Image Recognition

findImageXY(Object target) → NativeObjec

Get X and Y coordinates if the target match with the source

FI2

```
var target = readImage("{mds}/Install.png");
var entry = findImageXY(target);
```

findImageXY(Object target, BufferedImage source) → NativeArray

Read the image target and find the position that matches in the image source, and return an object with the X and Y positions.

F1

```
var target = readImage("{mds}/Install.png");
var source = readImage("{mds}/Screen.png");
var entry = findImageXY(target, source);
```

findImageXY(Object[] targets, BufferedImage source) → NativeArray

For each image target, find the position that matches the image source, and return objects with each X and Y position.

FI2

```
var source = readImage("{mds}/Screen.png");
var install = readImage("{mds}/Install.png");
var flecha = readImage("{mds}/flecha.png");
var adp = readImage("{mds}/adp.png");

var targets = [flecha, install, adp];
var listOfOptions = findImageXY(targets, source);
```

findImageXY(NativeArray targets) → NativeArray

Takes source and get X Y coordinates of first matching target if any target exists

FI3

```
var install = readImage("{mds}/Install.png");
var flecha = readImage("{mds}/flecha.png");
var adp = readImage("{mds}/adp.png");

var targets = [flecha, install, adp];
var listOfOptions = findImageXY(targets);
```

findImageXY(NativeArray targets, BufferedImage source) → NativeArray *

Get X Y coordinates of first matching target if any against the source

FI4

```
var source = readImage("{mds}/Screen.png");
var install = readImage("{mds}/Install.png");
var flecha = readImage("{mds}/flecha.png");
var adp = readImage("{mds}/adp.png");

var targets = [flecha, install, adp];
var listOfOptions = findImageXY(targets, source);
```

findImageXY(ArrayList targets) → NativeArray *

Takes source and get X Y coordinates of first matching target if any

FI5

```
var install = readImage("{mds}/Install.png");
var flecha = readImage("{mds}/flecha.png");
var adp = readImage("{mds}/adp.png");

var targets = [flecha, install, adp];
var listOfOptions = findImageXY(targets);
```

findImageXY(ArrayList targets, BufferedImage source) → NativeArray *

Gets X Y coordinates of first matching target if any against the source

FI6

```
var source = readImage("{mds}/Screen.png");
var install = readImage("{mds}/Install.png");
var flecha = readImage("{mds}/flecha.png");
var adp = readImage("{mds}/adp.png");

var targets = [flecha, install, adp];
var listOfOptions = findImageXY(targets, source);
```

findImageXY(Object[] targets) → NativeArray

Takes source and get X Y coordinates of first matching target if any

Fi7

```
var install = readImage("{mds}/Install.png");
var flecha = readImage("{mds}/flecha.png");
var adp = readImage("{mds}/adp.png");

var targets = [flecha, install, adp];
var listOfOptions = findImageXY(targets);
```

findImageXY(String[] targets, BufferedImage source)→ NativeArray

Get XY coordinates using OCR of the first matching target if any

FI8

```
var targets = ['Hello','World'];
var source = readImage("{mds}/Screen.png");
var listOfOptions = findImageXY(targets, source);
```

setImgComparisonType(String type)

Set the value of the different image comparison type ("ocr", "bitmap","openImage")

SET IMAGE COMPARISON

```
setImgComparisonType('openImage');
...
setImgComparisonType('ocr');
...
setImgComparisonType('bitmap');
```

findImageXY(String target, BufferedImage source) → NativeObject

Get the String target and find the position that matches the image source, and return an object with the X and Y positions.

FI9

```
var targets = 'Hello World';
var source = readImage("{mds}/Screen.png");
var entrey = findImageXY(target, source);
```

Revision #1
Created 2026-07-24 14:33:30 UTC by Admin
Updated 2026-07-24 14:33:30 UTC by Admin