## Choosing a Windows automation scripting language. Autolt vs Autohotkey [closed]

Ask Question



I need to choose a Windows automation scripting language. Which one do you recommend; <u>Autolt</u>, <u>AutoHotkey</u>, or an other?



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I have read "An Autolt / AutoHotkey comparison".

Interesting history, but without recommendation. Searching Google leaves around 312k hits for AutoHotkey Windows VS 482k for AutoIt Windows . On Stack Overflow there are 15



questions tagged autoit vs 18 autohotkey.

I am interested in your opinion as programmers. Which one do you think is easier to use, more deployable and more powerful in terms of functionality? I have already used AutoHotkey for personal use, so my initial preference is for this.



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As it currently stands, this question is not a good fit for our Q&A format. We expect answers to be supported by facts, references, or expertise, but this question will likely solicit debate, arguments, polling, or extended discussion. If you feel that this question can be improved and possibly reopened, visit the help center for guidance.

If this question can be reworded to fit the rules in the help center, please edit the question.

- 10 Autolt changed my life. It has became an invaluable tool in my work. - Copas Nov 7 '09 at 16:43
- Autoit wins for sure! Let me explain. Most of the Autoit users learn to code for the first time. Now, Autoit syntax is the proper one to get started with. After Autoit, you can learn other languages easily. From that perspective, AHK syntax is useless. - Milos Oct 21 '13 at 11:49 🖍

As so often, "it depends". AHK is more popular among gamers, and AutoIT more populer among developers, see AHK vs AutoIT - Jim Grigoryan Mar 26 at 14:17

Another really helpful and constructive question with a very on point and *objective* answer (that's been closed... **193**). AHK syntax is unneccessarily abominable. Very powerful none the less, if you're willing to sacrifice your days debugging scripts that should work because you typed them out logically. – hmedia1 Apr 4 at 2:19

## 7 Answers



I've used both very much.

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NICE UDF (USER Defined Functions) library. It's narger to build complex hotkeys in Autolt.

## edited Oct 7 '14 at 18:17



Peter Mortensen

answered Nov 29 '09 at 10:49

user147374

- Nonetheless AHK does have a intrinsically more arcane syntax, which is not as user- or beginner friendly as Autolt. AutoIt is more developer friendly for large projects and supports a more modern, intuitive syntax. AHK really shines in what it's named for. Hotkeys. Autolt can't even really compete there, imo. - Unsigned Sep 27 '11 at 4:25
- AHK is great, its syntax, as mentioned, is terrible. Sabuncu May 25 '12 at 18:10



 I think AutoHotkey's GUI implementation is easier to use like many of its commands.





• AutoHotkey (no longer maintained) has 3 forks :

- AutoHotkey v1.1.\* (previously known as AutoHotkey L) has COM, Unicode support, object-oriented -like syntax, arrays, and more.
- AutoHotkeyCE works on Windows mobile PDA's and smartphones (unfinished, no longer maintained).
- IronAHK, a .NET version of AutoHotkey (unfinished, no longer maintained).

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together. AutoIt does better at packaging all in its initial download.

My vote is for AutoHotkey (AHK).

edited Mar 4 '18 at 22:55

community wiki 7 revs, 4 users 71% user4157124

"... don't know its full capabilities and chose Autolt." "AutoHotkey has 3 major forks that blow away Autolt." AutoHotkey's forks served to keep up with Autolt's functionality. – user4157124 Dec 12 '17 at 18:17



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I use both depending on the situation. AutoHotkey is nice for quick keystroke macros and AutoIt has a much broader range of automation functionality and user-defined functions (UDFs) allow a range of useful things such as XML and database interaction. When automation requires a lot of GUI interaction I use AutoIt.

edited Oct 7 '14 at 18:22



Peter Mortensen **14.1k** 19 88 114

answered Mar 10 '10 at 19:05



NateH **151** 1

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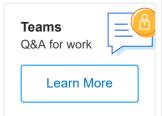


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AutoIt is a tremendous tool and its seductive ease of use and immense library of UDFs, coupled with an unbeatable help file, is hard to compare to.



I tried AutoHotkey, but its clunky feel and shabby syntax turned me off. Why settle for the ugly sister when you can wine and dine the princess herself. AutoIt 100%.

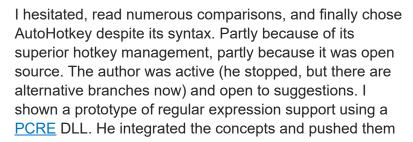


answered Jul 18 '10 at 22:38





I used AutoIt before AutoHotkey was created (when it had a syntax inherited from BAT files). I don't have enough experience with current AutoIt to make a correct comparison. It has a quite regular syntax, while AutoHotkey's syntax (although greatly improved from the original style) seems odd. People having never coded before actually love this syntax!



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> and neipiul. The binary is compact and you can make a standalone EXE file with your scripts. It also has GUI support (good for quick simple dialog windows).

I won't say one is better, the choice is mostly a matter of taste, feeling and needs.

edited Dec 13 '17 at 2:10



user4157124

answered Dec 3 '09 at 16:38



35.5k 4 82 124



I worked with AutoHotkey and thought the language was difficult. I suppose it is either an acquired taste or some people have affinity for it. I was a long-time Perfect Keyboard user but am now a huge fan of Autolt.



Though it is Basic-like I can still write "C" -like programs which is most comfortable for me. And the libraries for Autolt, what a time saver. For example, the library for IE has a lot of great and useful functions. Good IDE and active user community.

My vote is with Autolt.

edited Dec 18 '17 at 20:53



user4157124

answered Dec 17 '09 at 8:49

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an easy flavor of Basic. They include great help files, a script compiler, an editor that understands not only the syntax but supports F1 for help, etc. They have plenty of code samples.

I don't have any first hand experience with AutoHotKey - I do remember considering it, but I've never looked back since using AutoIt.

edited Oct 7 '14 at 18:18



**Peter Mortensen 14.1k** 19 88 114

answered Nov 6 '09 at 14:21



Sam Russo

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