

BUT STILL

it's like PHP designed by someone who learned on Visual Basic for Applications

ANYWAY I decided to not just complain about it, and archived it:

<https://t.co/IKxjNQMZMK>

that's the script for this video:

<https://t.co/GPvTp17RDR>

naturally I would comment and add a link to it, but of course I can't post links in the comments.

anyway, autohotkey is great.

have you ever wanted to get a list of drives on a system?

That's simple!

DriveGet, drives, List

now you have a variable named "drives" which is a string containing a list like "ACDEFP"

that's how programming languages work, right?

assigning variables

small brain: a=1 (fortran, C, descendants of C)

big brain: a := 1 (ALGOL, Pascal)

cosmic brain: LET A=1 (early BASIC)

multiverse brain: a <- 1 (F#, OCaml)

brane cosmology bulk brain: there is no assignment, functions output to one of their arguments (AHK)

fun fact: AHK actually also uses = and :=

it just doesn't use them for functions.

it's got "=" which is called legacy... assignment? they don't actually call it assignment.

legacy variable storage, let's say.

the fun thing is that = only takes integers, unquoted strings, and other variables.

so:

a=1

b=FOOBAR

c=%b%

but if you do:

a=1+2

that's either an error, or you'll get a string containing "1+2".

I'm not sure which. I don't really want to find out

whereas if you do:

```
a := 1+2
```

a will be set to "3"

BTW these differences in = and := mean that if you convert that above example from = to :=, you get:

```
a=1
```

```
b="FOOBAR"
```

```
c=b
```

in computer science, we call this "consistency"

this is the fundamental problem with AutoHotKey as a language:

it started as a bad batch scripting language and got a little powerful with some visual basic ideas, and then it got "fixed" into being a more usable language, but THEY LEFT THE OLD SYNTAX VALID FOR COMPATIBILITY

it's like having a language that uses Go's syntax but you can always just drop down to

```
10 PRINT "HELLO WORLD"
```

```
20 GOTO 10
```

in the middle of a method

autohotkey is a language that could have been fixed, and they tried to fix it, but they tried to fix it by nailing the "fixed" version onto the side of the broken version

I guess it's fortunate then that microsoft is trying so hard to murder autohotkey.

once it stops working there won't be any more language evolution

maybe I should port autohotkey to an arduino keyboard+mouse.

or maybe I shouldn't torture tiny computers