

<http://www.blizzhackers.cc/viewtopic.php?f=182&t=444264&sid=427c39538c3f3295f4670f697b7a8844>

Go

JUN

SEP

OCT

13

2016

2017

2018



About this capture

3 captures

22 Feb 2017 - 13 Sep 2017



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D2 Packet List & Everything Packet Related

Moderator: [Diablo Mods](#)[newtopic](#) [postreply](#) Page 1 of 1 [14 posts][Print view](#)[Previous topic](#) | [Next topic](#)

Author	Message
Gary13579	Post subject: D2 Packet List & Everything Packet Related Posted: Sun Dec 20, 2009 4:41 am
<div>BHDev </div>	<p>If you see something that needs updating or to be added, PM me</p> <ul style="list-style-type: none">[+] D2Smells Topic (Excellent sniffer for D2.)[+] [S->C] 0xAC packet breakdown[+] [S->C] 0x9c/9d Item Action Packet Discussion[+] [S->C] 0x9d/9d Item Action Example Code[+] [S->C] 0x5a Event Messages Discussion[+] BNCS/MCP packet dump

<http://www.blizzhackers.cc/viewtopic.php?f=182&t=444264&sid=427c39538c3f3295f4670f697b7a8844>

Go

JUN

SEP

OCT

13

2016

2017

2018



About this capture

2:27 am
3 captures

22 Feb 2017 - 13 Sep 2017

Update by bsdunx: C->S 4F DWORD WORD -> WORD WORD WORD

Update by bsdunx: C->S 4F Add some documentation

Update by bsdunx: C->S 26 Update note, option DWORD is shift key state

Update by bsdunx: C->S 6D Update info regarding the last DWORD

Update by bsdunx: C->S 4C Update comment to specify DWORD sized value (thanks to zeiris for noticing)

Update by bsdunx S->C B4 Add unknown packet

Client -> Server

Code: Select all

Number	Size	Effect:	Usage:
01	5	Walk	01 [WORD x] [WORD y]
02	9	Walk to entity	02 [DWORD entity kind] [DWORD id]
03	5	Run	03 [WORD x] [WORD y]
04	9	Run to entity	04 [DWORD entity kind] [DWORD id]
05	5	Shift Left Click Skill	05 [WORD x] [WORD y]
06	9	Left Skill on unit	06 [DWORD entity kind] [DWORD id]
07	9	Shift left skill on unit	07 [DWORD entity kind] [DWORD id]
08	5	Shift Left skill (hold)	08 [WORD x] [WORD y]
09	9	Left Skill on unit (hold)	09 [DWORD entity kind] [DWORD id]
0a	9	Shift left skill unit (hold)	0a [DWORD entity kind] [DWORD id]
0b	1	<Unknown>	0b
0c	5	Right skill	0c [WORD x] [WORD y]
0d	9	Right skill unit	0d [DWORD entity kind] [DWORD id]
0e	9	Shift right skill unit	0e [DWORD entity kind] [DWORD id]
0f	5	Right skill (hold)	0f [WORD x] [WORD y]
10	9	Right skill unit (hold)	10 [DWORD entity kind] [DWORD id]
11	9	Shift Right skill unit (hold)	11 [DWORD entity kind] [DWORD id]
12	1	<Unknown>	12
13	9	Interact (click) entity	13 [DWORD entity kind] [DWORD id]
14	[Varies]	Overhead Chat	14 00 00 [*char message] 00 00 00
15	[Varies]	Chat	15 01 00 [*char message] 00 00 00

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Go

JUN

SEP

OCT

13

2017

2018



About this capture

3 captures

22 Feb 2017 - 13 Sep 2017

please note that these packets are compressed. see [heroin_glands_unpack](#)[heroin/compression.cpp](#) for an example on how to decompress.

Code: Select all

Number	Size	Effect:	Usage:
00	1	Game Loading	00
01	8	Game Flags	01 [BYTE Difficulty] [WORD Unknown] [WORD Hardcore?] [BYTE Expansion] [BYTE Ladder]
02	1	Load Successful	02
03	12	Load Act	03 [BYTE Act] [DWORD Map ID] [WORD Area Id] [DWORD Unknown]
04	1	Load Complete	04
05	1	Unload Complete	05
06	1	Game Exit Successful	06
07	6	Map Reveal	07 [WORD Tile X] [WORD Tile Y] [BYTE Area Id]
08	6	Map Hide	08 [WORD Tile X] [WORD Tile Y] [BYTE Area Id]
09	12	Assign Lvl Warp (Door)	09 [BYTE Unit Type] [DWORD Unit Id] [WORD X] [WORD Y] [WORD Warp Id]
0a	6	Remove Object	0a [BYTE Unit Type] [DWORD Unit Id]
0b	6	Game Handshake	0b [BYTE Unit Type] [DWORD Unit Id]
0c	9	NPC Hit	0c [BYTE Unit Type] [DWORD Unit Id] [WORD Animation Id] [BYTE Life]
0d	13	Player Stop	0d [BYTE Unit Type] [DWORD Unit Id] [BYTE Unknown] [WORD Unit X] [WORD Unit Y] [BYTE Unknown] [BYTE Life]
0e	12	Object State	0e [BYTE Unit Type] [DWORD Unit Id] [BYTE Unknown (0x03)] [BYTE 0x00 = Can't Change Back 0x01 = Can Change Back] [DWORD Unit State]
0f	16	Player Move	0f [BYTE Unit Type] [DWORD Unit Id] [BYTE 0x01 = Walk 0x23 = Run 0x20 = Knockback] [WORD Target X] [WORD Target Y] 00 [WORD Current X] [WORD Current Y]
10	16	Player To Target	10 [BYTE Unit Type] [DWORD Unit Id] [BYTE 0x02 = Walk 0x24 = Run] [BYTE Target Type] [DWORD Target Id] [WORD Current X] [WORD Current Y]

Last edited by [Gary13579](#) on Wed Dec 15, 2010 8:45 am, edited 2 times in total.

Top



sub

Post subject: Re: D2 Packet List & Everything Packet Related

Posted: Tue Dec 07, 2010 9:39 pm

User



User

I think it's worth mentioning (since the title IS "everything packet related") that game server->client packets are compressed when they arrive. I didn't realize this and was VERY confused when the proxy I wrote was receiving packets that didn't match what d2smells was sniffing.

<http://www.blizzhackers.cc/viewtopic.php?f=182&t=444264&sid=427c39538c3f3295f4670f697b7a8844>

Go

JUN

SEP

OCT

13

2016

2017

2018

About this capture

3 captures

22 Feb 2017 - 13 Sep 2017

profile

firk

Post subject: Re: D2 Packet List & Everything Packet Related

Posted: Thu Dec 09, 2010 12:11 am

User



Joined: Thu Oct 11, 2007
6:41 pm
Location: Moscow

this isn't guide, this is reference...

Top

profile

sub

Post subject: Re: D2 Packet List & Everything Packet Related

Posted: Thu Dec 09, 2010 12:56 am

User



Joined: Tue Oct 16, 2007
8:53 am

I'm just saying this thread, which says "Everything Packet Related" in the title, is missing a very important piece of information. It also links to 7 other threads about packets that don't mention this. Shouldn't it be mentioned somewhere? I think so.

Top

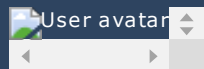
profile

TheUnknownSoldier

Post subject: Re: D2 Packet List & Everything Packet Related

Posted: Thu Dec 09, 2010 10:25 am

Moderator



Joined: Thu Apr 30, 2009
12:31 pm
Location: %scrdir%

sub wrote:

I think it's worth mentioning (since the title IS "everything packet related") that game server->client packets are compressed when they arrive. I didn't realize this and was VERY confused when the proxy I wrote was receiving packets that didn't match what d2smells was sniffing.

thats because not everything is compressed, especially GS...

Learn C++, not C++ <http://tinyurl.com/so-cxxbooks> | Hackito Ergo Sum
Devour, devour; suffocate your own empire
Devour, devour; its your final hour

Top

profile

User

Joined: Tue Oct 16, 2007
8:53 am

Top

 profile

Post subject: Re: D2 Packet List & Everything Packet Related

Posted: Wed Dec 15, 2010 8:48 am

BHDev



Joined: Tue Oct 10, 2006
2:27 am

I think sub is right, so I've added a bit of info about it. If someone has a better source to link which explains the decompression (I can't remember any), post it and I will update.

Please note this packet list isn't complete and is probably missing a ton of information. It was originally just a fork of DM's packet thread, as he was never around to update it when I found incorrect portions. I'm serious about maintaining this packet list, even though I rarely touch D2, so please feel free to post suggestions, don't let scary overlords like TheUnknownSoldier scare you off 😊

sub wrote:

Everything but the first packet is... why is everyone being so difficult?

there's also 0xFF.. but we aren't technically supposed to know about this packet.

Top

 profile

TheUnknownSoldier

Post subject: Re: D2 Packet List & Everything Packet Related

Posted: Wed Dec 15, 2010 12:47 pm

Moderator

 User avatar

Gary 13579 wrote:

so please feel free to post suggestions, don't let scary overlords like TheUnknownSoldier scare you off 😊

RAWR! 😊

<http://www.blizzhackers.cc/viewtopic.php?f=182&t=444264&sid=427c39538c3f3295f4670f697b7a8844>

Go

JUN

SEP

OCT

2016

13

2017

About this capture

12:31 pm
3 captures
22 Feb 2017 - 13 Sep 2017

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Top

 [profile](#)

whisty

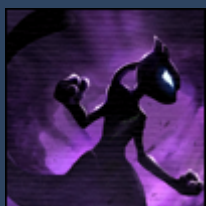
Post subject: Re: D2 Packet List & Everything Packet Related

Posted: Thu Jan 03, 2013 5:56 pm

User



User



Joined: Sun Sep 04, 2011
10:07 pm

edit, nvm

Last edited by whisty on Mon Mar 02, 2015 1:24 am, edited 2 times in total.

Top

 [profile](#)

whisty

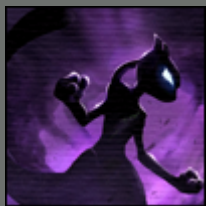
Post subject: Re: D2 Packet List & Everything Packet Related

Posted: Sun Feb 02, 2014 4:43 pm

User



User



Joined: Sun Sep 04, 2011
10:07 pm

Client -> Server 0x67

Thought I would share this packet I found while trying to find the bnet game creation stuff (in order to expand it and add more creation options), since it isn't listed in the list.

This packet is sent when you request to create a game on Bnet (at least for open, didn't test on closed yet)
Here's what I could figure out so far:

Code: Select all

```
struct D2PacketClt67      //size of 0x2E
{
    BYTE nHeader;          //0x00
    char szGameName[16];   //0x01
    BYTE nGameType;        //0x11
```

<http://www.blizzhackers.cc/viewtopic.php?f=182&t=444264&sid=427c39538c3f3295f4670f697b7a8844>

Go

JUN

SEP

OCT

13

2016

2017

2018

About this capture

3 captures

22 Feb 2017 - 13 Sep 2017

BYTE __013; //0x13

BYTE nDifficulty; //0x14

WORD __025; //0x25

DWORD dwArenaFlags; //0x27

DWORD __02B; //0x2B

};

The size is fixed, always 0x2E

Top

 [profile](#)

rock4lifedude3

Post subject: Re: D2 Packet List & Everything Packet Related

Posted: Fri Aug 01, 2014 9:26 am

User

Joined: Fri Aug 01, 2014
8:17 am

I downloaded the packet sniffer and downloaded winPcap (latest version, i tried installing the one included, but it failed) and I am getting loads of unhandled exceptions when running the sniffer. Can anyone help me on how to use the sniffer like viewing packets and sending certain packets? I am confused 😊

Top

 [profile](#)

abin116179

Post subject: Re: D2 Packet List & Everything Packet Related

Posted: Mon Jan 12, 2015 4:19 pm

User

Joined: Fri Jan 09, 2015
8:32 pm**rock4lifedude3 > Fri Aug 01, 2014 4:26 pm wrote:**

I downloaded the packet sniffer and downloaded winPcap (latest version, i tried installing the one included, but it failed) and I am getting loads of unhandled exceptions when running the sniffer. Can anyone help me on how to use the sniffer like viewing packets and sending certain packets? I am confused 😊

In win7, i got Load DLL error.

Install http://www.winpcap.org/install/bin/WinPcap_4_1_3.exe.Download <http://dx3.qqtn.com/qq3/iphlpapi.zip>, copy it to D2Smells folder.

<http://www.blizzhackers.cc/viewtopic.php?f=182&t=444264&sid=427c39538c3f3295f4670f697b7a8844>

Go

JUN

SEP

OCT

13

2016

2017

2018

About this capture

3 captures

22 Feb 2017 - 13 Sep 2017

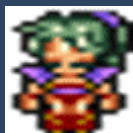
Top

[profile](#)

Turlok

Post subject: Re: D2 Packet List & Everything Packet Related**Posted:** Tue Aug 11, 2015 4:43 am

User

**Joined:** Tue Jul 10, 2007
3:08 am

Many thanks for this info, I can't tell you how helpful this thread has been.

With that being said I'm wondering if there is updated info available? There are quite a few unknowns listed here and at least a few of these are simply wrong... IE S->C 0x95 the parameters aren't sent as a full WORD but as 15 bits with some weird offsets. Don't ask me how I know that, I'm not the one who figured it out. It certainly raised some issues with my chicken / potion drinking scripts though.

Top

[profile](#)

Vampirewolve

Post subject: Re: D2 Packet List & Everything Packet Related**Posted:** Tue Aug 11, 2015 11:38 pm

User

**Joined:** Tue Mar 01, 2005
8:31 pm

Because the List is based on Pauls[LE] and others. Some limited edition members just bruteforced some packets with hackit instead of looking for handlers.

Since those packets didn't result in a R/D they were labelled unknown or logged as hack if they resulted in a R/D. 0x2b-0x2e fall in that category. One pf thpse was sound related and played soundfiles the other was npc speech related. We would need the D2 beta/alpha to find out. Those packets have most likely been used to test dialogue, because the Devs didn't spoof receives.

I forgot the sites name but there is/was a site which was dedicated on D1 Alpha/Beta and D2 Beta.

There are also some packets still based on 1.09 data but some higher sent packets changed with 1.10. Those also remained unchanged like 0x65 with size 17 was suspected to be related to tagging.

Top

[profile](#)

Display posts from previous: All posts ▼ Sort by Post time ▼ Ascending ▼ Go

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Page 1 of 1 [14 posts]

[Board index](#) » [Diablo II](#) » [Diablo II Hacking Development](#)

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JUN SEP OCT

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3 captures

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2016 2017 2018

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