

Forum:[Hack Forums](#)

Thread: [AddMeFast Youtube View Captcha \(Rotation\)](#)

markzuckerberg - December 12, 2014, 8:11 am

Hello HackForums!

[img]http://s4.postimg.org/4bmt8a8ml/AMF_YTV_Captcha.png[/img]

Sharing is caring.. Just found today the Captcha javascript fucntion that is now running on the site.. all the bots that are coded by you mates.. are now Dead!

So when i found this i said really i need to share this because i'm sure that some of you guys are searching for it.

Captcha javascript that is running on Add Me Fast website :

Code // VERSION: 2.3 LAST UPDATE: 11.07.2013

```
/*
 * Licensed under the MIT license: http://www.opensource.org/licenses/mit-license.php
 *
 * Made by Wilq32, wilq32@gmail.com, Wroclaw, Poland, 01.2009
 * Website: http://code.google.com/p/jqueryrotate/
 */

(function($) {
    var supportedCSS,supportedCSSOrigin,
    styles=document.getElementsByTagName("head")[0].style,toCheck="transformProperty
    WebkitTransform OTransform msTransform MozTransform".split(" ");
    for (var a = 0; a < toCheck.length; a++) if (styles[toCheck[a]] !== undefined) { supportedCSS =
    toCheck[a]; }
    if (supportedCSS) {
        supportedCSSOrigin = supportedCSS.replace(/[tT]ransform/, "TransformOrigin");
        if (supportedCSSOrigin[0] == "T") supportedCSSOrigin[0] = "t";
    }

    // Bad eval to preven google closure to remove it from code o_O
    eval('!E = "v"=="\v"');

    jQuery.fn.extend({
        rotate:function(parameters)
        {
            if (this.length===0||typeof parameters=="undefined") return;
            if (typeof parameters=="number") parameters={angle:parameters};
            var returned=[];
            for (var i=0,i0=this.length;i<i0;i++)
            {
                var element=this.get(i);
                if (!element.Wilq32 || !element.Wilq32.PhotoEffect) {
```

```

    var paramClone = $.extend(true, {}, parameters);
    var newRotObject = new Wilq32.PhotoEffect(element,paramClone)._rootObj;

    returned.push($(newRotObject));
}
else {
    element.Wilq32.PhotoEffect._handleRotation(parameters);
}
}
return returned;
},
getRotateAngle: function(){
    var ret = [];
    for (var i=0,i0=this.length;i<i0;i++)
    {
        var element=this.get(i);
        if (element.Wilq32 && element.Wilq32.PhotoEffect) {
            ret[i] = element.Wilq32.PhotoEffect._angle;
        }
    }
    return ret;
},
stopRotate: function(){
    for (var i=0,i0=this.length;i<i0;i++)
    {
        var element=this.get(i);
        if (element.Wilq32 && element.Wilq32.PhotoEffect) {
            clearTimeout(element.Wilq32.PhotoEffect._timer);
        }
    }
}
});

```

// Library agnostic interface

```

Wilq32=window.Wilq32||{};
Wilq32.PhotoEffect=(function(){

    if (supportedCSS) {
        return function(img,parameters){
            img.Wilq32 = {
                PhotoEffect: this
            };

            this._img = this._rootObj = this._eventObj = img;
            this._handleRotation(parameters);
        }
    } else {
        return function(img,parameters) {
            this._img = img;
            this._onLoadDelegate = [parameters];

            this._rootObj=document.createElement('span');

```

```

this._rootObj.style.display="inline-block";
this._rootObj.Wilq32 =
{
    PhotoEffect: this
};
img.parentNode.insertBefore(this._rootObj,img);

if (img.complete) {
this._Loader();
} else {
var self=this;
// TODO: Remove jQuery dependency
jQuery(this._img).bind("load", function(){ self._Loader(); });
}
}
}
})();

Wilq32.PhotoEffect.prototype = {
    _setupParameters : function (parameters){
this._parameters = this._parameters || {};
if (typeof this._angle !== "number") { this._angle = 0 ; }
if (typeof parameters.angle==="number") { this._angle = parameters.angle; }
this._parameters.animateTo = (typeof parameters.animateTo === "number") ?
(parameters.animateTo) : (this._angle);

this._parameters.step = parameters.step || this._parameters.step || null;
this._parameters.easing = parameters.easing || this._parameters.easing || this._defaultEasing;
this._parameters.duration = parameters.duration || this._parameters.duration || 1000;
this._parameters.callback = parameters.callback || this._parameters.callback ||
this._emptyFunction;
this._parameters.center = parameters.center || this._parameters.center || ["50%","50%"];
if (typeof this._parameters.center[0] == "string") {
this._rotationCenterX = (parseInt(this._parameters.center[0],10) / 100) * this._imgWidth *
this._aspectW;
} else {
this._rotationCenterX = this._parameters.center[0];
}
if (typeof this._parameters.center[1] == "string") {
this._rotationCenterY = (parseInt(this._parameters.center[1],10) / 100) * this._imgHeight *
this._aspectH;
} else {
this._rotationCenterY = this._parameters.center[1];
}

if (parameters.bind && parameters.bind != this._parameters.bind) {
this._BindEvents(parameters.bind); }
},
    _emptyFunction: function(){},
    _defaultEasing: function (x, t, b, c, d) { return -c * ((t=t/d-1)*t*t*t - 1) + b },
    _handleRotation : function(parameters, dontcheck){
if (!supportedCSS && !this._img.complete && !dontcheck) {
this._onLoadDelegate.push(parameters);

```

```

return;
}
this._setupParameters(parameters);
if (this._angle==this._parameters.animateTo) {
this._rotate(this._angle);
}
else {
this._animateStart();
}
},

_BindEvents:function(events){
if (events && this._eventObj)
{
// Unbinding previous Events
if (this._parameters.bind){
var oldEvents = this._parameters.bind;
for (var a in oldEvents) if (oldEvents.hasOwnProperty(a))
// TODO: Remove jQuery dependency
jQuery(this._eventObj).unbind(a,oldEvents[a]);
}

this._parameters.bind = events;
for (var a in events) if (events.hasOwnProperty(a))
// TODO: Remove jQuery dependency
jQuery(this._eventObj).bind(a,events[a]);
}
},

_Loader:(function()
{
if (IE)
return function() {
var width=this._img.width;
var height=this._img.height;
this._imgWidth = width;
this._imgHeight = height;
this._img.parentNode.removeChild(this._img);

this._vimage = this.createVMLNode('image');
this._vimage.src=this._img.src;
this._vimage.style.height=height+"px";
this._vimage.style.width=width+"px";
this._vimage.style.position="absolute"; // FIXES IE PROBLEM - its only rendered if its on
absolute position!
this._vimage.style.top = "0px";
this._vimage.style.left = "0px";
this._aspectW = this._aspectH = 1;

/* Group minifying a small 1px precision problem when rotating object */
this._container = this.createVMLNode('group');
this._container.style.width=width;
this._container.style.height=height;

```

```

this._container.style.position="absolute";
this._container.style.top="0px";
this._container.style.left="0px";
this._container.setAttribute('coordsize',width-1+','+(height-1)); // This -1, -1 trying to fix ugly
problem with small displacement on IE
this._container.appendChild(this._vimage);

this._rootObj.appendChild(this._container);
this._rootObj.style.position="relative"; // FIXES IE PROBLEM
this._rootObj.style.width=width+"px";
this._rootObj.style.height=height+"px";
this._rootObj.setAttribute('id',this._img.getAttribute('id'));
this._rootObj.className=this._img.className;
this._eventObj = this._rootObj;
var parameters;
while (parameters = this._onLoadDelegate.shift()) {
    this._handleRotation(parameters, true);
}
}
else return function () {
this._rootObj.setAttribute('id',this._img.getAttribute('id'));
this._rootObj.className=this._img.className;

this._imgWidth=this._img.naturalWidth;
this._imgHeight=this._img.naturalHeight;
var _widthMax=Math.sqrt((this._imgHeight)*(this._imgHeight) + (this._imgWidth) *
(this._imgWidth));
this._width = _widthMax * 3;
this._height = _widthMax * 3;

this._aspectW = this._img.offsetWidth/this._img.naturalWidth;
this._aspectH = this._img.offsetHeight/this._img.naturalHeight;

this._img.parentNode.removeChild(this._img);

this._canvas=document.createElement('canvas');
this._canvas.setAttribute('width',this._width);
this._canvas.style.position="relative";
this._canvas.style.left = -this._img.height * this._aspectW + "px";
this._canvas.style.top = -this._img.width * this._aspectH + "px";
this._canvas.Wilq32 = this._rootObj.Wilq32;

this._rootObj.appendChild(this._canvas);
this._rootObj.style.width=this._img.width*this._aspectW+"px";
this._rootObj.style.height=this._img.height*this._aspectH+"px";
this._eventObj = this._canvas;

this._cnv=this._canvas.getContext('2d');
var parameters;
while (parameters = this._onLoadDelegate.shift()) {
    this._handleRotation(parameters, true);
}
}

```

```

})();

    _animateStart:function()
    {
    if (this._timer) {
    clearTimeout(this._timer);
    }
    this._animateStartTime = +new Date;
    this._animateStartAngle = this._angle;
    this._animate();
    },
    _animate:function()
    {
    var actualTime = +new Date;
    var checkEnd = actualTime - this._animateStartTime > this._parameters.duration;

    // TODO: Bug for animatedGif for static rotation ? (to test)
    if (checkEnd && !this._parameters.animatedGif)
    {
    clearTimeout(this._timer);
    }
    else
    {
    if (this._canvas||this._vimage||this._img) {
    var angle = this._parameters.easing(0, actualTime - this._animateStartTime,
this._animateStartAngle, this._parameters.animateTo - this._animateStartAngle,
this._parameters.duration);
    this._rotate((~~(angle*10))/10);
    }
    if (this._parameters.step) {
    this._parameters.step(this._angle);
    }
    var self = this;
    this._timer = setTimeout(function()
    {
    self._animate.call(self);
    }, 10);
    }

    // To fix Bug that prevents using recursive function in callback I moved this function to back
    if (this._parameters.callback && checkEnd){
    this._angle = this._parameters.animateTo;
    this._rotate(this._angle);
    this._parameters.callback.call(this._rootObj);
    }
    },

    _rotate : (function()
    {
    var rad = Math.PI/180;
    if (IE)
    return function(angle)
    {

```

```

this._angle = angle;
this._container.style.rotation=(angle%360)+"deg";
this._vimage.style.top = -(this._rotationCenterY - this._imgHeight/2) + "px";
this._vimage.style.left = -(this._rotationCenterX - this._imgWidth/2) + "px";
this._container.style.top = this._rotationCenterY - this._imgHeight/2 + "px";
this._container.style.left = this._rotationCenterX - this._imgWidth/2 + "px";

}
else if (supportedCSS)
return function(angle){
this._angle = angle;
this._img.style[supportedCSS]="rotate("+(angle%360)+"deg)";
this._img.style[supportedCSSOrigin]=this._parameters.center.join(" ");
}
else
return function(angle)
{
this._angle = angle;
angle=(angle%360)* rad;
// clear canvas
this._canvas.width = this._width;//+this._widthAdd;
this._canvas.height = this._height;//+this._heightAdd;

// REMEMBER: all drawings are read from backwards.. so first function is translate, then rotate,
then translate, translate..
this._cnv.translate(this._imgWidth*this._aspectW,this._imgHeight*this._aspectH); // at least
center image on screen
this._cnv.translate(this._rotationCenterX,this._rotationCenterY); // we move image back
to its original
this._cnv.rotate(angle); // rotate image
this._cnv.translate(-this._rotationCenterX,-this._rotationCenterY); // move image to its
center, so we can rotate around its center
this._cnv.scale(this._aspectW,this._aspectH); // SCALE - if needed ;)
this._cnv.drawImage(this._img, 0, 0); // First - we draw image
}

})();
}

if (IE)
{
Wilq32.PhotoEffect.prototype.createVMLNode=(function(){
document.createStyleSheet().addRule(".rvml", "behavior:url(#default#VML)");
try {
!document.namespaces.rvml && document.namespaces.add("rvml",
"urn:schemas-microsoft-com:vml");
return function (tagName) {
return document.createElement('<rvml:' + tagName + ' class="rvml">');
};
} catch (e) {
return function (tagName) {
return document.createElement('<' + tagName + ' xmlns="urn:schemas-microsoft-com:vml"
class="rvml">');

```

```
};  
}  
})();  
}
```

})(jQuery);

Source : <http://addmefast.com/captcha/jqueryRotate.js>

Well Good luck! ?

Marc Cavanough - January 15, 2020, 2:25 am

Hello there,

I'm sorry for bumping this very old thread, however, I found this code which might work still but I'm having problems to apply the JS. Actually, I can't get the proper parameters from the AMF image that needs to rotate. Any tiny help would be appreciated. I can provide up-to-date image same with code if it needs.

Regards and thanks in advance.

Marc