

## **Blizzhackers**

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## **Diablo II Next Generation 1.14D**

**Moderator: Diablo Mode** 





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Author		Message
greemer	Post subject: Diablo II Next Generation 1.14D	<b>▶ Posted:</b> Thu May 25, 2017 12:12 pm

USEI





**Joined:** Fri Feb 17, 2012 6:32 pm

 $\label{eq:hello Today I will release D2NG Project,} Hello Today I will release D2NG Project,$ 

## Typo in project name its 2.0 Source Code: <a href="https://github.com/Gunzmo/D2NG-1.0">https://github.com/Gunzmo/D2NG-1.0</a>

D2NG is a reinvented Diablo II lobby thats a bit faster and not as bulky as the original one, I've also changed ingame a bit aswell, Remember to RUN as ADMIN

So this is about to create a new environment for diablo II thats more conveniant than the old one in friends list you can right click their name and press join to join their game if they hosted it as D2NG game or else it wont work. The servers is dedicated so it will always be online.

Far as I know it's undetctable.

Code: Select all

Requires .NET 4.5

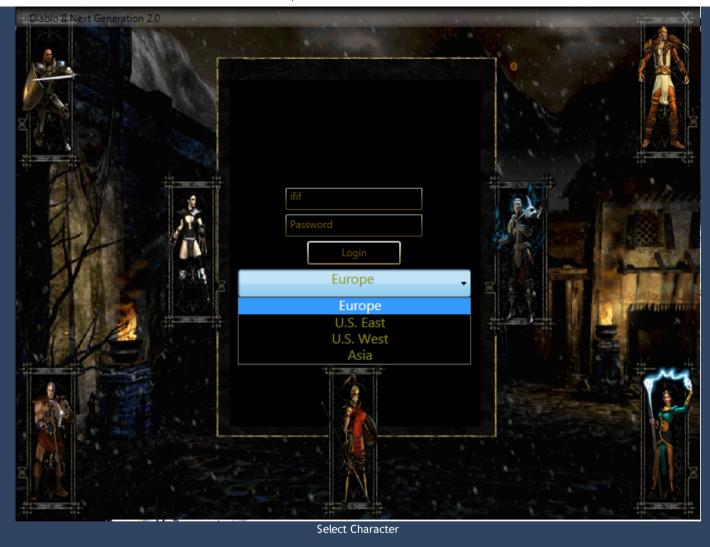
Avalable in next Release: Create New Bnet Account, Packet spoofing

Here is some pictures, because pictures is more than a hundred words

Browse Game.EXE easy to understand



Login to Bnet

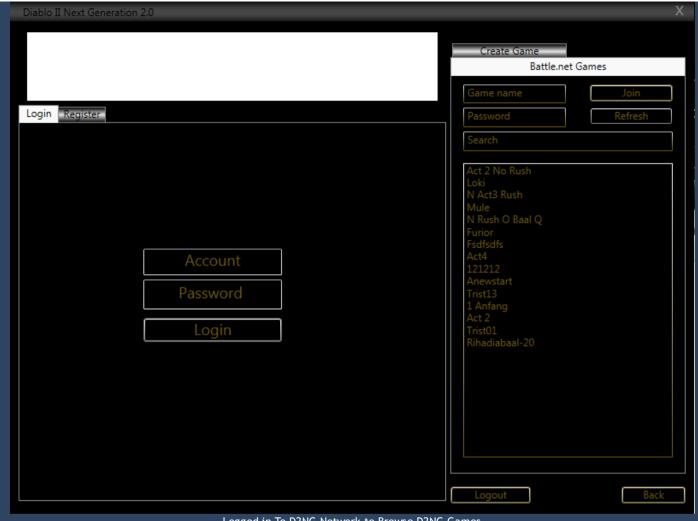




**Create Character** 



Lobby Not Logged in to D2NG network



Logged in To D2NG Network to Browse D2NG Games

