

Forum:[Hack Forums](#)

Thread: [Get Image Location](#)

CottleSilver - August 30, 2014, 2:47 pm

A new thread was opened by ElementalTree on how to find an image's location from the screen and everyone sad that is difficult but in reality is not that hard so I want to show this simple code on how to do it:

1) use this code:

Spoiler ([Click to View](#))

To be clear this is not 100% made by me more like 10%

PHP Code

<?php

```
Private Function ImageLocation(ByRef Source As Bitmap, ByRef bmp As Bitmap) As Point
```

```
    If Source Is Nothing OrElse bmp Is Nothing Then Return Nothing
```

```
    If Source.Width = bmp.Width AndAlso Source.Height = bmp.Height Then
```

```
        If Source.GetPixel(0, 0) = bmp.GetPixel(0, 0) Then
```

```
            Return New Point(0, 0)
```

```
        Else
```

```
            Return Nothing
```

```
        End If
```

```
    ElseIf Source.Width < bmp.Width OrElse Source.Height < bmp.Height Then
```

```
        Return Nothing
```

```
    End If
```

```
    Dim sr As New Rectangle(0, 0, Source.Width, Source.Height)
```

```
    Dim br As New Rectangle(0, 0, bmp.Width, bmp.Height)
```

```
    Dim srcLock As BitmapData = Source.LockBits(sr, Imaging.ImageLockMode.ReadOnly, PixelFormat.Format24bppRgb)
```

```
    Dim bmpLock As BitmapData = bmp.LockBits(br, Imaging.ImageLockMode.ReadOnly, PixelFormat.Format24bppRgb)
```

```
    Dim sStride As Integer = srcLock.Stride
```

```
    Dim bStride As Integer = bmpLock.Stride
```

```
    Dim srcSz As Integer = sStride * Source.Height
```

```
    Dim bmpSz As Integer = bStride * bmp.Height
```

```
    Dim srcBuff(srcSz) As Byte
```

```
    Dim bmpBuff(bmpSz) As Byte
```

```
    Marshal.Copy(srcLock.Scan0, srcBuff, 0, srcSz)
```

```
    Marshal.Copy(bmpLock.Scan0, bmpBuff, 0, bmpSz)
```

```
    bmp.UnlockBits(bmpLock)
```

```
    Source.UnlockBits(srcLock)
```

```
    Dim x, y, x2, y2, sx, sy, bx, by, sw, sh, bw, bh As Integer
```

```
    Dim r, g, b As Byte
```

```
    Dim p As Point = Nothing
```

```
    bw = bmp.Width
```

```
    bh = bmp.Height
```

```
    sw = Source.Width - bw
```

```
    sh = Source.Height - bh
```

```
    bx = 0 : by = 0
```

```
    For y = 0 To sh
```

```
        sy = y * sStride
```

```

For x = 0 To sw
sx = sy + x * 3
r = srcBuff(sx + 2)
g = srcBuff(sx + 1)
b = srcBuff(sx)
If r = bmpBuff(2) AndAlso g = bmpBuff(1) AndAlso b = bmpBuff(0) Then
p = New Point(x, y)
For y2 = 0 To bh - 1
by = y2 * bStride
For x2 = 0 To bw - 1
bx = by + x2 * 3
sy = (y + y2) * sStride
sx = sy + (x + x2) * 3
r = srcBuff(sx + 2)
g = srcBuff(sx + 1)
b = srcBuff(sx)
If Not (r = bmpBuff(bx + 2) AndAlso
g = bmpBuff(bx + 1) AndAlso
b = bmpBuff(bx)) Then
p = Nothing
sy = y * sStride
Exit For
End If
Next
If p = Nothing Then Exit For
Next
End If
If p <> Nothing Then Exit For
Next
If p <> Nothing Then Exit For
Next
bmpBuff = Nothing
srcBuff = Nothing
Return p
End Function

```

2) Just enjoy

Optional::

1) use this code to make a screenshot of the screen:

Spoiler ([Click to View](#))PHP Code

```
<?php
```

```
Private Function Screenshot() As Image
```

```
Dim bounds As Rectangle
```

```
Dim IMG As System.Drawing.Bitmap
```

```
Dim graph As Graphics
```

```
bounds = Screen.PrimaryScreen.Bounds
```

```
IMG = New System.Drawing.Bitmap(bounds.Width, bounds.Height, System.Drawing.Imaging.
```

```
PixelFormat.Format32bppArgb)
```

```
graph = Graphics.FromImage(IMG)
```

```
graph.CopyFromScreen(bounds.X, bounds.Y, 0, 0, bounds.Size, CopyPixelOperation.
```

```
SourceCopy)
```

Return IMG
End Function

2) Use both function to find a image from screen and use this to click the image:

Spoiler [\(Click to View\)](#)PHP Code

<?php

```
Public Declare Sub mouse_event Lib "user32" Alias "mouse_event" (ByVal dwFlags As Long,
ByVal dx As Long, ByVal dy As Long, ByVal cButtons As Long, ByVal dwExtraInfo As Long)
    Public Declare Auto Function SetCursorPos Lib "User32.dll" (ByVal X As Integer, ByVal Y As
Integer) As Long
    Public Declare Auto Function GetCursorPos Lib "User32.dll" (ByRef lpPoint As Point) As Long
    Dim MOUSEEVENTF_MIDDLEUP = &H40
    Dim MOUSEEVENTF_RIGHTDOWN = &H8
    Dim MOUSEEVENTF_LEFTDOWN = &H2
    Dim MOUSEEVENTF_RIGHTUP = &H10
    Dim MOUSEEVENTF_LEFTUP = &H4
    Dim MOUSEEVENTF_MIDDLEDOWN = &H20

    Private Sub ClickMouse(ByVal MouseEvent As String)
        If MouseEvent.ToLower = "left" Then
            mouse_event(MOUSEEVENTF_LEFTDOWN, 0, 0, 0, 0)
            mouse_event(MOUSEEVENTF_LEFTUP, 0, 0, 0, 0)
        ElseIf MouseEvent.ToLower = "right" Then
            mouse_event(MOUSEEVENTF_RIGHTDOWN, 0, 0, 0, 0)
            mouse_event(MOUSEEVENTF_RIGHTUP, 0, 0, 0, 0)
        ElseIf MouseEvent.ToLower = "middle" Then
            mouse_event(MOUSEEVENTF_MIDDLEDOWN, 0, 0, 0, 0)
            mouse_event(MOUSEEVENTF_MIDDLEUP, 0, 0, 0, 0)
        End If
    End Sub
```

Use SetCursorPos and GetCursorPos to move the mouse. To make ClickMouse easier to use just make a enum and use select case, this is a old code

This is a link to the source only with 2 pictures (my own desktop) if anyone wants it:

<http://www.mediafire.com/download/wje45lelblx7kf9/ImageLocation.rar>

\$lick - August 30, 2014, 2:53 pm

> [Tutorial]

> 1) C&P this code:

Nice tutorial OP, Amazing work.

CottleSilver - August 30, 2014, 2:57 pm

(Aug 30, 2014 02:53 PM)?Lazy™ Wrote: [\[CITE\]](#) > [Tutorial]

> 1) C&P this code:

Nice tutorial OP, Amazing work.

Changed, No one knows the meaning of a joke anymore....

SIM-1676753 - August 30, 2014, 2:59 pm

HAHHHAHAHAHAHAHAHA FUNNY JOKE OP 14/10 would laugh again.

What was the joke?

\$lick - August 30, 2014, 3:00 pm

(Aug 30, 2014 02:57 PM)CottleSilver Wrote: [\[CITE\]](#) Changed, No one knows the meaning of a joke anymore....

Even if that was a joke you haven't fixed anything by removing "C&P this"

This still isn't a tutorial, It's a block of source you are telling is to use.

banevader - August 30, 2014, 3:01 pm

(Aug 30, 2014 03:00 PM)?Lazy™ Wrote: [\[CITE\]](#) Even if that was a joke you haven't fixed anything by removing "C&P this"

This still isn't a tutorial, It's a block of source you are telling is to use.

What's wrong with copy paste code? If it works there is no point to reinvent the wheel.

CottleSilver - August 30, 2014, 3:01 pm

(Aug 30, 2014 03:00 PM)?Lazy™ Wrote: [\[CITE\]](#) Even if that was a joke you haven't fixed anything by removing "C&P this"

This still isn't a tutorial, It's a block of source you are telling is to use.

Well... I never did a tutorial before, I will change the title

\$lick - August 30, 2014, 3:07 pm

(Aug 30, 2014 03:01 PM)banevader Wrote: [\[CITE\]](#) What's wrong with copy paste code? If it works there is no point to reinvent the wheel.

Didn't say that was the issue.

The issue was calling this thread a tutorial.

(Aug 30, 2014 03:01 PM)CottleSilver Wrote: [\[CITE\]](#) Well... I never did a tutorial before, I will change the title

There is a [Source] tag you could have used.

CottleSilver - August 30, 2014, 3:10 pm

(Aug 30, 2014 03:07 PM)?Lazy™ Wrote: [\[CITE\]](#) There is a [Source] tag you could have used. Changed it to [Source] hope there are no more problems ?