Color Filter

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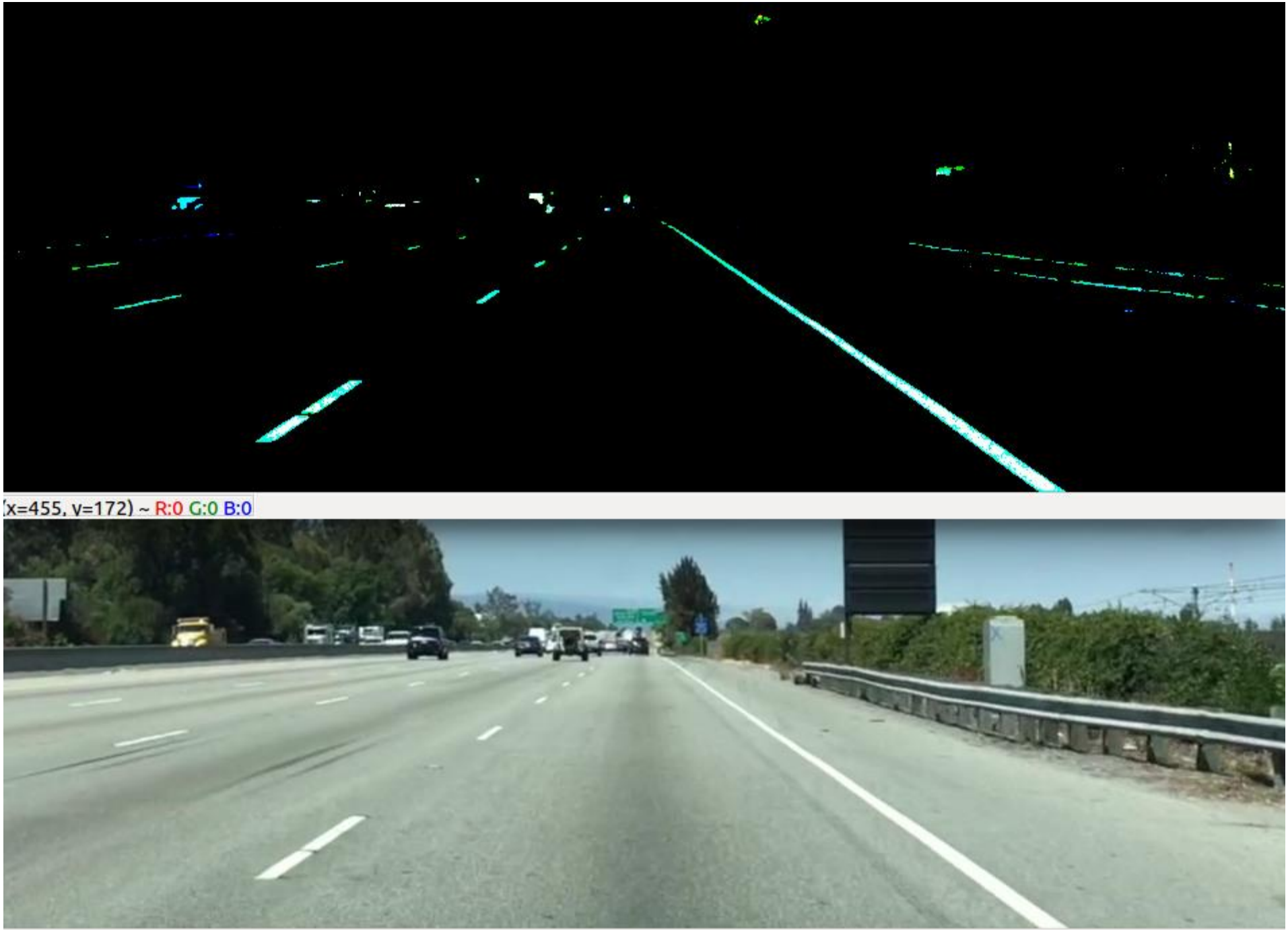
```cpp
#include <opencv2/highgui/highgui.hpp>
#include <opencv2/opencv.hpp>
#include <iostream>

using namespace cv;
using namespace std;

int main(int argc, char **argv)
{
    int w, h;
    //int rgb_threshold[4] = {203, 192, 198};
    //int rgb_threshold[4] = {213, 210, 230};
    //int rgb_threshold[4] = {213, 210, 240};
    //int rgb_threshold[4] = {213, 220, 240};
    //int rgb_threshold[4] = {213, 225, 245};
    int rgb_threshold[4] = {215, 225, 245};

    //Mat img = imread(argv[1], -1);
    Mat img = imread("sample.jpg", -1);
    Mat filter_img(img);

    h = img.rows;
    w = img.cols;

    if(img.empty())
        return -1;

    cout << "img.depth = " << img.depth() << ", "
        << "img.channels = " << img.channels() << endl;

    imshow("Second Image", img);

    cvtColor(img, img, COLOR_BGR2RGB);
```

```
34
35      for(int y = 0; y < h; y++)
36      {
37          for(int x = 0; x < w; x++)
38          {
39              if(img.at<Vec3b>(y, x)[0] < rgb_threshold[0])
40                  filter_img.at<Vec3b>(y, x)[0] = 0;
41              if(img.at<Vec3b>(y, x)[1] < rgb_threshold[1])
42                  filter_img.at<Vec3b>(y, x)[1] = 0;
43              if(img.at<Vec3b>(y, x)[2] < rgb_threshold[2])
44                  filter_img.at<Vec3b>(y, x)[2] = 0;
45          }
46      }
47
48      imshow("Filter Image", filter_img);
49
50      waitKey(0);
51
52      destroyWindow("Second Image");
53      destroyWindow("Filter Image");
54
55      return 0;
56  }
```


(x=455, y=172) ~ R:0 G:0 B:0