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D2BS v1.3.2 - Release Thread
Moderator: D2BS Staff

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Author	Message
lord2800	**Post subject:** D2BS v1.3.2 - Release Thread 🔖 **Posted:** Fri May 14, 2010 12:20 am
Section Leader 🔵🔵🔵 S.Leader **Joined:** Fri Jul 05, 2002 8:51 pm **Location:** /sbin/	D2BS, short for Diablo 2 Botting System, uses the open source Javascript engine named 'SpiderMonkey' to execute user scripts inside of Diablo 2. D2BS can be used to make Diablo 2 do almost anything that can be done in the game by a human player. D2BS does not try to exploit any bugs in the Diablo 2 code, the Battle.net protocol or game servers; it only simulates a real player. ## IMPORTANT ANNOUNCEMENT As of this release, D2BS will be undergoing a new phase of development. We are discontinuing development on the 1.x line and focusing all of our attention on the 2.x line. This means that 1.3.2 is probably the last release in the 1.x line, barring a major security hole. We will not be fixing bugs or otherwise doing any real work on the 1.x line. We will, however, accept patches to fix bugs and post releases with these bugs fixed, should anyone be

so inclined.

We hope you understand and appreciate that we have put this off for far too long, and the 1.x line is good and dead.

We will be developing a whole new API for D2BS 2.0, and documenting it properly as we go, instead of trying to document it after the fact. If you want to be a part of this new api discussion, more details will be available soon.

Now, onto the reason you came here:

Binary Download: here

Source Code: here

Visual Studio 2008 Runtime (necessary for loading the D2BS runtime): here

.NET 3.5 Runtime (necessary for loading the D2BS loader): here

```
Code: Select all

Version History:

Version 1.3.2 -

    .   Changed the internal unit finding code to use an internal list instead of room searching.

    .   Fixed sendDDE (multiple bugs, the least of which was an unused parameter...)

    .   Fixed me.cancel once again to detect scrolling text ("summoner bug")

    .   Fixed a rather large memory leak with Script::GetFilename (d'oh!)

    .   Removed some of the strictness checks for getBaseStat (got sick of trying to debug it).

    .   Fixed an issue where getScript could return a script that had no valid parameters, meaning
        it would just error when you tried to use it.

    .   Added "param2" parameter to the "gameevent" event. You may now detect what kind of party
        message you just got (hostile vs. invite vs. accept, etc.)
```

_____
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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FacYa	Post subject:	Posted: Sun May 16, 2010 9:26 pm

User

User avatar

Joined: Tue Aug 02, 2005 10:07 pm

since this version my bots get disconnects due massiv chokebacks... they run on 1 fps until they discon...?
and only after they killed something...

crap this update totaly killed all my bots... have to downgrade :-/

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jeffjeff	Post subject:	Posted: Mon May 17, 2010 4:22 am

User

Joined: Thu Mar 18, 2010 4:27 am

its a sacrifice for 2.x version 😃

Top	profile

Urnamadic	Post subject:	Posted: Mon May 17, 2010 7:40 am

User

Joined: Sun Apr 11, 2010 3:51 am

where is OOG.exe in this ?

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timex100

Posted: Mon May 17, 2010 12:44 pm

Post subject:

User

User

User avatar

Joined: Fri Jun 04, 2004 3:36 am
Location: GA

> Urnamadic wrote:
>
> where is OOG.exe in this ?

This is a *core* release, OOG is a separate project, has a separate thread stickied in this very same forum, as well as a separate subversion URL, which is also in the OOG sticky.

_____

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Davis

Posted: Wed May 19, 2010 11:10 pm

Post subject:

User

User

Joined: Thu Dec 17, 2009 5:17 pm

> timex100 wrote:
>
> > Urnamadic wrote:
> >
> > where is OOG.exe in this ?
>
> This is a *core* release, OOG is a separate project, has a separate thread stickied in this very same forum, as well as a separate subversion URL, which is also in the OOG sticky.

D2BS was updated (the bin file) due to problems with the getUnit function.

http://www.edgeofnowhere.cc/viewtopic.php?t=456883

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