

Using the Program

AutoHotkey doesn't do anything on its own; it needs a script to tell it what to do. A script is simply a plain text file with the `.ahk` filename extension containing instructions for the program, like a configuration file, but much more powerful. A script can do as little as performing a single action and then exiting, but most scripts define a number of [hotkeys](#), with each hotkey followed by one or more actions to take when the hotkey is pressed.

```
#z::Run https://www.autohotkey.com ; Win+Z

^!n:: ; Ctrl+Alt+N
if WinExist("Untitled - Notepad")
    WinActivate
else
    Run Notepad
return
```


Tip: If your browser supports it, you can download any code block (such as the one above) as a script file by clicking the  button which appears in the top-right of the code block when you hover your mouse over it.

Table of Contents

- [Create a Script](#)
- [Edit a Script](#)
- [Run a Script](#)
- [Tray Icon](#)
- [Main Window](#)
- [Window Spy](#)
- [Embedded Scripts](#)
- [Command Line Usage](#)
- [Portability of AutoHotkey.exe](#)
- [Installer Options](#)
 - [Run with UI Access](#)

Create a Script

There are a couple of common ways to create a script file:

- In Notepad (or a [text editor](#) of your choice), save a file with the `.ahk` filename extension. On some systems you may need to enclose the name in quotes to ensure the editor does not add another extension (such as `.txt`).