FileMaker Pro Plug-In

MoveMouse
Click & TypeText

User's guide

Version 1.0

Introduction

The MoveMouse Plug-In for FileMaker Pro 7 enables you to automate mouse clicks and text typing in or outside of FileMaker Pro. In FileMaker Pro's ScriptMaker you can add as many events as you like to perform long complicated computer tasks. You can automate anything from opening applications and selecting menus to entering texts and clicking in dialogs. The MoveMouse Plug-In can also be used to obtain the position of the mouse cursor to determine where the user has clicked.

Installation

Windows:

1. Quit FileMaker Pro.
2. Simply drop the file **MoveMouse.fmx** into the Extensions folder within the FileMaker Pro application folder.
3. Start FileMaker Pro.

Mac OS X:

1. Quit FileMaker Pro.
2. Simply drop the file **MoveMouse.fmplugin** in Extensions folder within the FileMaker Pro application folder.
3. Start FileMaker Pro.

The first time you use the MoveMouse Plug-In, a dialog box will appear where you can either run MoveMouse as a demo, or register the plug-in, or order a registration number.

If you have any problems or questions, please contact Graphiclife via e-mail: *support@graphiclife.com*

Functions

Version

Format

GrMM_Version(0)

Description

This function returns a **text** representing the version of the MoveMouse Plug-In and registration status.

Parameter

Only 0 is required.

Example Script

Set Field [Example::Result; GrMM_Version(0)]

This example returns the text **MoveMouse 1.0v1 (Registered)** into the field *Example::Result*.

MoveMouse

Format

GrMM_MoveMouse(left ; top ; button ; clicks ; relative ; modifierKeys)

Description

This function moves the mouse cursor to a certain position on the screen and performs mouse clicks.

Parameters

- **Left:** Number representing the distance in pixels from the left of the main screen or the left of the local window.
- **Top:** Number representing the distance in pixels from the top of the main screen or the top of the local window.
- **Button:** Number representing the mouse button being pressed.
  - Normally left button = **1**.
  - Right button = **2**.
  - Middle mouse button = **3** etc.
- **Clicks:** Number of clicks being done.
  - Single click = **1**.
  - Double click = **2** etc.
- **Relative:** Number that changes the distance of the mouse cursor to be relative to the main screen or the current local window.
  - Set position relative to the main screen = **0**.
  - Set position relative to the local window = **1**.

- **ModifierKeys:** Number that is the **sum** of the numbers representing each keyboard modifier key (for example, Ctrl + Shift = 4 + 1 = 5) that are being pressed.
    - None = **0**.
    - Shift = **1**.
    - Caps Lock = **2**.
    - Ctrl (Windows) and Control (Mac OS) = **4**.
    - Alt (Windows) and Option (Mac OS) = **8**.
    - Alt Gr (Windows) and Command (Mac OS) = **16**.

The modifier keys can also be obtained by using the FileMaker Pro function *Get(ActiveModifierKeys)*. For more information consult the FileMaker Pro Help system.

Example Script

Set Field [Example::Result; GrMM_MoveMouse(100 ; 200 ; 1 ; 2 ; 0 ; 0)]

This example moves the mouse cursor to the position 100 pixels from the left and 200 pixels from the top of the main screen and makes a double click with the left mouse button.

TypeText

Format

GrMM_TypeText(text ; modifierKeys)

Description

This function performs keyboard strokes and can type a block of text with or without modifier keys.

Parameters

- **Text:** Text that shall be typed.
- **ModifierKeys:** Number that is the **sum** of the numbers representing each keyboard modifier key (for example, Ctrl + Shift = 4 + 1 = 5) that are being pressed.
    - None = **0**.
    - Shift = **1**.
    - Caps Lock = **2**.
    - Ctrl (Windows) and Control (Mac OS) = **4**.
    - Alt (Windows) and Option (Mac OS) = **8**.
    - Alt Gr (Windows) and Command (Mac OS) = **16**.

The modifier keys can also be obtained by using the FileMaker Pro function *Get(ActiveModifierKeys)*. For more information consult the FileMaker Pro Help system.

Example Script

Open Define Database
Set Field [Example::Result; GrMM_TypeText("N" ; 16)]
Set Field [Example::Result; GrMM_TypeText("NewNumberField¶¶" ; 0)]

This example opens the define database dialog, creates a new number field and closes the dialog by pressing return twice.

GetMouse

Format

GrMM_GetMouseLeft(relative ; waitForClick)

GrMM_GetMouseTop(relative ; waitForClick)

Description

These two functions return a **number** representing the current position of the mouse cursor. *GetMouseLeft* returns the distance in pixels from the left of the main screen or the left of the local window. *GetMouseTop* returns the distance in pixels from the top of the main screen or the top of the local window.

Parameters

- **Relative:** Number that changes the distance of the mouse cursor to be relative to the main screen or the current local window.
  - Set position relative to the main screen = **0**.
  - Set position relative to the local window = **1**.
- **WaitForClick:** Number to instruct FileMaker Pro to wait for the user to click. This is used to obtain the coordinates from a certain position after the user has been clicking.
  - Continue without waiting = **0**.
  - Wait for click = **1**.

Example Script

Set Field [Example::Left; GrMM_GetMouseLeft(1; 1)]

Set Field [Example::Top; GrMM_GetMouseTop(1; 0)]

This example waits for the user to click at a certain position and returns the position of the mouse cursor relative to the local window into the field *Example::Top* and *Example::Left*. **Note** that the "wait for click" parameter is used only in the first GetMouse function to receive both left and top position at once.