

Forum:[Hack Forums](#)

Thread: [How to get around random image pixels?](#)

Crypt - August 13, 2020, 4:18 pm

So I'm creating a bot program in a game. Sometimes you are given random questions where it gives you an image that they add a bunch of random pixels to and then you have to select the correct image below that doesn't have random pixels. So, I created image recognition and if I save a photo of the random pixel image and then run the bot it detects it no problem, the issue is it may be the same item next time but the pixels are random, so I can figure out a way to get around this and have the bot take into account the change of pixels.

Even if I bring the bots confidence level down to 10%, it still can't find it. Does anyone know of a way around this?

I could have the script take a photo of the region the challenge photo is in but then how would I get it to compare it to all of the photos below and decide which one it should click?

I could also make it fall into a range of RGB colors, the issue is a lot of items have the same RGB colors.....

I'm stumped.

Starting to feel like there is either no way around this, or very few people are skilled enough to do it.

:(

Majin Goten - August 15, 2020, 2:09 am

Without seeing an example of what you are trying to do, it's a snippet of the code. It's difficult to understand what you are asking. Do you have images of the random pixels, and do you have example code of what you have tried so far?