

Image pixel colour

This sample shows the colour where you touch an image.

Sample Code

pixel.js

```
var txt,orig;
//Called when application is started.
function OnStart()
{
    //Create a layout with objects vertically centered.
    var lay = app.CreateLayout( "Linear", "FillXY" );

    //Create an image.
    orig = app.CreateImage( "/Sys/Img/Xylophone.png" );
    var img = app.CreateImage( "/Sys/Img/Xylophone.png",0.5,-1 );

    img.SetOnTouchDown(img_OnTouchDown);
    lay.AddChild( img );

    txt=app.CreateText("Touch Xylophone");
    lay.AddChild(txt);

    //Add layout to app.
    app.AddLayout( lay );
}

function img_OnTouchDown(ev)
{
    var color = getPixelColor(this,ev.X,ev.Y);
    txt.SetText(color);
}

function getPixelColor(img,x,y)
{
    var raw = img.GetPixelData( "RawBase64",
        x*img.GetAbsWidth()*orig.GetWidth()/img.GetWidth(),
        y*img.GetAbsHeight()*orig.GetHeight()/img.GetHeight(),1,1);
    //Decode the base64 encoded string
    var byteArray = atob(raw);
    if (byteArray.length < 4) return("?");
    var r = byteArray.charCodeAt(0);
    var g = byteArray.charCodeAt(1);
```

```
var b = byteArray.charCodeAt(2);
var a = byteArray.charCodeAt(3);
var col = "#" + toHex(a) + toHex(r) + toHex(g) + toHex(b);
return col;
}

//Return the 2 digit hex version of value, padded with
//leading zeros when required
function toHex(value)
{
    return ("00" + value.toString(16)).substr(-2);
}
```

From:
<http://wiki.droidsript.me.uk/> - **DroidScript** wiki

Permanent link:
http://wiki.droidsript.me.uk/doku.php?id=sample_code:image_pixel_color

Last update: **2015/09/24 13:17**

