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Thread: [Closed](#)

Visual Freedom - July 15, 2015, 3:22 am

This thread got closed by me. Thanks for your interest!

Nicktron - July 15, 2015, 3:46 am

Wow, nice release, is this similar to how an QR code works?

hackersallin - July 15, 2015, 4:51 am

Wow, nicely done! I can see some future use of such app ;)

Keep it up!

Rhez - July 15, 2015, 5:17 am

I think I saw this one past month ago. But nice job :D

iLogic™ - July 15, 2015, 10:13 am

Nice release bro ? ! Continue developing it ?

Only3 - July 15, 2015, 10:53 am

i like ur unique ideas

try to improve ur code for example charToNumber & numberToChar functions

can be that simple Asc(letter) - 64 & letter + 64

also others things can be improve

Only3 - July 15, 2015, 1:49 pm

ok little fix should be (start) Asc(letter) - 48 & letter + 48

now for the function

Select Case Asc(letter)

Case 32 : ...

Case 48 To 57 : ...

Case 65 To 90 : ...

Case 97 To 122 : ...

End Select

Networx - July 15, 2015, 2:29 pm

Interesting.

Thanks for this.

VmX5 - July 15, 2015, 4:49 pm

Good job! How would the image be translated back into text?

Vysse - July 15, 2015, 5:02 pm

Nice release. Good to see some HQ stuff being posted here.

uint32 - July 17, 2015, 11:44 pm

(Jul 17, 2015 11:17 PM)Visual Freedom Wrote: [\[CITE\]](#) Is anyone interested in how to implent an encryption with this algorithm?

Actually, I am!
I really wanna see how YOU will be able to do it.
Go ahead.

EagleEye - July 18, 2015, 2:15 am

i would like to see a demo implementation example import image and encryption text to export image

ubbelol - July 18, 2015, 7:13 am

This seems pretty inefficient honestly, at least if you want it to be actually compact. If we take ASCII as an example you know the values only range from 0 to 127 (or 255) which fits inside a byte. This means we can fit multiple characters into a single pixel depending on what format we use instead of these big "blocks" you make. I took the liberty to write up a little example that turns a string into a bitmap with 32 bit pixels (ARGB). With 32 bit pixels we can fit 4 characters inside each pixel, which means a 50x50 image can contain 10,000 (50*50*4) characters instead of a 200x300 image which you mentioned in your post.

My image containing 10,000 random characters:
My (sloppy) code: <https://gist.github.com/UbbeLoL/644233a9f5fed8586273>

Maybe I'm misunderstanding something about your algorithm, so feel free to correct me.

Traxful - July 18, 2015, 8:19 am

Thank you,
thats very interesting

Dredd - July 19, 2015, 3:21 am

Bit like what I released a while back except mine could also convert small files into images large files just took to long using the loops I was using.

Sure you could improve on it.

<https://hackforums.net/showthread.php?tid=4460581>

?

Visual Freedom - July 19, 2015, 2:45 pm

@Coefficient @961Group

I implented a simple caesar encryption into the compact ASCII algorithm.
You can check it [here](#).

@ubbelol This is truely a very smart way to store even more text into the pixels. I put effort into using only one color to have the possibilty of high contrast(black<>white) like a barcode or a QR code and I did not though about that.