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[release] AutoChaos - an intuitive team cs script

Moderator: D2BS Staff

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| Author | Message |
|--|--|
| noah~ | Post subject: [release] AutoChaos - an intuitive team cs script Posted: Sun Jan 05, 2014 6:43 am |
| <div>D2BS Dev</div> <div></div> <div></div> <div>Joined: Sun Jun 22, 2008 7:00 pm</div> | <p>Special thanks to Rayne for testing and validating these scripts for all characters available in classic Diablo II. All testing was handled purely by him, I never even had to run the script once!</p> <p>What is AutoChaos?</p> <p>AutoChaos is a two script system AutoTaxi and AutoCS.</p> <p>AutoTaxi is a taxi style script, it creates a portal at each seal and does not kill monsters in between seals.</p> <p>AutoCS is a follow script, it will automatically determine a taxi leader and follow it through the various seals in CS.</p> <p>How is AutoChaos different from existing scripts?</p> <p>AutoChaos does not use any form of in game messaging or out of game communication scheme. Think of AutoChaos as if a human player was joining a public cs game. You don't need to be told who the leader is, it's usually the highest level sorceress or a character that already has a tp up in cs. You don't need to be told when to go in the tp, when you see the leader making a new tp, you can make a good</p> |

assumption that the next seal is up. AutoChaos uses these same rules to lead/follow cs runs. AutoChaos leverages in game data about portal GID and player locations to determine which seal you are at and what to do.

AutoChaos is meant to be a proof of concept: how to manage team games without knowing any info about the team before hand. The AutoCS script should be a compatible follower to any taxi based cs, whether it be human run or otherwise. It should be able to join any game and adapt to the current situation. Ideally with AutoChaos, people that don't have the ability to run full teams could run 1 character having them join public games that contain the name "Chaos" or "CS" or any of the other names for cs games and be able to form a team on the fly.

Features:

AutoChaos is not meant to be the fastest most optimized cs script. It is however meant to be very reliable and consistent. These scripts are provided as is and without any guarantees. Also, I will not be adding any more feature updates, only bug fixes. Please do not make feature requests unless they are related to reliability/consistency of the script.

The AutoTaxi script is meant to be run by a sorceress, the AutoCS script can be run with any type of character. Builds that work really well with this setup include: cold sorceress, ce/ranged necro, javazon, hammerdin, ww barb (or bo barb)
Other setups may require changes to the attack routines.

Installation Directions

Code: Select all

```
1.
Navigate to ..\kolbot\libs\Bots\
Place AutoCS.js and AutoTaxi.js into this folder

2.
Navigate to ..\kolbot\libs\Common\
Open the file Config.js
Near the end but before the last brace add the following lines:

AutoTaxi: {
    Diablo: 0,
    Leech: false,
    SealOrder: [1, 2, 3],
    PreAttack: [0, 0, 0]
},
AutoCS: {
    Leader: "",
    Diablo: 0,
```

```
B0: false,  
Leech: false,  
Ranged: false,  
SealPrecast: false,
```

AutoTaxi.js

Code: Select all

```
/**  
 *      @filename      AutoTaxi.js  
 *      @author        noah~  
 *      @desc          Part of the AutoChaos system  
 *                      Clears seals at Chaos Sanctuary via taxi, can be used for Team CS  
 */  
function AutoTaxi() {  
    this.precast = function (amount) {  
        if (arguments.length > 0) {  
            delay(amount);  
        }  
  
        var currx = me.x,  
            curry = me.y,  
            timeout = getTickCount(),  
            count = timeout;  
  
        Precast.doPrecast();  
  
        do {  
            if (me.getState(32)) {  
                return;  
            }  
        }  
    }  
}
```

AutoCS.js

Code: Select all

```
/**  
 *      @filename      AutoCS.js
```

```
*      @author      noah~
*      @desc        Part of the AutoChaos system
*                   Follows taxi Chaos Sanctuary runs, can be used for Team CS with any character class
*/
function AutoCS() {
    this.taxi = "";
    this.tpID = 0;
    this.lastCall = 0;

    this.sealDistance = function (seal) {
        var sealPreset = getPresetUnit(108, 2, seal);

        if (!seal) {
            throw new Error("Seal preset not found. Can't continue.");
        }

        return (getDistance(me, sealPreset.roomx * 5 + sealPreset.x, sealPreset.roomy * 5 + sealPreset.y));
    };

    this.teleWalk = function (wX, wY, walkTo) {
        var mx, my, walk = walkTo;
```

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RayneFire

Post subject: Re: [release] AutoChaos - an intuitive team cs script

Posted: Sun Jan 05, 2014 10:55 am







User


User




It was a lot of fun testing this one out. Many many thanks to you Noah for allowing me to work out all the little things to make this script truly amazing. Hopefully others will enjoy it as well.

Joined: Sat Jun 05, 2010

| | |
|--|--|
| 10:29 pm Location: United States | |
| Top |  profile |
| wurstgesicht | Post subject: Re: [release] AutoChaos - an intuitive team cs script Posted: Mon Jan 06, 2014 4:10 pm |
| User  Joined: Sun Aug 08, 2010 8:58 pm | sounds amazing for ppl who cant run 4 or 8 ppl cs on their own will test it for sure 😊 |
| Top |  profile |
| noah~ | Post subject: Re: [release] AutoChaos - an intuitive team cs script Posted: Sun Feb 09, 2014 6:51 am |
| D2BS Dev  Joined: Sun Jun 22, 2008 7:00 pm | fixed all bugs reported so far and deleted the error posts so people don't try to add the same fixes to the first post thanks: weiry6922, dentist, Skillets, evil666, JeanMax, zbrodee for testing, please let me know if there are more bugs <hr/> <u>NipCheck</u> -- An offline .nip checker <u>PhotoGrid Sharp</u> -- An image collage maker with formatting features <u>d2bot# with kolbot</u> -- For live support: irc://irc.synirc.net/d2bs |
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| noah~ | Post subject: Re: [release] AutoChaos - an intuitive team cs script Posted: Sun Jun 01, 2014 10:31 pm |
| D2BS Dev  Joined: Sun Jun 22, 2008 7:00 pm | added some updates and some more config options <hr/> <u>NipCheck</u> -- An offline .nip checker <u>PhotoGrid Sharp</u> -- An image collage maker with formatting features <u>d2bot# with kolbot</u> -- For live support: irc://irc.synirc.net/d2bs |
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| noah~ | Post subject: Re: [release] AutoChaos - an intuitive team cs script Posted: Fri Jun 13, 2014 2:57 am |
| D2BS Dev | fixed autotaxi casting bug, first post is updated with most recent changes |

| | |
|--|---|
|   Joined: Sun Jun 22, 2008 7:00 pm | NipCheck -- An offline .nip checker PhotoGrid Sharp -- An image collage maker with formatting features d2bot# with kolbot -- For live support: irc://irc.synirc.net/d2bs |
| Top |  profile |
| Spooge_Demon | Post subject: Re: [release] AutoChaos - an intuitive team cs script Posted: Fri Jun 27, 2014 5:44 am |
| User  Joined: Sat Jun 21, 2014 4:23 am | <p>any idea why runners all wait in town for the 90 seconds to elapse after Dia is killed? thx! Awesome script! i know you said you wouldnt add anything, but I have to ask 😊 any chance of adding an xp shrine finder? Cheers!</p> <p>edit: so after 24hours of running it, it's a wonderful taxi script and i love it! 70second runs! So I still have the question about game ending as before (i'm currently getting around this by setting the sorc.js max game time at 70seconds and everyone else just quit follows) and also notice that the sorc (leader) isn't posting experience in console. So clearly my issue appears to reside in the autotaxi.js. Thx again!</p> <p>*****further update: I had the leader sorc going to town at Dia (which is what I want)..but when I have her stay for kill, game will end normally like it should. So problem is how to have her check for Dia kill while in town???? She also started printing experience in console again now.</p> <p>*****another update: I accidently did not have any char set to 0 (kill diablo) and although they were still killing, once i changed that and put sorc back in town...all is well!</p> |
| Top |  profile |
| noah~ | Post subject: Re: [release] AutoChaos - an intuitive team cs script Posted: Sat Jun 28, 2014 3:13 pm |
| D2BS Dev   Joined: Sun Jun 22, 2008 7:00 pm | <p>If your characters are not leaving game at the right time, there is something wrong with your settings. Shrine will not be added, this is something you can add.</p> <p>NipCheck -- An offline .nip checker PhotoGrid Sharp -- An image collage maker with formatting features d2bot# with kolbot -- For live support: irc://irc.synirc.net/d2bs</p> |
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| | |
|---|---|
| noah~ | Post subject: Re: [release] AutoChaos - an intuitive team cs script Posted: Sun Jul 06, 2014 7:12 am |
| <div>D2BS Dev</div> <div> Mod</div> <div></div> <div>Joined: Sun Jun 22, 2008 7:00 pm</div> | <p>fixed a bug with preattack with AutoCS.js</p> <hr/> <p><u>NipCheck</u> -- An offline .nip checker <u>PhotoGrid Sharp</u> -- An image collage maker with formatting features <u>d2bot# with kolbot</u> -- For live support: irc://irc.synirc.net/d2bs</p> |
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| ManiacKilla666 | Post subject: Re: [release] AutoChaos - an intuitive team cs script Posted: Thu Jul 10, 2014 8:46 pm |
| <div>User</div> <div> User</div> <div>Joined: Tue Jul 18, 2006 2:41 pm</div> | <pre>}, AutoCS: { Leader: "", Diablo: 0, BO: false, Leech: false, Ranged: false, SealPrecast: false, PreAttack: [0, 0, 0] }</pre> <p>do i need to enter my own toon name within the "" ?? lol</p> |
| Top |  profile |
| dentist | Post subject: Re: [release] AutoChaos - an intuitive team cs script Posted: Fri Jul 11, 2014 8:10 am |
| <div>User</div> <div> User</div> <div>Joined: Thu Sep 06, 2012 1:39 pm</div> | <p>no</p> <hr/> <p><u>Kolbot WIKI a source of knowledge about KOLBOT</u> <u>Latest D2bs CORE</u> <u>Latest KOLBOT</u></p> |

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illegal

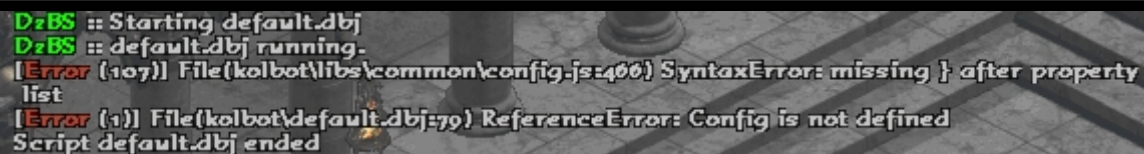
Post subject: Re: [release] AutoChaos - an intuitive team cs script

Posted: Mon Aug 11, 2014 5:27 pm

User



User

Joined: Sat Jan 03, 2009
11:24 pm[RayneFire](#) » Mon Aug 11, 2014 12:19 pm wrote:[illegal](#) » Mon Aug 11, 2014 11:27 am wrote:

```
DzBS :: Starting default.dbj
DzBS :: default.dbj running.
[Error (107)] File(kolbot\libs\common\config.js:400) SyntaxError: missing } after property
list
[Error (1)] File(kolbot\default.dbj:79) ReferenceError: Config is not defined
Script default.dbj ended
```

I am getting that error. I must of placed it in the wrong spot for config.js?

Code: Select all

```
AutoBuild: {
    Enabled: false,
    Template: "",
    Verbose: false,
    DebugMode: false
}
AutoTaxi: {
    Diablo: 0,
    Leech: false,
    SealOrder: [1, 2, 3],
    PreAttack: [0, 0, 0]
},
AutoCS: {
    Leader: "",
    Diablo: 0,
    BO: false,
    Leech: false,
    Ranged: false,
    SealPrecast: false,
    PreAttack: [0, 0, 0]
```


That's the last couple of lines of my config.js file. What am I doing wrong?

```
AutoBuild {  
  lines  
}, (Missing your comma)
```

Thanks solved!

Last edited by illegal on Mon Aug 11, 2014 8:02 pm, edited 1 time in total.

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RayneFire

Post subject: Re: [release] AutoChaos - an intuitive team cs script

Posted: Mon Aug 11, 2014 6:19 pm

User



User



Joined: Sat Jun 05, 2010
10:29 pm
Location: United States

illegal » Mon Aug 11, 2014 11:27 am wrote:

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DzBS :: Starting default.dbj  
DzBS :: default.dbj running.  
[Error (107)] File(kolbot\libs\common\config.js:400) SyntaxError: missing } after property  
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AutoBuild: {  
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  DebugMode: false  
}  
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  Diablo: 0,
```

```
Leech: false,  
SealOrder: [1, 2, 3],  
PreAttack: [0, 0, 0]  
},  
AutoCS: {  
  Leader: "",  
  Diablo: 0,  
  B0: false,  
  Leech: false,  
  Ranged: false,  
  SealPrecast: false,  
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}  
};
```

That's the last couple of lines of my config.js file. What am I doing wrong?

AutoBuild {
 lines
}, (Missing your comma)

Top



Kare

Post subject: Re: [release] AutoChaos - an intuitive team cs script

Posted: Sat May 23, 2015 8:10 am

User



User

Joined: Wed Aug 19, 2009
8:42 pm

The script gets stuck detecting Taxi when there are two sorcs of the same level present. Any ideas, how to solve it?

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cloudsloth

Post subject: Re: [release] AutoChaos - an intuitive team cs script

Posted: Sat May 23, 2015 9:36 am

User



User

Quote:

Joined: Fri Mar 16, 2012
12:14 am

```
this.setTaxi = function () {  
    if (Config.AutoCS.Leader !== "") {  
        var party = getParty();  
  
        if (party) {  
            do {  
                if (this.taxi.indexOf(party.name) > -1) {  
                    this.taxi = party.name;  
                    break;  
                }  
            } while (party.getNext());  
        }  
  
        this.taxi = this.detectTaxi();  
    };  
};
```

This looks wrong.

The bolded line should read:

```
if (party.name == Config.AutoCS.Leader) {
```

I don't see anything else that might explain getting hung up.

It would only be giving you issues if you had a AutoCS.Leader set though. Did you?

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