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Thread: [Click on certain color](#)

KingDeath360 - December 22, 2014, 5:05 pm

If any of you remember the 'potnoodle pira pira' game/competition.
you click the potnoodles on the screen and it gets faster and faster and If you where in the top 10
on the games leader-board you would get a free potnoodle.

well heres my now old source code:

Code Public Class Form1

```
Public Declare Function GetAsyncKeyState Lib "user32" (ByVal vKey As Short) As Integer
Private WithEvents timer1 As New Windows.Forms.Timer
Private WithEvents timer2 As New Windows.Forms.Timer
Private WithEvents timer3 As New Windows.Forms.Timer
Dim colorcodes As String() = {"Color [A=255, R=154, G=21, B=26]", "Color [A=255, R=150, G=19, B=24]", "Color [A=255, R=156, G=21, B=27]", "Color [A=255, R=152, G=20, B=26]", "Color [A=255, R=152, G=19, B=25]", "Color [A=255, R=153, G=21, B=25]", "Color [A=255, R=151, G=19, B=26]", "Color [A=255, R=161, G=23, B=29]", "Color [A=255, R=161, G=23, B=29]", "Color [A=255, R=149, G=19, B=24]", "Color [A=255, R=154, G=20, B=26]", "Color [A=255, R=154, G=21, B=26]"}
Public Declare Sub mouse_click Lib "user32" Alias "mouse_event" (ByVal dwFlags As Short, ByVal dx As Short, ByVal dy As Short, ByVal cButtons As Short, ByVal dwExtraInfo As Short)
Private Sub Timer2_Tick(ByVal sender As System.Object, _
    ByVal e As System.EventArgs) Handles timer2.Tick
```

```
Me.Text = Windows.Forms.Cursor.Position.X & " - " & Windows.Forms.Cursor.Position.Y & "
(580 739)"
```

```
Using bmp As New Bitmap(1, 1)
Using g As Graphics = Graphics.FromImage(bmp)
    g.CopyFromScreen(Windows.Forms.Cursor.Position, _
        New Point(0, 0), New Size(1, 1))
End Using
Dim i As Integer = 0
For i = 0 To colorcodes.Length - 1
    If bmp.GetPixel(0, 0).ToString = colorcodes(i) Then
        mouse_click(mouseclicker.MOUSEEVENTF_LEFTDOWN, 0, 0, 0, 0)
        mouse_click(mouseclicker.MOUSEEVENTF_LEFTUP, 0, 0, 0, 0)
    End If
Next
End Using
```

End Sub

Public Enum mouseclicker

MOUSEEVENTF_LEFTDOWN = &H2

MOUSEEVENTF_LEFTUP = &H4

End Enum

```
Private Sub Timer1_Tick(ByVal sender As System.Object, _
    ByVal e As System.EventArgs) Handles timer1.Tick
```

```

Using bmp As New Bitmap(1, 1)
    Using g As Graphics = Graphics.FromImage(bmp)
        g.CopyFromScreen(Windows.Forms.Cursor.Position, _
            New Point(0, 0), New Size(1, 1))
    End Using
    ' ListBox1.Items.Add(bmp.GetPixel(0, 0).ToString)
    If GetAsyncKeyState(1) Then
        ' MsgBox(bmp.GetPixel(0, 0).ToString & " - " & Windows.Forms.Cursor.Position.X &
Windows.Forms.Cursor.Position.Y)
        ListBox1.Items.Add(bmp.GetPixel(0, 0).ToString)

    End If

End Using
End Sub
Private Sub Timer3_Tick(ByVal sender As System.Object, _
    ByVal e As System.EventArgs) Handles timer3.Tick

    Using bmp As New Bitmap(1, 1)
        Using g As Graphics = Graphics.FromImage(bmp)
            g.CopyFromScreen(Windows.Forms.Cursor.Position, _
                New Point(0, 0), New Size(1, 1))
        End Using
        Label2.Text = bmp.GetPixel(0, 0).ToString

    End Using
End Sub
Private Sub Button1_Click(sender As Object, e As EventArgs) Handles Button1.Click

    Cursor.Position = New Point(580, 739)

    timer1.Interval = 10
    timer1.Start()

End Sub

Private Sub Form1_MouseClick(sender As Object, e As MouseEventArgs) Handles
Me.MouseClick
    timer1.Stop()
End Sub

Private Sub Form1_Load(sender As Object, e As EventArgs) Handles MyBase.Load
    timer2.Interval = 1
    timer2.Start()
    timer3.Interval = 1
    timer3.Start()
End Sub

Private Sub Button2_Click(sender As Object, e As EventArgs) Handles Button2.Click

```

End Sub
End Class