

TSB Profile Generator

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Introduction

Welcome to the TSB Profile Generator!

With this generator you can create thousands of *The Shit Bot* ready profiles in mere seconds. All the program needs is a text file containing your creditcard details, which you can extract from your current TSB profiles export using this generator, too!

This guide will show you the principles by which the generator jiggs your address, and how to use the generator. First, the functionality for retrieving your credit card details from your TSB export will be explained. Secondly, the profile generating process will be explained. The program itself will also guide you through the different processes. This guide is to provide more detailed information about the generator.

Your creditcard details are untouched and will not be tampered with. To ensure the transparency of the generator, the code is open source and anyone can clone the repository. You are free to clone the code and make any changes as you see fit. A link to the repository can be found in the *#welcome* channel of the TSB Profile Generator discord.

If you have any problems using the generator, dont hesitate to contact the devs on the discord channel!

Good luck pooping! 💩



Retrieve credit card details

The program can retrieve your credit card details from your profiles export from TSB. Exporting your profiles within TSB will create a .json file. You have to place this file in the input folder of the generator. This folder is located at *C:/TSB Profile Generator/input*. This folder will be created when you first run this functionality. The program will ask you to place your TSB export into the folder, and to rerun the program after you've done that.

The .txt that gets generated by this functionality can be used for generating TSB profiles. The generating of the profiles and the jiggling of the addresses will be explained further in the next chapter of this guide.

The generated .txt will be located in the C:/TSB Profile Generator/output folder.

If you don't have a TSB profiles export ready to use, that is no problem! You can type the credit card details yourself in the .txt file by the following pattern:

Pattern:

< PROFILENAME > ; < PHONE NUMBER > ; < CC NUMBER > ; < EXPIRY DATE > ; < CVV >

Example:

REVOLUT 1;+31678654312;0000 0000 0000 0000;11 / 25;053

Dont forget the ; in between each field, don't add spaces surrounding them. Only one credit card per line!



Generate profiles

This chapter touches the jiggling of your address. This functionality takes your credit card details in a .txt file as input, and will give you a .json file containing TSB ready profiles as output. The input .txt can also be generated using your TSB profiles output. For generating the input file, refer to the previous chapter.

The program will ask you about some jiggling settings, and it will ask for your address details. The jiggling patterns, jiggling settings and address details will be explained in the following subchapters.

The generated .json file will be located at C:/TSB Profile Generator/output.

Address 1 jiggling patterns and examples

Let's start by explaining the jiggling patterns. The program will first ask you about your jiggling settings. First you choose one of the 6 Address 1 jiggling patterns, or a mix of all patterns. Below is a table showing all available jiggling patterns.

Note that the 'TSBPG' in the examples stands for a randomized piece of text, and the '534' for a randomized number.

For the examples below, the user input is "Streetname 1".

Pattern no#	Address 1 jiggling patterns
1	TSBPG Streetname 1
2	TSBPG Streetname 1 534
3	TSBPG Streetname 1 534 TSBPG
4	TSBPG Streetname 1 TSBPG
5	Streetname 1 534 TSBPG
6	Streetname 1 TSBPG
7	Randomized mix of all of the patterns above

Table 1: Address 1 jiggling patterns

Do you have any suggestions for another jiggling pattern? Please let us know in the *#suggestions-and-todo-list* channel in the discord!

The address 2 field will also get jiggged by the program. This has a 75% chance of happening, so that not every profile uses an address 2. If input anything into address 2, it will not get jiggged. If you leave it empty, it will randomly choose a prefix from the list of prefixes below, and add a random suffix. The pattern for this suffix is 1 random number between 1 and 5, and a random letter between A and E. See the table below for a list of all the available prefixes, and for address 2 jiggging examples.

Address 2 prefixes
Appt., Appartement, Floor, Verdieping, Suite, Room, Kamer
Address 2 examples
Appt. 3A Suite 5E Kamer 1C Appartement 2D etc.

Table 2: Address 2 jiggging patterns



Jigging settings

After choosing your jigging pattern, the program will ask you for some more jigging settings. Provided below is a list of all settings the generator asks input for.

Setting no#	Description
1	Use randomized delivery phone numbers. This is a yes or no question.
1a	(Only shown if setting no# 1 is yes) Beginning of phone number to use for valid random phone numbers. <i>EG: +316 for Dutch phone numbers.</i>
1b	(Only shown if setting no# 1 is yes) Amount of random numbers that have to be added to the beginning of each phone number to generate valid phone numbers. <i>EG: 8 for Dutch phone numbers.</i>
2	Use randomized first and last names for each profile. If you choose no, you will have to put in the first and last name to use at the address details. This is a yes or no question. <i>(for now these names are Dutch first and last names)</i>
3	Add 0 to 2 random characters to the end of city field, with a space in between them. This is a yes or no question.
4	Use shipping address as billing address. This is a yes or no question.
5	Amount of times that the program has to generate a jigged address for each provided credit card.

Table 3: Jigging settings

Address details and jiggling

After you set up the jiggling settings, the program will ask for your address details. If you want a field to be empty, you can type nothing and just hit enter. If you leave address 2 empty, it will be jiggged as shown in the subchapter called 'Jiggling patterns and examples'. Provided below is a table showing all the address details the program will ask input for.

Address field no#	Description
1	First name <i>Will only be shown when you don't want random first and last names</i>
2	Last name <i>Will only be shown when you don't want random first and last names</i>
3	Address 1 <i>This will be jiggling using the patterns shown in the subchapter called 'Jiggling patterns and examples'</i>
4	Address 2 <i>This will be jiggling using the patterns shown in the subchapter called 'Jiggling patterns and examples'</i>
5	Zip <i>This field will not be jiggged by the program</i>
6	City <i>This will be jiggling using the patterns stated in the subchapter called 'Jiggling settings'</i>
7	Country <i>This field will not be jiggged by the program</i>
8	State <i>This field will not be jiggged by the program</i>

Table 4: Address details