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[kolbot] FastExp.js
Moderator: D2BS Staff

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Author	Message
dzik87	**Post subject:** [kolbot] FastExp.js 🗎 **Posted:** Sun Feb 01, 2015 3:22 pm
User ⬤⬤⬤ User	Hi. I wrote something for you guys. It is custom script for faster leveling.
Joined: Mon Dec 24, 2012 10:51 pm	Ty for all guys what have tested that before posting here.

http://pastebin.com/CCty0HXd

What you need ?
Minimum 4 chars. One for diablo prep, one for nitha prep, one baalruner and ofc char what you want level.
you can use 3 extra chars: diablo helper, baalhelper, and shrine finder.
everychar what is not in config but use FastExp script is idler.

How to use ?
Save file to bots folder,
edit charnames inside file.
add to charconfig

Code: Select all

```
Scripts.FastExp = true;
```

Requirements
It is tested with latest kolbot with 1.5 core. And it is high recomended to use that version.
Latest Kolbot - CORE15
Kolbot's Wiki

Here movie by nilknarf from one of first versions.
https://www.youtube.com/watch?v=kADdqL8CsZI

_____
you can find me on irc #d2bs@irc.synirc.net

Last edited by dzik87 on Sun Apr 12, 2015 4:27 am, edited 1 time in total.

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deqeee	**Post subject:** Re: [kolbot] FastExp.js	🗎 **Posted:** Sun Feb 01, 2015 10:20 pm

User

Joined: Sat Dec 27, 2014 8:32 pm

Jesus christ im looking for this about month xd.

I know someone add it, thx bro for this i will check this tomorow 😃

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| **questions** | **Post subject:** Re: [kolbot] FastExp.js | 🗎 **Posted:** Mon Feb 02, 2015 3:29 am |

User

Joined: Sat Apr 25, 2009 1:40 am

you have 4 optional chars not?

4+3 = 7...

and

nickkiller = must have eq/skills? or can be leechers without any gear/skills

edit saw video:
its not better to do a tp when found shrine and enter tp? take shrine and go back act4

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KfC

Post subject: Re: [kolbot] FastExp.js   **Posted:** Sat Apr 04, 2015 1:16 am

User

Joined: Mon Apr 05, 2010 12:29 am

Thanks. Now we just need to get the one that uses 2 premade games lol

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dzik87

Post subject: Re: [kolbot] FastExp.js   **Posted:** Thu Apr 09, 2015 5:02 pm

User

Joined: Mon Dec 24, 2012 10:51 pm

> **KfC » Sat Apr 04, 2015 1:16 am wrote:**
> Thanks. Now we just need to get the one that uses 2 premade games lol

mayby someday 😃

_____

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```
268
269  ────────→  tabs
270                 or
271  _ _ _ _  spaces?
272
```

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nilknarf	**Post subject:** Re: [kolbot] FastExp.js	**Posted:** Sat Apr 11, 2015 7:39 am

User

User

Joined: Fri Dec 14, 2012 4:10 am

VOUCH ! i did the initial testing and harassing of dzik 😃

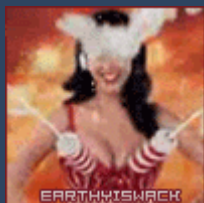it does have its flaws but as long as you check on it once a day it works very well

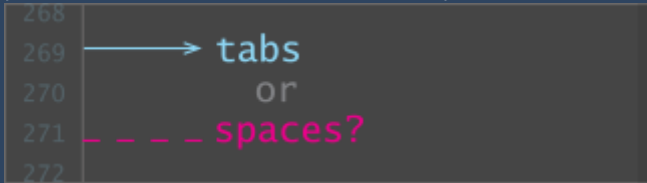i strongly suggest setting a max game time tho .

that video is old tho .. i should make a new one cuz the script works completely backwards now .

i do the baal run first then @ the end of the waves i get the shrine then i kill everything

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earthyiswack	**Post subject:** Re: [kolbot] FastExp.js	**Posted:** Tue Jun 02, 2015 10:29 pm

User

User

Joined: Tue Jan 12, 2010 11:41 pm
Location: dallas

❤️

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Gokus

Post subject: Re: [kolbot] FastExp.js   **Posted:** Sun Jun 07, 2015 12:29 pm

User

Joined: Wed Jun 25, 2014 7:21 am

this is awesome
i only have a one problem.. sometimes my exp char wont enter the diablo tp when the chaos clear has said "dia up"
then all my chars will just stand ingame till the game drops me.
Any ways to fix this?

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dzik87

Post subject: Re: [kolbot] FastExp.js   **Posted:** Mon Jun 08, 2015 12:51 am

User

Joined: Mon Dec 24, 2012 10:51 pm

> Gokus » Sun Jun 07, 2015 12:29 pm wrote:
>
> this is awesome
> i only have a one problem.. sometimes my exp char wont enter the diablo tp when the chaos clear has said "dia up"
> then all my chars will just stand ingame till the game drops me.
> Any ways to fix this?

for example set maxgametime.
looks like your char missed somehow chat message.

_____
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```
268
269 ─────► tabs
270        or
271 _ _ _ _ spaces?
272
```

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Gokus

Post subject: Re: [kolbot] FastExp.js   **Posted:** Mon Jun 08, 2015 6:01 am

User

Thanks man it helped!
i should have thought of that myself ^^

Joined: Wed Jun 25, 2014 7:21 am

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Gokus

Post subject: Re: [kolbot] FastExp.js   **Posted:** Sat Jun 13, 2015 10:25 pm

User

User

Joined: Wed Jun 25, 2014 7:21 am

is it possible to make the nith finder go help with baal after he found nith?

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Bloopy

Post subject: Re: [kolbot] FastExp.js   **Posted:** Sun Jun 14, 2015 1:59 am

User

User

Joined: Sun Jun 14, 2015 1:53 am

>:)

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dzik87

Post subject: Re: [kolbot] FastExp.js   **Posted:** Wed Jun 17, 2015 7:20 am

User

User

Joined: Mon Dec 24, 2012 10:51 pm

> <u>Gokus » Sat Jun 13, 2015 10:25 pm</u> wrote:
>
> is it possible to make the nith finder go help with baal after he found nith?

ofc it is possible. but be aware town chicken or town check will cast tp to town and tp to nihla will poof.
feel free to modify script to your needs.
It have many flaws (like loosing gold by chars) but with some love you get it working

_____

you can find me on irc **#d2bs@irc.synirc.net**

```
268
269 ──────▶ tabs
```

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dggg	**Post subject:** Re: [kolbot] FastExp.js	**Posted:** Wed Jun 17, 2015 4:29 pm
User	Nice work !	
User		
Joined: Sun Jun 14, 2015 3:27 am		
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