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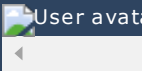
YAMB for D2BS 1.4.1 on battle.net 1.13d

Moderator: D2BS Staff

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Author	Message
Darien	Post subject: YAMB for D2BS 1.4.1 on battle.net 1.13d Posted: Fri Nov 11, 2011 10:04 am
<div>User  User avatar </div> <div>Joined: Fri Jul 26, 2002 4:20 pm Location: Pacific Island Paradise</div>	<h3>YAMB UPDATED for D2BS 1.4.1 and battle.net 1.13d</h3> <p>thx to bobode, alogwe, TechnoHunter and lord2800 for all their help</p> <h3><u>Download here</u></h3> <p>once you download, open up OGG and hit the UPDATE SVN button to get the current YAMB scripts. NOTE: YOU WILL NOT HAVE THE NEW YAMB SCRIPTS UNLESS YOU PRESS THE UPDATE SVN BUTTON ON OGG</p> <p><u>Download latest core here: v 1.4.1657</u> and just drop this in your install folder and overwrite the old d2bs.dll NOTE: the core is 1657, even though the version box on the D2bs console says 1654. the old link for core 1646 won't work. Redownload the core from the above link (1657) for the latest core that works.</p>

I'd been playing with my scripts behind the scenes for a while, but when battle.net updated to 1.13d I couldn't bot any longer. Once I got hooked up with the new core, I updated the all of my core YAMB files to get them working with the new core.

I've also scripted several brand new bots (YAMB Runs), as well as overhauled, updated or modified many of the existing scripts.

I had not realized that YAMB had been abandoned and had fallen into obscurity.

Since lord2800 told me that no one had been updating it, and that the current version of YAMB is 100% broken with the new core, I thought I'd speak up. When I told him that I had my version of YAMB working with the new core, he asked me if I would update and maintain it, as I had worked extensively on YAMB in the past. At first I refused, because I have little to NO time to support the script. So please don't give me a bunch of flames and complaints if you can't get it working. You can report bugs, if I can recreate the problem, I can fix them.

I realize nt-Bot is probably a million times better and is written smarter and better by pro's that are likely programmers. I am not a programmer, never had one class, I just like playing with this stuff. A weekend coder. I do this for me. God knows why, but I really enjoy scripting with the small amount of free time I have. This may only be for academic purposes, but I couldn't just let YAMB die.

That said, I think my bots are FUCKING AWESOME!!! and somewhat unique, you may like them too.

I realize that most of you probably never heard of me, but YAMB was to a certain extent based on my old D2jsp scripts. Mostly my Complete Diablo Bot (Level 1-99 bot) and my old Follow Bot. I worked extensively with mattlant who is the original pathing GOD that made real non-Teleport pathing possible (YAMB still uses his pathing to this day). I wasn't just the first, but for a long time I was the only one using his pathing. I was one of the original D2jsp scripters, and before that I worked on D2jsp's predecessor, the old JED project. That is to say, I've been around since the beginning, or damn close anyways.

Along with updating, adding to and modifying the core YAMB files, I've also made a few brand new original scripts / runs and updated others. Here is a list:

BodyCount.dbj

I added my BodyCount module to load on default. This great little module does several things. If you don't like it, that's fine... just press \ to toggle the screenhooks on or off, but leave it running, because if you press x YAMB's keyhandler will stop YAMB, but BodyCount's keyhandler will reload YAMB when you press ' Also, with BodyCount, when you press F12 this will reveal the entire map of the current area. I stole that from ntBot! thx B) BodyCount can be used by itself or with YAMB... or any other script.

Body Count

v2.8

```
// This module was originated as a part of my old Self Rush / Bodyguard Follow Bot
// It basically just has screenhooks display some stats for you.
// it displays:
// Character Name
// BodyCount -- # of monsters killed since start of script
// Exp ----- amount of Exp gained since start of script
// Avg Exp ----- Exp divided by BodyCount -- avg exp per kill
// Avg Mer Exp ----- Avg Exp your Merc gets per Kill
// Gold ----- Amount of gold gained on this run
//
// Game Time Lets you know the current lenth of time you've been in a game
//
// Blocking Blocking % and it accounts for blocking reducing to 1/3 when running
// Damage Reduction Very important stat not calculated in D2, aka Physical Resistance
// Magic Find Another Very important stat not calculated in D2
// Merc Magic Find Another Very important stat not calculated in D2
// Gold Find Another Very important stat not calculated in D2
// Merc Gold Find Another Very important stat not calculated in D2
//
////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////
//
// pressing F12 will reveal map in your current area
// pressing ' (apostrophy) will reload YAMB is the script ends or you stop YAMB by pressing x
// pressing \ will toggle screenhooks on or off
//
```

YAM_FollowBot.dbl

This is a reboot of my old FollowBot

```
////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////
//
// Bot will sit in town and wait for you to active him by saying "Darien commands you" you must also party
// with the bot. You do not need to whisper. Once partied and activated (Darien commands you) the bot
// will come find you (no need to be in the same Act or in town) and follow you and accept other commands.
// The bot will come to you outside of town if you're close to a wp, but if not he'll wait in town for you
// to open a portal. If you are not by your portal when you call the bot it will path to you, but it will
// only take your portal if you are in the same area as the portal.
//
```

```
// List of Commands: (Not Case Sensitive);  
//  
// -- guard = toggles between guard and follow: both follow but guard mode fights.  
// -- wait = Bot will stay put, and wait for you to say come. wait mode.  
// -- town = Bot makes portal and goes to town, does town functions and waits by portal spot for you to say come.  
// -- stay = Same as town but it doesn't call YAM_TownManager(); it just stays in town.  
// -- come = Bot will end wait or town mode and resume either Follow or Guard mode  
// -- opentp = Bot will open a town portal  
// -- help = basic instructions  
// -- cmd = list commands  
// -- wp = list waypoint commands. Just say open waypointName, the bot will give you a portal to that wp and will wait there until you say  
come.  
// -- precast = Bot will do precasts  
// -- vigor = toggles vigor aura in paladin bot  
// -- bye = will end the script  
// -- cast enchant = will have the bot enchant you  
// -- cast (skillname) = Just like it says cast Holy Shield will cast Holy Shield, cast Battle Orders, cast Conviction, cast Hyrda, etc. must be the  
exact skill name and case sensitive  
//
```

YAM_DK_Rush.dbl

////////////////////////////////////
Getting tired of checking and unchecking which runs I wanted in the config portion of the file, I just added commands to the Bot. But you have to declare yourself the Master of the Bot by saying "Darien commands you" at that point, the bot will wait for you to party, then ask you what quest you want to start the rush at. If after 60 seconds no one takes command of the bot, it just starts running from the first quest. If you're the Master and you don't tell it where to start it will start at Andariel after 30 seconds. Includes several unique runs I coded from scratch.

list of commands for choosing the start run are: (Not Case Sensitive);

0 - start - andy - andariel - act1 - act 1

1 - cube

2 - staff - maggot

3 - amulet - viper

4 - arcane - summoner

5 - duriel - tomb - open tomb

6 - trav - travancal - council - act3 - act 3

7 - meph - mephisto - durance

8 - diablo - bigd - act4

9 - frigid - shenk - socket - act5 - act 5

10 - anya - pindle - pindleskin

11 - ancients

12 - baal - worldstone

other commands:

Darien commands you - makes you Master of the bot

Darien banishes you - makes the bot quit() and leave the game

need cube - put the cube quest in queue (only in Act 1 through Summoner). Will only do Cube quest if you start the bot on that quest or you say need cube when asked.

help - explains some things

There are some other minor things, but the bot will explain to you what you need to do. Listen to the bot.

YAM_Trist.dbl

////////////////////////////////////

// Darien's Trist Bot

// credit to the original YAMB module for basic framework

//

// This Bot will take a brand new character from Act 1 town and path

// to Darkwood and do the entire quest, then perform trist runs

// once the quest is completed.

// this will also do blood raven quest if you don't have it.

////////////////////////////////////

YAMB_DarienDen.dbl

```
////////////////////////////////////////
//
// Darien's Den Bot
//
//=====
// This Bot will take a brand new character from Act 1 town and
// complete the Den of Evil quest, then perform corpsefire runs
// once the quest is completed.
////////////////////////////////////////
```

YAM_Radament.dbl

```
////////////////////////////////////////
//
// Darien's Radament Bot
//
//=====
// This Bot will take a character from Act 2 town and complete the
// Radament quest for Atma, get wp, Grab the book of Skill when the
// quest is being completed. Radament/sewer runs if quest is done.
////////////////////////////////////////
```

YAM_Arcane.dbl

EDIT: if you are using an existing character's config file with this script, you'll need to add this line to your config (already added to default templates)

Code: Select all

```
var XP_AttackSpire      = true;  //true to attack Arcane Lightning spires
```

```
////////////////////////////////////////
//
// Darien's Arcane Bot
// for walking characters!!! tele works too =)
//
////////////////////////////////////////
//
// The purpose of this bot is to level up on the easy path
```

```
// NOT to go to the summoner, but if he's at the end
// of the easy path, you can choose to kill or ignore him
//-----
// var KillSummoner = true; set to kill
// var KillSummoner = false; set to be a pussy
//
// YAM_OpenChests should be set to true in you char config
// but even if it's false it will force open chests at
// the loot point at the end.
// _____
```

Default Templates

=====

I updated all of the default templates to include new runs, variables and I added small section of code that will run trist until level 15 then sewers when 16 (if you have wp), and then Arcane 17 and up (if you have wp). If no Arcane wp, then it defaults to Radament, if not in Act 2 it defaults to Trist

this line was added to all default templates. and must be added to existing character config file if doing Arcane Runs
var XP_AttackSpire = true; //true to attack Arcane Lightning spires

```
// Remove comments below ( both open /* and close */ ) for Darien's new character leveling.
// All other runs must be commented out. Set XP_PallyAttack = 0; for default attack
// and XP_PallyAura = 98; for might. Give good low level equipment and a good bow to
// your character and an Act1 merc, give some cash and let it run... come back a few hours later level 20
/*
if(me.getStat(12) < 20) DSN_NIPFilePath.push("LowLevelpotions.nip");
if(me.getStat(12) > 15) {
if(me.getStat(12) > 16) YAMXXP.push("Arcane");
else YAMXXP.push("Radament");
} else YAMXXP.push("Trist");
*/
```

Just give a brand new level 1 character some money and basic gear and it'll do all pathing and complete Cain quest and do Trist runs, if you give it act 2 wp it will do Radament, if you give Arcane wp it will do Arcane runs.

=====

YAM_Gamble.dbl

YAM_Shopping.dbl

updated both a while ago, and recently.. but Gamble get's stuck in the trade screen sometimes (not sure why, either townlib or core) and shopping has been buying crappy items (not sure if it's just me or not, LMK)

=====

YAM_Eldritch.dbl

YAM_Shenk.dbl

YAM_Trav.dbl

All updated beyond recognition, work with walking characters

=====

YAM_Pindle.dbl

YAM_BloodRaven.dbl

YAM_Baal.dbl

YAM_Izual.dbl

Just minor updates all work with walking characters

=====

=====

=====

Everything is working pretty good as far as I can tell. Please don't flame if it's not perfect, I don't have a lot of time to test everything and I'm only 1 man. enjoy. 😊



Last edited by Darien on Mon Jan 30, 2012 9:05 am, edited 26 times in total.

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lord2800

Post subject: Re: YAMB for D2BS 1.4.1 on battle.net 1.13d

Posted: Fri Nov 11, 2011 10:13 am

Section Leader



Darien » 01:11:02 AM 11-11-2011 wrote:

Joined: Fri Jul 05, 2002
8:51 pm
Location: /sbin/

I realize nt-Bot is probably a million times better and is written smarter, better, pro's that are likely programmers.

falls over and dies of laughter
NTBot... written smarter... lmao!

D2BS

Programming motherfuckers... DO YOU SPEAK IT?!

I, for one, welcome our new black overlo... I mean, president!

1. Create signature generator.
2. ???
3. Profit!

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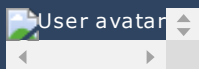
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Darien

Post subject: Re: YAMB for D2BS 1.4.1 on battle.net 1.13d

Posted: Fri Nov 11, 2011 7:41 pm

User



Joined: Fri Jul 26, 2002
4:20 pm
Location: Pacific Island
Paradise

delete



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imetallica

Post subject: Re: YAMB for D2BS 1.4.1 on battle.net 1.13d

Posted: Mon Dec 12, 2011 12:36 pm

User



Joined: Mon Dec 12, 2011
12:14 pm

Hello I'm having a problem when running the bot with your script. It says:

Exception: name = TypeError, message = _callData[_y] has no properties

And then bot goes to town and idles untill log out. Am I missing something?

Nevermind, I updated and the problem was solved.

Thanks in advance.

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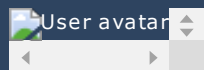


Darien

Post subject: Re: YAMB for D2BS 1.4.1 on battle.net 1.13d

Posted: Mon Dec 12, 2011 8:00 pm

User



Joined: Fri Jul 26, 2002
4:20 pm
Location: Pacific Island
Paradise

imetallica » Mon Dec 12, 2011 1:36 am wrote:

Hello I'm having a problem when running the bot with your script. It says:

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And then bot goes to town and idles untill log out. Am I missing something?

Nevermind, I updated and the problem was solved.

Thanks in advance.

yeah.. sorry.. I borked that one.. had to do with checking collision data when crossing areas... when me.area wasn't the same as the x,y coords being checked...

but I updated the next day.. glad you got the update. btw.. I just did a HUGE update.. so you should go update again 😊



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imetallica

Post subject: Re: YAMB for D2BS 1.4.1 on battle.net 1.13d

Posted: Wed Dec 14, 2011 12:48 am

User



[quote]yeah.. sorry.. I borked that one.. had to do with checking collision data when crossing areas... when me.area wasn't the same as the x,y coords being checked...

but I updated the next day.. glad you got the update. btw.. I just did a HUGE update.. so you should go update again ;)[/quote]

Joined: Mon Dec 12, 2011 12:14 pm

Thanks for the reply... btw does your scripts work in Single Player? I've been trying to set up without success.

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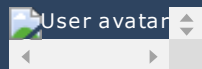


Darien

Post subject: Re: YAMB for D2BS 1.4.1 on battle.net 1.13d

Posted: Fri Dec 16, 2011 6:27 pm

User



well of course they work single player. make sure you set up your config file correctly if you're having problems.



Joined: Fri Jul 26, 2002 4:20 pm

Location: Pacific Island Paradise

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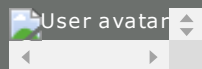


RayK213

Post subject: Re: YAMB for D2BS 1.4.1 on battle.net 1.13d

Posted: Fri Sep 28, 2012 11:58 pm

User



YAMB has much more potential if re written but better off working off mBot from the last of my knowledge, maybe one day I can get a bot up again and D2 installed lol.

[Kolbot download / install thread](#)

[Kolbot Support Thread](#)

Joined: Thu Feb 22, 2007 7:25 am

Location: PA

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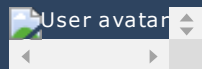


RayK213

Post subject: Re: YAMB for D2BS 1.4.1 on battle.net 1.13d

Posted: Sat Oct 19, 2013 8:54 pm

User







Since some people still like script sides like YAMB even though outdated, I will update this for better functioning if I ever get the chance too... IDK much about kolbot and can do little to no modifying with anything on it, no time to learn it, YAMB / NT script side I know pretty well and can actually help code / fix things, just the matter of me having the time.

[Kolbot download / install thread](#)

[Kolbot Support Thread](#)

Joined: Thu Feb 22, 2007 7:25 am

Location: PA

Top	profile
B0N3R	Post subject: Re: YAMB for D2BS 1.4.1 on battle.net 1.13d Posted: Mon Feb 03, 2014 2:06 am
User   Joined: Mon Jan 14, 2013 1:59 am	<p>this is pretty cool, saw someone using it on classic</p> <p>is this still available? page seems unavailable</p> <hr/> 
Top	profile
ZoD_Patate	Post subject: Re: YAMB for D2BS 1.4.1 on battle.net 1.13d Posted: Mon Mar 14, 2016 10:32 pm
User  Joined: Mon Mar 14, 2016 9:07 pm	<p>This is Kolton?</p>
Top	profile

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