MS Windows Controls

Module to control MS Windows applications

This module can be used with "Desktop Recorder"

How to install this module

Download and **install** the content in 'modules' folder in Rocketbot path

Description of the commands

WindowScope

A container that enables you to attach to an already opened window and perform multiple actions within it. This activity is also automatically generated when using the Desktop recorder.

Parameters	Description	example
Selector	Use selector obtained in DesktopRecorder. This selector is a text property used to find a particular UI element when the activity is executed. It is actually a XML or JSON fragment specifying attributes of the GUI element you are looking for and of some of its parents.	
Timeout in Seconds	Wait time in seconds before the error is generated	30
Result	Variable where the result will be stored	result

Click

Clicks a specified UI element.

Parameters	Description	example
Selector	Use selector obtained in DesktopRecorder. This selector is a text property used to find a particular UI element when the activity is executed. It is actually a XML or JSON fragment specifying attributes of the GUI element you are looking for and of some of its parents.	
Click Type	Specifies the type of mouse click (single, double, up, down) used when simulating the click event. By default, a single click is selected.	CLICK_SIMPLE
Mouse Button	The mouse button (left, right, middle) used for the click action. By default, the left mouse button is selected.	BTN_LEFT

Parameters	Description	example
Smulate Click	If selected, it simulates the click by using the technology of the target application. This input method is the fastest and works in the background. By default, this check box is not selected.The default method is the slowest, it cannot work in the background, but it is compatible with all desktop apps.	False
Result	Variable where the result will be stored	result

Relative click

Clicks with coordinates relative to a specified UI element.

Parameters	Description	example
Selector	Use selector obtained in DesktopRecorder. This selector is a text property used to find a particular UI element when the activity is executed. It is actually a XML or JSON fragment specifying attributes of the GUI element you are looking for and of some of its parents.	
X Coordinate	X coordinate for where the mouse will move relative to before clicking, from selector ubication	150
Y Coordinate	Y coordinate for where the mouse will move relative to before clicking, from selector ubication	100

Get Text

Extracts a text value from a specified UI element.

Parameters	Description	example
Selector	Use selector obtained in DesktopRecorder. This selector is a text property used to find a particular UI element when the activity is executed. It is actually a XML or JSON fragment specifying attributes of the GUI element you are looking for and of some of its parents.	
Result	Variable where the result is stored	result

Set Text

Enables you to write a string to the Text attribute of a specified UI element.

Parameters	Description	example
Selector	Use selector obtained in DesktopRecorder. This selector is a text property used to find a particular UI element when the activity is executed. It is actually a XML or JSON fragment specifying attributes of the GUI element you are looking for and of some of its parents.	

Parameters	Description	example
Clean	If selected, delete the previous text to write a new one. By default, the text will be written on a new line.	True
Text	Texto o variable que se vá a escribir en el atributo Text del objeto.	Text
Result	Variable where the result is stored	result

Send Keys

Enables you to write a string to the Text attribute of a specified UI element.

Parameters	Description	example
Selector	Use selector obtained in DesktopRecorder. This selector is a text property used to find a particular UI element when the activity is executed. It is actually a XML or JSON fragment specifying attributes of the GUI element you are looking for and of some of its parents.	
Text	The string or variable that is to be written to the Text attribute of a UI element.	Text
Add delay	Check it if the application write slow	False
Result	Variable where the result is stored	result

ComboBox

Selects an item from a combo box or list box.

Parameters	Description	example
Selector	Use selector obtained in DesktopRecorder. This selector is a text property used to find a particular UI element when the activity is executed. It is actually a XML or JSON fragment specifying attributes of the GUI element you are looking for and of some of its parents.	
Item	Specifies the item to be selected from the combo or list box.	Item
Result	Variable where the result is stored	result

Wheel

Simulate mouse wheel.

Parameters	Description	example
Selector	Use selector obtained in DesktopRecorder. This selector is a text property used to find a particular UI element when the activity is executed. It is actually a XML or JSON fragment specifying attributes of the GUI element you are looking for and of some of its parents.	
Times	Turns that the mouse wheel will make	1

Parameters	Description	example
Up or Down	Select whether the movement of the wheel will be up or down.	up
Result	Variable where the result is stored	result

Extract Table

Extract cell values of a table from a specified UI element.

Parameters	Description	example
Selector	Use selector obtained in DesktopRecorder. This selector is a text property used to find a particular UI element when the activity is executed. It is actually a XML or JSON fragment specifying attributes of the GUI element you are looking for and of some of its parents.	
Row	Row to be extracted	2
Column	Column to be extraxted	3
Result	Variable where the result is stored	result

Wait object

Wait for a object on screen

Parameters	Description	example
Selector	Selector to wait	{"ctrlid":"NumberPad","cls":"NamedContainerAutomationPeer","title":"Teclado numérico","ctrltype":"GroupControl","idx": 7}
Timeout in Seconds	Tiempo de espera máximo para el selector	30
Wait action	Wait action	-----Select-----
Result	Variable where the result is stored	result

Get Handle from Open windows

return and array with name and handle tuple from Open Window

Parameters	Description	example
Filter	Filter to search the handle	*Notepad

Parameters	Description	example
Variable	Variable where the handle will be saved	Variable

Read list

Extract cell values of a list from a specified UI element.

Parameters	Description	example
Selector	Text property used to find a particular UI element when the activity is executed. It is actually a XML or JSON fragment specifying attributes of the GUI element you are looking for and of some of its parents.	{"ctrlid":"NumberPad","cls":"NamedContainerAutomationPeer","title":"Teclado numérico","ctrltype":"GroupControl","idx": 7}
Result	Variable where the result is stored	result

Find child selector by

Search all child by any property and return selectors

Parameters	Description	example

Parameters	Description	example
Selector	Text property used to find a particular UI element when the activity is executed. It is actually a XML or JSON fragment specifying attributes of the GUI element you are looking for and of some of its parents.	{"ctrlid":"NumberPad","cls":"NamedContainerAutomationPeer","title":"Teclado numérico","ctrltype":"GroupControl","idx": 7}
Data to find	Children data to find	labelClass1
Find by	Selection of where to look for the child selector	ctrlid
Result	Variable where the result is stored	result

Get CheckBox state

Get Default Action State from checkbox

Parameters	Description	example

Parameters	Description	example
Selector	Text property used to find a particular UI element when the activity is executed. It is actually a XML or JSON fragment specifying attributes of the GUI element you are looking for and of some of its parents.	{"ctrlid":"NumberPad","cls":"NamedContainerAutomationPeer","title":"Teclado numérico","ctrltype":"GroupControl","idx": 7}
Get Value	Checkbox to check only if default option not working well.	False
Result	Variable where the result is stored	result

Object is enabled

Return True or False if object is enabled

Parameters	Description	example

Parameters	Description	example
Selector	Text property used to find a particular UI element when the activity is executed. It is actually a XML or JSON fragment specifying attributes of the GUI element you are looking for and of some of its parents.	{"ctrlid":"NumberPad","cls":"NamedContainerAutomationPeer","title":"Teclado numérico","ctrltype":"GroupControl","idx": 7}
Result	Variable where the result is stored	result

Drag and Drop

Drag and drop an object from coordinates or the object selector, both source and destination

Parameters	Description	example
You can select the combination of any of the options. Coordinates and/or selector		
Source Seletor	Use selector obtained in DesktopRecorder. This selector is a text property used to find a particular UI element when the activity is executed. It is actually a XML or JSON fragment specifying attributes of the GUI element you are looking for and of some of its parents.	

Parameters	Description	example
Destination Seletor	Use selector obtained in DesktopRecorder. This selector is a text property used to find a particular UI element when the activity is executed. It is actually a XML or JSON fragment specifying attributes of the GUI element you are looking for and of some of its parents.	
Source coordinate	Coordinates from where it will be dragged	136,200
Destination coordinate	Coordinates to where it will be dragged	500,200
Result	Variable where the result is stored	result

Get Position

Returns the coordinates of the specified element. You can choose to move the mouse to the position

Parameters	Description	example
Source Seletor	Use selector obtained in DesktopRecorder. This selector is a text property used to find a particular UI element when the activity is executed. It is actually a XML or JSON fragment specifying attributes of the GUI element you are looking for and of some of its parents.	
Move mouse to the position	If this checkbox is checked, the mouse will move to the center of the element before returning the position	True
Result	Variable where the result is stored	result