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How do you get D2BS to return a running script list?

Moderator: D2BS Staff

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Author	Message
mutenight	Post subject: How do you get D2BS to return a running script list? Posted: Thu Apr 30, 2015 3:28 am
<div>User</div> <div></div> <div>Joined: Sat Dec 27, 2014 7:28 am</div>	<p>I'm running core version 1.5.1853,</p> <p>Here is what I'm trying to do. I'm trying to get my bot to run specific scripts at the end of every run. A EndofRun Routines if you will... And I don't want to do this in the config files because I want it to run even if the bot terminates from QuitList or DollsInThrone or whatever other calls that call the scripts to end.</p> <p>So I got everything figured out except on how to terminate in the middle of list of scripts without quitting the game.</p> <p>Any thoughts? I'm open to different ideas if you have any</p> <p>I hope d2bs is able to do that because Etal had simple script commands for skipping script foward or backward.</p>

-Thanks!

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mutenight

Post subject: Re: How do you get D2BS to return a running script list?

Posted: Thu Apr 30, 2015 6:30 am

User



Joined: Sat Dec 27, 2014
7:28 am

HAHAAA!! I Figured out how to fit my EndofRun routines. It's so much simpler than what I was trying to do, but, at the same time I haven't found out anything about script lists.

I would like be able to skip forward a script or come back a script.

And IS there a way to call up another script again?? For example, I want to Call up BattleOrders.js between my Diablo run and my Baal run. Now adding another

Code: Select all

```
Config.BattleOrders = true;
```

does absolutely nothing of course.

Edit: For anyone trying to do anything similar. It finally hit me that in ToolsThread.js if you add anything after the if statement but before it gets to terminate the game. You can do whatever you want. And Chicken is not impacted as it simply exists the game. It doesnt wait until it hits the quitFlag.

Code: Select all

```
if (quitFlag && canQuit) {  
    if (Config.EndRoutines) // my EndRoutines loaded from config  
        this.Ending();      // function called filled with w/e I want, for example gambling at end of run instead of  
        randomly between bosses.  
  
    print("ÿc8Run duration ÿc2" + ((getTickCount() - me.gamestarttime) / 1000));
```

```
if (Config.LogExperience) {  
    Experience.log();  
}  
  
this.checkPing(false); // In case of quitlist triggering first  
this.exit();  
  
break;  
}
```

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