

Forum:[Hack Forums](#)

Thread: [Trying to add screenshots to lite http bot](#)

icemanonadderall - April 29, 2018, 4:43 pm

Whats the best way to take a screenshot for a bot? Should I store the screenshots in the temp dir then upload them to my panel?

gigajew - April 29, 2018, 5:44 pm

There's no reason to save them first. Keep it in memory and just upload it

gigajew - May 1, 2018, 3:22 pm

Here's an example I made one time

<https://hackforums.net/showthread.php?tid=5804711&pid=56745560#pid56745560>

icemanonadderall - May 13, 2018, 11:45 am

(May 1, 2018 03:22 PM)gigajew Wrote: [\[CITE\]](#) Here's an example I made one time

<https://hackforums.net/showthread.php?tid=5804711&pid=56745560#pid56745560>

Thanks for the example code.

Raiden69 - May 16, 2018, 11:56 pm

Here's how I take a screenshot using native methods.

```
Code [DllImport("gdi32.dll")]
private static extern bool BitBlt(IntPtr hdcDest, int nXDest, int nYDest, int nWidth, int nHeight, IntPtr
hdcSrc, int nXSrc, int nYSrc, int dwRop);
public static Bitmap GetScreenCapture(Rectangle fov)
{
    Bitmap bmp = new Bitmap(fov.Width, fov.Height, PixelFormat.Format24bppRgb);

    using (Graphics gfxBmp = Graphics.FromImage(bmp))
    using (Graphics gfxHwnd = Graphics.FromHwnd(IntPtr.Zero))
    {
        IntPtr hSrcDc = gfxHwnd.GetHdc();
        IntPtr hDc = gfxBmp.GetHdc();
        BitBlt(hDc, 0, 0, fov.Width, fov.Height, hSrcDc, fov.X, fov.Y,
(int)CopyPixelOperation.SourceCopy);

        gfxBmp.ReleaseHdc();
        gfxHwnd.ReleaseHdc();
    }

    return bmp;
}
```

If I were you I'd upload them on the fly yes. Before uploading I would consider resizing (to a smaller size) and also compression. Have a look at System.IO.Compression (DeflateStream class) or alternatively you can do something dirty such as save the image on the hard disk as a lossy/high compression format such as jpg and upload that without having to write any compression code yourself.

Cød3ing - May 17, 2018, 12:36 am

(May 16, 2018 11:56 PM)Raider69 Wrote: [\[CITE\]](#) Here's how I take a screenshot using native methods.

It doesn't really matter what method you use with C# because there's no such thing as "lite" or "native"

Dalvik - May 17, 2018, 7:38 am

(May 17, 2018 12:36 AM)Cod3ing® Wrote: [\[CITE\]](#) It doesn't really matter what method you use with C# because there's no such thing as "lite" or "native"

There are more efficient/faster ways to work with bitmaps using unsafe code as compared to 'normal' methods. For example, there are unsafe alternatives to GetPixel that work much more efficiently.

peterkakol - May 17, 2018, 1:47 pm

Create file in TEMP or APP data then upload and delete. Use exception handling for error. on exception occurs, delete file and close streams etc

Raider69 - May 17, 2018, 8:43 pm

(May 17, 2018 12:36 AM)Cod3ing® Wrote: [\[CITE\]](#) It doesn't really matter what method you use with C# because there's no such thing as "lite" or "native"

Did not say that it makes a difference. CopyFromScreen still interfaces with BitBlt, it's just a personal preference (+ might potentially save on some overhead by using Win32 directly rather than a subset of it/something much higher up).

There is such a thing as calling native functions/PInvoke from managed code...

Dalvik - May 19, 2018, 10:27 am

(May 17, 2018 12:36 AM)Cod3ing® Wrote: [\[CITE\]](#) It doesn't really matter what method you use with C# because there's no such thing as "lite" or "native"

<https://docs.microsoft.com/en-us/dotnet/framework/net-native/>