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## Script to export AutoMule files



Moderator: D2BS Staff

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Author	Message
DudeSup	<b>Post subject:</b> Script to export AutoMule files <b>Posted:</b> Thu Jun 06, 2013 4:01 pm
<div>User</div> <div>User</div> <div><b>Joined:</b> Tue May 28, 2013 3:52 pm</div>	Does anyone know of a tool or script to export the auto mule files into readable format, or an organized spreadsheet or something?
<b>Top</b>	<a href="#">profile</a>
ZeaLORDeaL	<b>Post subject:</b> Re: Script to export AutoMule files <b>Posted:</b> Thu Jun 06, 2013 10:07 pm
<div>User</div> <div>User</div>	this would be godsend. <hr/>



**Joined:** Sat Feb 23, 2013  
11:56 am



**Top**



**nosferatu00**

**Post subject:** Re: Script to export AutoMule files

**Posted:** Thu Sep 12, 2013 8:02 pm

User



**Joined:** Thu Apr 24, 2008  
7:10 pm

which "language" is this anyway?  
is it C?

**Code:** Select all

```
\n\xffc3+2 to Shape Shifting Skills (Druid Only)\n\xffc3+30% Increased Attack Speed\n\xffc3+50% Damage to Undead$pc$cccmule1 / ccc$;0;15
```

Last edited by nosferatu00 on Sun Sep 15, 2013 1:20 pm, edited 1 time in total.

**Top**



**kolton**

**Post subject:** Re: Script to export AutoMule files

**Posted:** Thu Sep 12, 2013 8:11 pm

BHDev






**Joined:** Sun Jul 12, 2009  
6:00 pm

That's not a language, it's just plain text that's parsed by d2bot# - \n is new line, \$ is a separator, \xffc# is ĳc# color tag

The (incomplete) kolbot wiki | Read before asking for kolbot help

DOT	
Top	 <a href="#">profile</a>
<b>nosferatu00</b>	<b>Post subject:</b> Re: Script to export AutoMule files <b>Posted:</b> Thu Sep 12, 2013 8:16 pm
<div>User</div> <div></div> <div>User</div> <div>Joined: Thu Apr 24, 2008 7:10 pm</div>	<div><u>kolton » Thu Sep 12, 2013 2:11 pm wrote:</u></div> <div>That's not a language, it's just plain text that's parsed by d2bot# - \n is new line, \$ is a separator, \xffc# is yc# color tag</div> <div>thanks for the reply</div> <div>i knew that, but how is it interpreted? my idea is to create a php file to easily search items by text-search like the topic starter</div>
Top	 <a href="#">profile</a>
<b>kolton</b>	<b>Post subject:</b> Re: Script to export AutoMule files <b>Posted:</b> Thu Sep 12, 2013 8:26 pm
<div>BHDev</div> <div></div> <div>BHDev</div> <div></div> <div>Joined: Sun Jul 12, 2009 6:00 pm</div>	<div>I don't really remember the old format from master branch but it should be something like this: item name \$ item description \$ item code \$ mule name \$ item color</div> <div>Every line is one item. If you want to search something I suppose you can ignore everything after item description.</div> <div>Temp branch uses JSON format, where you parse it into an object with properties obj.title (item's name), obj.description etc</div> <div><u><a href="#">The (incomplete) kolbot wiki</a></u>   <u><a href="#">Read before asking for kolbot help</a></u></div> <div></div>
Top	 <a href="#">profile</a>

KOrr	Post subject: Re: Script to export AutoMule files	Posted: Fri Sep 13, 2013 5:10 am
User  Joined: Thu Dec 03, 2009 10:21 pm	I started to work on an external converter to do this and then realized it would probably be easier to do in a script just take the last export to file and convert it there. I then went on vacation and won't be back until Monday. I have a few other scripts to finish up and test but I will be working on this at some point.	
Top	 profile	
KOrr	Post subject: Re: Script to export AutoMule files	Posted: Tue Sep 24, 2013 4:57 pm
User  Joined: Thu Dec 03, 2009 10:21 pm	<div>Code: Select all</div> <pre>[color=tan]Herald of Zakarum (87)[/color] [color=tan]Gilded Shield[/color] [color=dimgrey]Defense: 490[/color] [color=dimgrey]Chance to Block: 75%[/color] [color=dimgrey]Durability: 27 of 50[/color] [color=white](Paladin Only)[/color] [color=white]Required Strength: 89[/color] [color=white]Required Level: 42[/color] [color=cornflowerblue]+2 to Combat Skills (Paladin Only)[/color] [color=cornflowerblue]+2 to Paladin Skill Levels[/color] [color=cornflowerblue]+30% Faster Block Rate[/color] [color=cornflowerblue]30% Increased Chance of Blocking[/color] [color=cornflowerblue]20% Bonus to Attack Rating[/color] [color=cornflowerblue]+190% Enhanced Defense[/color] [color=cornflowerblue]+20 to Strength[/color] [color=cornflowerblue]+20 to Vitality[/color] [color=cornflowerblue]All Resistances +50[/color]  [color=tan]Bartuc's Cut-Throat (87)[/color] [color=tan]Greater Talons[/color] [color=dimgrey]One-Hand Damage: 88 to 155[/color] [color=dimgrey]Durability: 67 of 60[/color]</pre> <div>Herald of Zakarum (87)</div>	

**Gilded Shield**

Defense: 490

Chance to Block: 75%

Durability: 27 of 50

(Paladin Only)

Required Strength: 89

Required Level: 42

+2 to Combat Skills (Paladin Only)

+2 to Paladin Skill Levels

+30% Faster Block Rate

30% Increased Chance of Blocking

20% Bonus to Attack Rating

+190% Enhanced Defense

+20 to Strength

+20 to Vitality

All Resistances +50

**Bartuc's Cut-Throat (87)****Greater Talons**

One-Hand Damage: 88 to 155

Durability: 67 of 69

(Assassin Only)

Required Dexterity: 79

Required Strength: 79

Required Level: 42

Claw Class - Very Slow Attack Speed

+1 to Martial Arts (Assassin Only)

+2 to Assassin Skills

+30% Faster Hit Recovery

+200% Enhanced Damage

Adds 25-50 damage

20% Bonus to Attack Rating

9% Life stolen per hit

+20 to Strength

+20 to Dexterity

**Magefist (87)**

**Light Gauntlets**

Defense: 25

Durability: 16 of 18

Required Strength: 45

Required Level: 23

+1 to Fire Skills

+20% Faster Cast Rate

Adds 1-6 fire damage

+30% Enhanced Defense

+10 Defense

Regenerate Mana 25%

**Bloodfist (87)****Heavy Gloves**

Defense: 18

Durability: 10 of 14

Required Level: 9

+10% Increased Attack Speed

+30% Faster Hit Recovery

+5 to Minimum Damage

+20% Enhanced Defense

+10 Defense

+40 to Life

**Ber Rune (1)**

Can be Inserted into Socketed Items

Weapons: 20% Chance of Crushing Blow

Armor: Damage Reduced by 8%

Helms: Damage Reduced by 8%

Shields: Damage Reduced by 8%

Required Level: 63

**Burnt Wand (87)**

One-Hand Damage: 12 to 27

Durability: 8 of 8

Required Strength: 15

Staff Class - Fast Attack Speed

Unidentified

Ethereal (Cannot be Repaired)

### Lo Rune (1)

Can be Inserted into Socketed Items

Weapons: 20% Deadly Strike

Armor: +5% to Maximum Lightning Resist

Helms: +5% to Maximum Lightning Resist

Shields: +5% to Maximum Lightning Resist

Required Level: 59

### Herald of Zakarum (87)

Zakarum Shield

Defense: 537

Chance to Block: 75%

Durability: 41 of 65

(Paladin Only)

Required Strength: 142

Required Level: 68

+2 to Combat Skills (Paladin Only)

+2 to Paladin Skill Levels

+30% Faster Block Rate

30% Increased Chance of Blocking

20% Bonus to Attack Rating

+200% Enhanced Defense

+20 to Strength

+20 to Vitality

All Resistances +50

### Grand Crown (87)

Defense: 171

Durability: 26 of 26

Required Strength: 93

Unidentified

Ethereal (Cannot be Repaired)

**Storm Buckle (91)****Vampirefang Belt**

Defense: 88

Durability: 13 of 14

Required Strength: 50

Required Level: 51

+10% Faster Cast Rate

+24% Faster Hit Recovery

+39% Enhanced Defense

+20 to Mana

Regenerate Mana 6%

Cold Resist +10%

**Rune Heart (96)****Amulet**

Required Level: 89

+2 to Necromancer Skill Levels

+8% Faster Cast Rate

+4 to Minimum Damage

+27 to Strength

+12 to Mana

Regenerate Mana 5%

Fire Resist +32%

**Eagle Clasp (95)****Amulet**

Required Level: 89

+2 to Necromancer Skill Levels

+6% Faster Cast Rate

+103 to Mana

Regenerate Mana 4%

Fire Resist +10%

Level 1 Grim Ward (6/22 Charges)



**Burnt Wand (75)**

One-Hand Damage: 12 to 27

Durability: 8 of 8

Required Strength: 15

Staff Class - Fast Attack Speed

Unidentified

Ethereal (Cannot be Repaired)

**Chance Guards (75)**

Chain Gloves

Defense: 27

Durability: 8 of 16

Required Strength: 25

Required Level: 15

+25 to Attack Rating

+26% Enhanced Defense

+15 Defense

200% Extra Gold from Monsters

40% Better Chance of Getting Magic Items

+2 to Light Radius

**Bul-Kathos' Wedding Band (76)**

Ring

Required Level: 58

+1 to All Skills

5% Life stolen per hit

0 to Life (Based on Character Level)

+50 Maximum Stamina

**Storm Heart (75)**

Jewel

Can be Inserted into Socketed Items

Required Level: 30

+8 to Minimum Damage

+40 Defense

+1 to Strength

+12 Maximum Stamina

Turquoise Jewel of Fervor (80)

Can be Inserted into Socketed Items

Required Level: 31

+15% Increased Attack Speed

+20 to Mana

Berserker's Slayer Guard of Balance (87)

Defense: 97

Durability: 82 of 110

(Barbarian Only)

Required Strength: 118

Required Level: 42

+2 to Barbarian Skill Levels

+10% Faster Hit Recovery

+3 to Battle Orders (Barbarian Only)

Grim Helm (88)

Defense: 189

Durability: 21 of 21

Required Strength: 48

Unidentified

Ethereal (Cannot be Repaired)

Lo Rune (1)

Can be Inserted into Socketed Items

Weapons: 20% Deadly Strike

Armor: +5% to Maximum Lightning Resist

Helms: +5% to Maximum Lightning Resist

Shields: +5% to Maximum Lightning Resist

Required Level: 59

Sur Rune (1)

Can be Inserted into Socketed Items  
Weapons: Hit Blinds Target  
Armor: Increase Maximum Mana 5%  
Helms: Increase Maximum Mana 5%  
Shields: +50 to Mana  
Required Level: 61

Snake's Small Charm of Inertia (94)  
Keep in Inventory to Gain Bonus  
Required Level: 27  
+3% Faster Run/Walk  
+12 to Mana

Gheed's Fortune (75)  
Grand Charm  
Keep in Inventory to Gain Bonus  
Required Level: 62  
142% Extra Gold from Monsters  
39% Better Chance of Getting Magic Items  
Reduces all Vendor Prices 13%

Harpoonist's Grand Charm of Dexterity (88)  
Keep in Inventory to Gain Bonus  
Required Level: 42  
+1 to Javelin and Spear Skills (Amazon Only)  
+6 to Dexterity

Storm Eye (90)  
Amulet  
Required Level: 89  
+2 to Necromancer Skill Levels  
+5% Faster Cast Rate  
+3 to Strength  
Replenish Life +6  
+58 to Mana

[Regenerate Mana 5%](#)

[Fungal Grand Charm of Strength \(82\)](#)

[Keep in Inventory to Gain Bonus](#)

Required Level: 42

[+1 to Poison and Bone Skills \(Necromancer Only\)](#)

[+6 to Strength](#)

[Maiden's Matriarchal Javelin of Quickness \(80\)](#)

[Throw Damage: 35 to 66](#)

[One-Hand Damage: 30 to 54](#)

[Quantity: 39](#)

[\(Amazon Only\)](#)

Required Dexterity: 151

Required Strength: 107

Required Level: 48

[Javelin Class - Very Fast Attack Speed](#)

[+3 to Javelin and Spear Skills \(Amazon Only\)](#)

[+1 to Amazon Skill Levels](#)

[+40% Increased Attack Speed](#)

Last edited by KOrr on Thu Sep 26, 2013 3:24 am, edited 2 times in total.

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**KOrr**

**Post subject:** Re: Script to export AutoMule files

**Posted:** Wed Sep 25, 2013 5:22 pm

User



User

**Joined:** Thu Dec 03, 2009  
10:21 pm

Some of the color scheme when exporting to this might be strange, but It just changes what diablo has to forum colors.

Its not perfect by any means but its better than nothing.

*You will need to add a folder called forumules into your kolbot folder (same place as the mules folder).*

I dont do any file checking against this, so it will forever just add more items to the list (so if you run mule logger twice you will get 2 of EVERY ITEM). I suggest cutting the items out so this isnt an issue.

Just replace your MuleLogger.js (in the libs folder) with this :

**Code:** Select all

```
/**
 * @filename MuleLogger.js
 * @author kolton
 * @desc Log items on configurable accounts/characters
 */

var MuleLogger = {
  LogAccounts: {
    /* Format:
      "account1/password1/realm": ["charname1", "charname2 etc"],
      "account2/password2/realm": ["charnameX", "charnameY etc"],
      "account3/password3/realm": ["all"]

      To log a full account, put "accountname/password/realm": ["all"]

      realm = useast, uswest, europe or asia

      Individual entries are separated with a comma.
    */
  },

  LogGame: ["mulegame", "mulepass"], // ["gamename", "password"]
  LogNames: false // Put account/character name on the picture
```

notable code changes are :

**Code:** Select all

```
forumizeItem: function(item) {
  var folder;
  var itemize = item.description;
  var finalItem = "";
  if (!FileTools.exists("forumules/" + me.realm + "/" + me.account)) {
    folder = dopen("forumules/" + me.realm);
    folder.create(me.account);
  }
}
```

```
//replace colors
itemize = itemize.replace("\\xffc0\\n", "", "g");
itemize = itemize.replace(": \\xffc3", ": ", "g");
itemize = itemize.replace("\\xffc0", "[color=grey]", "g");
itemize = itemize.replace("\\xffc1", "[color=red]", "g");
itemize = itemize.replace("\\xffc3", "[color=blue]", "g");
itemize = itemize.replace("\\xffc4", "[color=gold]", "g");
itemize = itemize.replace("\\xffc5", "[color=white]", "g");
itemize = itemize.replace("\\xffc8", "[color=red]", "g");
itemize = itemize.replace("\\xffc9", "[color=yellow]", "g");

//replace newline with end of color (every line has a color it seems)
itemize = itemize.replace("\\n", "[/color]\\n", "g");
```

There is the actual function I use to color the items and write to a file. So far I just threw this in mule-logger, so just run that to get a forumized item list!

[Top](#)**weiry6922****Post subject:** Re: Script to export AutoMule files**Posted:** Wed Sep 25, 2013 6:55 pm

User



User



**Joined:** Thu Aug 04, 2005  
1:12 am  
**Location:** Australia

Nice job. Also I saw your post on d2jsp! 😊

[Top](#)**KOrr****Post subject:** Re: Script to export AutoMule files**Posted:** Thu Sep 26, 2013 12:02 am

User



User

Joined: Thu Dec 03, 2009  
10:21 pm

[weiry6922](#) » Wed Sep 25, 2013 11:55 am wrote:

Nice job. Also I saw your post on d2jsp! 😊

Yeah I havent had a chance to change up the colors yet. Its easy to do you can see in the function at the end of the file all the colors were kept as names (as opposed to hex code) so its easy to change.

[Top](#)[profile](#)**KOr****Post subject:** Re: Script to export AutoMule files**Posted:** Thu Sep 26, 2013 3:26 am

User



User

Joined: Thu Dec 03, 2009  
10:21 pm

**Code:** Select all

```
/**
 * @filename MuleLogger.js
 * @author kolton
 * @desc Log items on configurable accounts/characters
 */







var MuleLogger = {
  LogAccounts: {
    /* Format:
    "account1/password1/realm": ["charname1", "charname2 etc"],
    "account2/password2/realm": ["charnameX", "charnameY etc"],
    "account3/password3/realm": ["all"]

    To log a full account, put "accountname/password/realm": ["all"]

    realm = useast, uswest, europe or asia

    Individual entries are separated with a comma.
    */
  },

  LogGame: ["a", "1"], // ["gamename", "password"]
  LogNames: false // Put account/character name on the picture
```

	Added a few more exceptions and changed the colors to better match D2 colors. Edited above post so you can see it (though it doesnt look good with generic blizzhackers colors).
Top	 <a href="#">profile</a>
q3w	<b>Post subject:</b> Re: Script to export AutoMule files <b>Posted:</b> Sat Oct 26, 2013 9:41 am
User  <b>Joined:</b> Tue Sep 09, 2008 2:41 am	[Error (22)] File(kolbot\libs\mulelogger.js:52) TypeError: desc[desc.length - 1].trim is not a function
Top	 <a href="#">profile</a>
JeanMax	<b>Post subject:</b> Re: Script to export AutoMule files <b>Posted:</b> Mon Oct 28, 2013 11:01 pm
User  <b>Joined:</b> Tue Mar 22, 2011 3:16 pm	Nice work! 😊
Top	 <a href="#">profile</a>
KOrr	<b>Post subject:</b> Re: Script to export AutoMule files <b>Posted:</b> Wed Oct 30, 2013 2:23 am
User  <b>Joined:</b> Thu Dec 03, 2009 10:21 pm	<div>q3w » <u>Sat Oct 26, 2013 2:41 am</u> wrote:</div> <div>[Error (22)] File(kolbot\libs\mulelogger.js:52) TypeError: desc[desc.length - 1].trim is not a function</div> <p>Need to know what item that errored out on.</p> <p>Also I didnt touch that line in the code :</p> <div><b>Code:</b> Select all</div> <div>if (this.LogItemLevel &amp;&amp; desc[desc.length - 1]) {</div>



it also doesnt use trim on that line in my mulelogger...

JeanMax wrote:

Nice work! 😊

Thanks!

I have noticed that you definently want to clear the folder and then run the logger seperately, if you just roll with how it is you will end up with 2 of every item logged (not sure I mentioned that before).

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