

Win32API.MouseRightClick(x, y, waitTime = OPERATION\_WAIT\_TIME) 鼠标右键点击(x,y)坐标

Win32API.MoveWindow(hWnd, x, y, width, height, repaint = 1) Call API MoveWindow from

user32.dll

Win32API.PlayWaveFile(filePath, isAsync = True) play wave file

Win32API.PostMessage(handle, msg, wparam, lparam) Call API PostMessageW from user32.dll

Win32API.PressKey(key) 模拟按下按键

Win32API.ReleaseKey(key) 模拟松开按键

Win32API.ResetConsoleColor() 重置控制窗口文本颜色

Win32API.SendKey(key, waitTime = OPERATION\_WAIT\_TIME) 模拟按键

Win32API.SendKeys(text, interval = 0.01, waitTime = OPERATION\_WAIT\_TIME, debug = False) 发送多个按键或者文字内容

Win32API.SendMessage(handle, msg, wparam, lparam) Call API SendMessageW from user32.dll

Win32API.SetClipboardText(text) 设置剪切板文本内容

Win32API.SetConsoleColor(color) 设置控制窗口文本颜色

Win32API.SetConsoleTitle(text) SetConsoleTitle

Win32API.SetCursorPos(x, y) 设置当前坐标

Win32API.SetForegroundWindow(hWnd) Set a window to foreground

Win32API.SetWindowPos(hWnd, hWndInsertAfter, x, y, width, height, flags) Call API SetWindowPos from user32.dll

Win32API.SetWindowText(hWnd, text) 设置窗口内容

Win32API.SetWindowTopmost(hWnd, isTopmost) Set a window to Topmost

Win32API.ShowWindow(hWnd, cmdShow) 显示窗口

Win32API.TerminateProcess(processId) 终止给定id的进程

Win32API.TerminateProcessByName(processName) 终止给定名称的进程

Win32API.VKtoSC(key) 返回scanCode

Win32API.WindowFromPoint(x, y) 根据坐标，返回窗口句柄

Win32API.keybd\_event(bVk, bScan, dwFlags, dwExtraInfo) Call API keybd\_event from user32.dll

Win32API.mouse\_event(dwFlags, dx, dy, dwData, dwExtraInfo) Call API mouse\_event from user32.dll

WindowControl(element = 0, searchFromControl = None, searchDepth = 0xFFFFFFFF, searchWaitTime = SEARCH\_INTERVAL, foundIndex = 1, \*\*searchPorpertyDict)

WindowControl.MetroClose(waitTime = OPERATION\_WAIT\_TIME)

WindowControl.MoveToCenter()

WindowControl.SetActive(waitTime = OPERATION\_WAIT\_TIME)

WindowControl.SetTopmost(isTopmost = True)

WindowPattern.Close(waitTime = OPERATION\_WAIT\_TIME)

WindowPattern.CurrentCanMaximize()

WindowPattern.CurrentCanMinimize()

WindowPattern.CurrentIsModal()

WindowPattern.CurrentIsTopmost()

WindowPattern.CurrentWindowVisualState()

WindowPattern.IsMaximize()

WindowPattern.IsMinimize()

WindowPattern.IsWindowPatternAvailable()

WindowPattern.Maximize(waitTime = OPERATION\_WAIT\_TIME)

WindowPattern.Minimize(waitTime = OPERATION\_WAIT\_TIME)

WindowPattern.Normal(waitTime = OPERATION\_WAIT\_TIME)

WindowPattern.SetWindowVisualState(value, waitTime = OPERATION\_WAIT\_TIME)