

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

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▲ 96 I need to choose a Windows automation scripting language. Which one do you recommend; [Autolt](#), [AutoHotkey](#), or an other?

▼ 40 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.

[windows](#)[scripting](#)[automation](#)[autohotkey](#)[autoit](#)

edited Dec 19 '17 at 2:09



[user4157124](#)

2,254 5 14 33

asked Nov 6 '09 at 11:20



[PA.](#)

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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 become an invaluable tool in my work. – [Copas](#) Nov 7 '09 at 16:43

2 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 popular 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... ). AHK syntax is unnecessarily 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.

Autolt/AHK is very good at managing buttons and basic

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nice **UDF** (User Defined Functions) library. It's harder to build complex hotkeys in Autolt.

edited Oct 7 '14 at 18:17



Peter Mortensen

14.1k 19 88 114

answered Nov 29 '09 at 10:49

user147374

-
- 6 Nonetheless AHK does have a intrinsically more arcane syntax, which is not as user- or beginner friendly as Autolt. Autolt 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
-
- 9 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.

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- 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. Autolt 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](#)

3 "... 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



15



I use both depending on the situation. AutoHotkey is nice for quick keystroke macros and Autolt 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 Autolt.

edited Oct 7 '14 at 18:22



[Peter Mortensen](#)

14.1k 19 88 114

answered Mar 10 '10 at 19:05



[NateH](#)

151 1 2

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▲ 15 Autolt 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. Autolt 100%.

edited Dec 18 '17 at 20:46



user4157124

2,254 5 14 33

answered Jul 18 '10 at 22:38



Norris Green

159 1 2

▲ 12 I used Autolt before AutoHotkey was created (when it had a syntax inherited from BAT files). I don't have enough experience with current Autolt 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!

I hesitated, read numerous comparisons, and finally chose AutoHotkey despite its syntax. Partly because of its superior hotkey management, partly because it was open source. The author was active (he stopped, but there are alternative branches now) and open to suggestions. I shown a prototype of regular expression support using a [PCRE](#) DLL. He integrated the concepts and pushed them

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and neiprui. 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

2,254 5 14 33

answered Dec 3 '09 at 16:38



PhiLho

35.5k 4 82 124

11

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

2,254 5 14 33

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 Autolt.

edited Oct 7 '14 at 18:18



Peter Mortensen

14.1k 19 88 114

answered Nov 6 '09 at 14:21



Sam Russo

338 1 8

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