List of Keys (Keyboard, Mouse and Joystick)

Mouse

General Buttons

LButton	Left mouse button
RButton	Right mouse button
MButton	Middle or wheel mouse button

Advanced Buttons

XButton1	4th mouse button. Typically performs the same function as Browser_Back.
XButton2	5th mouse button. Typically performs the same function as Browser_Forward.

Wheel

WheelDown	Turn the wheel downward (toward you).
WheelUp	Turn the wheel upward (away from you).
WheelLeft WheelRight	[v1.0.48+]: Scroll to the left or right. Requires Windows Vista or later. These can be used as hotkeys with some (but not all) mice which have a second wheel or support tilting the wheel to either side. In some cases, software bundled with the mouse must instead be used to control this feature. Regardless of the particular mouse, Send and Click can be used to scroll horizontally in programs which support it.

Keyboard

Note: The names of the letter and number keys are the same as that single letter or digit. For example: b is the `B` key and 5 is the `5` key.

Although any single character can be used as a key name, its meaning (scan code or virtual keycode) depends on the current keyboard layout. Additionally, some special characters may need to be escaped or enclosed in braces, depending on the context. [v1.1.27+]: The letters a-z or A-Z can be used to refer to the corresponding virtual keycodes (usually vk41-vk5A) even if they are not included in the current keyboard layout.

General Keys

CapsLock	`CapsLock` (caps lock key)
Space	`Space` (space bar)
Tab	`Tab` (tabulator key)
Enter (or Return)	`Enter`
Escape (or Esc)	`Esc`
Backspace (or BS)	`Backspace`

Cursor Control Keys

ScrollLock	`ScrollLock` (scroll lock key)
Delete (or Del)	`Delete`
Insert (or Ins)	`Insert`
Home	`Home`
End	`End`
PgUp	`PageUp` (page up key)
PgDn	`PageDown` (page down key)
Up	↑ (up arrow key)
Down	↓ (down arrow key)
Left	← (left arrow key)
Right	→ (right arrow key)

Numpad Keys

Due to system behavior, the following keys seperated by a slash are identified differently depending on whether `NumLock` is ON or OFF. If `NumLock` is OFF but `Shift` is pressed, the system temporarily releases `Shift` and acts as though `NumLock` is ON.

Numpad0 / NumpadIns	`0` / `Insert`
Numpad1 / NumpadEnd	`1` / `End`
Numpad2 / NumpadDown	`2` / ↓
Numpad3 / NumpadPgDn	`3` / `PageDown`
Numpad4 / NumpadLeft	`4` / ←
Numpad5 / NumpadClear	`5` / typically does nothing
Numpad6 / NumpadRight	`6` / →
Numpad7 / NumpadHome	`7` / `Home`
Numpad8 / NumpadUp	`8` / ↑
Numpad9 / NumpadPgUp	`9` / `PageUp`
NumpadDot / NumpadDel	`.` / `Delete`
NumLock	`NumLock` (number lock key)
NumpadDiv	`/` (division)
NumpadMult	`*` (multiplication)
NumpadAdd	`+` (addition)

NumpadSub	- (subtraction)
NumpadEnter	`Enter`

Function Keys

F1 - F24	The 12 or more function keys at the top of most keyboards.

Modifier Keys

LWin	Left `Win`. Corresponds to the `<#` hotkey prefix. Right `Win`. Corresponds to the `>#` hotkey prefix.
RWin	**Note**: Unlike `Control`/`Alt`/`Shift`, there is no generic/neutral "Win" key because the OS does not support it. However, hotkeys with the `#` modifier can be triggered by either `Win` key.
Control (or Ctrl)	`Control`. As a hotkey (`Control::`) it fires upon release unless it has the tilde prefix. Corresponds to the `^` hotkey prefix.
Alt	`Alt`. As a hotkey (`Alt::`) it fires upon release unless it has the tilde prefix. Corresponds to the `!` hotkey prefix.
Shift	`Shift`. As a hotkey (`Shift::`) it fires upon release unless it has the tilde prefix. Corresponds to the `+` hotkey prefix.
LControl (or LCtrl)	Left `Control`. Corresponds to the `<^` hotkey prefix.
RControl (or RCtrl)	Right `Control`. Corresponds to the `>^` hotkey prefix.
LShift	Left `Shift`. Corresponds to the `<+` hotkey prefix.
RShift	Right `Shift`. Corresponds to the `>+` hotkey prefix.
LAlt	Left `Alt`. Corresponds to the `<!` hotkey prefix.
RAlt	Right `Alt`. Corresponds to the `>!` hotkey prefix. **Note**: If your keyboard layout has AltGr instead of RAlt, you can probably use it as a hotkey prefix via `<^>!` as described here. In addition, `LControl & RAlt::` would make AltGr itself into a hotkey.

Multimedia Keys

The function assigned to each of the keys listed below can be overridden by modifying the Windows registry. This table shows the default function of each key on most versions of Windows.

Browser_Back	Back
Browser_Forward	Forward
Browser_Refresh	Refresh
Browser_Stop	Stop
Browser_Search	Search

Browser_Favorites	Favorites
Browser_Home	Homepage
Volume_Mute	Mute the volume
Volume_Down	Lower the volume
Volume_Up	Increase the volume
Media_Next	Next Track
Media_Prev	Previous Track
Media_Stop	Stop
Media_Play_Pause	Play/Pause
Launch_Mail	Launch default e-mail program
Launch_Media	Launch default media player
Launch_App1	Launch My Computer
Launch_App2	Launch Calculator

Other Keys

AppsKey	`Menu`. This is the key that invokes the right-click context menu.
PrintScreen	`PrintScreen`
CtrlBreak	`Ctrl`+`Break`
Pause	`Pause`
Break	`Break`. Since this is synonymous with Pause, use `^CtrlBreak` in hotkeys instead of `^Pause` or `^Break`.
Help	`Help`. This probably doesn't exist on most keyboards. It's usually not the same as `F1`.
Sleep	`Sleep`. Note that the sleep key on some keyboards might not work with this.
SC**nnn**	Specify for **nnn** the scan code of a key. Recognizes unusual keys not mentioned above. See Special Keys for details.

VK**nn**	Specify for **nn** the hexadecimal virtual key code of a key. This rarely-used method also prevents certain types of hotkeys from requiring the keyboard hook. For example, the following hotkey does not use the keyboard hook, but as a side-effect it is triggered by pressing *either* `Home` or NumpadHome:
	
	`^VK24::MsgBox You pressed Home or NumpadHome while holding down Control.`
	`S↓`
	
	Known limitation: VK hotkeys that are forced to use the keyboard hook, such as `*VK24` or `~VK24`, will fire for only one of the keys, not both (e.g. NumpadHome but not `Home`). For more information about the VKnn method, see Special Keys.
	
	Warning: Only Send, GetKeyName, GetKeyVK, GetKeySC and #MenuMaskKey support combining VKnn and SCnnn.

[v1.1.27+]: The presence of an invalid suffix prevents VKnn from being recognized. For example, `vk1Bsc001::` raises an error in v1.1.27+, but `sc001` was ignored (had no effect) in previous versions.

Joystick

Joy1 through Joy32: The buttons of the joystick. To help determine the button numbers for your joystick, use this test script. Note that hotkey prefix symbols such as ^ (control) and + (shift) are not supported (though GetKeyState can be used as a substitute). Also note that the pressing of joystick buttons always "passes through" to the active window if that window is designed to detect the pressing of joystick buttons.

Although the following Joystick control names cannot be used as hotkeys, they can be used with GetKeyState:
JoyX, JoyY, and JoyZ: The X (horizontal), Y (vertical), and Z (altitude/depth) axes of the joystick.
JoyR: The rudder or 4th axis of the joystick.
JoyU and JoyV: The 5th and 6th axes of the joystick.
JoyPOV: The point-of-view (hat) control.
JoyName: The name of the joystick or its driver.
JoyButtons: The number of buttons supported by the joystick (not always accurate).
JoyAxes: The number of axes supported by the joystick.
JoyInfo: Provides a string consisting of zero or more of the following letters to indicate the joystick's capabilities: **Z** (has Z axis), **R** (has R axis), **U** (has U axis), **V** (has V axis), **P** (has POV control), **D** (the POV control has a limited number of discrete/distinct settings), **C** (the POV control is continuous/fine). Example string: ZRUVPD

Multiple Joysticks: If the computer has more than one joystick and you want to use one beyond the first, include the joystick number (max 16) in front of the control name. For example, 2joy1 is the second joystick's first button.

Note: If you have trouble getting a script to recognize your joystick, one person reported needing to specify a joystick number other than 1 even though only a single joystick was present. It is unclear how this situation arises or whether it is normal, but experimenting with the joystick number in the joystick test script can help determine if this applies to your system.