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[release] AutoChaos - an intuitive team cs script
Moderator: D2BS Staff

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Author	Message
Kare	**Post subject:** Re: [release] AutoChaos - an intuitive team cs script 🗎 **Posted:** Sun May 24, 2015 1:08 pm
User ● ● ● User **Joined:** Wed Aug 19, 2009 8:42 pm	I only followed the steps described here. I suspect it is possible to set AutoCS.Leader manually, but none of the ways I tried worked. The script is a bit too complex for me. Could someone with a better understanding of the script write me the line and location?
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cloudsloth	**Post subject:** Re: [release] AutoChaos - an intuitive team cs script 🗎 **Posted:** Sun May 24, 2015 4:52 pm
User ● ● ● User **Joined:** Fri Mar 16, 2012	Did you try my fix?

12:14 am

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Kare	**Post subject:** Re: [release] AutoChaos - an intuitive team cs script	**Posted:** Sun May 24, 2015 5:46 pm

User

Joined: Wed Aug 19, 2009 8:42 pm

Yes, I tried it, didn't help. To better describe the situation, when 2 high same-level sorc are present, only those two enter the River of Flames and precast, while the rest of my party stays in town. If I leave the game with one sorc, party joins the other and continues AutoChaos as usual.

Alright, I hard coded the char name right into the AutoCS.js. I feel dirty already and will have troubles down the road, when I forget what I did. Suits me right for not knowing my variables.

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koreanning	**Post subject:** Re: Window has unexpectedly exited... starting profile / He	**Posted:** Wed Jun 10, 2015 6:33 am

User

Joined: Mon Nov 17, 2014 6:41 am

First, thank you for letting me offer an advanced script
Yesterday I received help from iRC succeeded in script work.
However, after re-install the Windows 7 today... The problem occurred
Unzip the file that was set up yesterday was successful and running again.
But going into the game (room), then immediately it turned off. (Scripts.UserAddon = true is no problem. Modifying off switching to fasle)
The message so output

[14:23:06 오후] <Bar> Window has unexpectedly exited... starting profile
[14:23:10 오후] <Bar> Crash Info: Script: no entry Area: Rogue Encampment
----

I tried Actions
1.Run the administrator mode
2.All scripts reinstallation
3.Core reinstallation and re-install script

Was well until yesterday, it became spread over the window again

I hope a lot of advice

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koreanning	**Post subject:** Re: [release] AutoChaos - an intuitive team cs script	**Posted:** Sun Jun 14, 2015 1:58 am

User

Joined: Mon Nov 17, 2014 6:41 am

Removed

Last edited by koreanning on Fri May 27, 2016 3:30 am, edited 1 time in total.

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noah~

D2BS Dev

Mod

Joined: Sun Jun 22, 2008 7:00 pm

Post subject: Re: [release] AutoChaos - an intuitive team cs script   **Posted:** Wed Jun 17, 2015 10:22 pm

> Kare » Sun May 24, 2015 11:46 am wrote:
>
> Yes, I tried it, didn't help. To better describe the situation, when 2 high same-level sorc are present, only those two enter the River of Flames and precast, while the rest of my party stays in town. If I leave the game with one sorc, party joins the other and continues AutoChaos as usual.
>
> Alright, I hard coded the char name right into the AutoCS.js. I feel dirty already and will have troubles down the road, when I forget what I did. Suits me right for not knowing my variables.

Only one of your sorcs should be running the Taxi portion of the script. The other sorc should be running the AutoCS

The other chars should figure out the leader based on taxi location, level etc

_____
NipCheck -- An offline .nip checker
PhotoGrid Sharp -- An image collage maker with formatting features
d2bot# with kolbot -- For live support: irc://irc.synirc.net/d2bs

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Eryk96

User

Joined: Tue Nov 10, 2015 1:51 pm

Post subject: Re: [release] AutoChaos - an intuitive team cs script   **Posted:** Tue Nov 10, 2015 2:04 pm

Hi, I started using your script today and I cannot get it to work with my characters, I fixed the missing , bit and it loads fine on both characters, they party up fine, I lowered the level requirement just in case in case that was the issue as I am running a lower level through chaos (made sure all the level 30 values were changed by doing a search through the text file), Now when I start/join the game the leecher seems to be working and waiting in town but the AutoTaxi script loads, spams "pally found", they party up and the Leader (running AutoTaxi) quits the game :/ I really want to get this script to work.
I have a screenshot of the log before I edited the level requirement (it didn't spam pally found before but still quit the game) if that helps.

```
D2BS :: Starting default.dbj
D2BS :: default.dbj running.
Loaded NIP: kolton.nip. Lines: 810. Valid entries: 338. Time: 47 ms
Loaded NIP: customnearperf.nip. Lines: 948. Valid entries: 654. Time: 78
ms
Loaded NIP: resetkolton.nip. Lines: 1.150. Valid entries: 469. Time: 62 ms
Loaded NIP: LLD.nip. Lines: 420. Valid entries: 169. Time: 31 ms
Starting script: AutoTaxi
Party thread loaded. Mode: Invite
Start ToolsThread script
Run duration 10.39
Script default.dbj ended
Script tools\toolsthread.js ended
Script tools\party.js ended
```

Any help would be appreciated 😊 If any functions have changed/been renamed I am happy to change them, I am just not sure why the script is doing this.

E: Also on the side note if OP answers, could you reupload lagfix.dll by any chance? 😃

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east6	**Post subject:** Re: [release] AutoChaos - an intuitive team cs script	**Posted:** Mon Feb 01, 2016 9:34 pm
User — User — **Joined:** Mon Feb 01, 2016 7:40 pm	how can i add into the AutoTAXI script to taxi at all uniq monsters?	

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east6	**Post subject:** Re: [release] AutoChaos - an intuitive team cs script	**Posted:** Mon Feb 01, 2016 9:36 pm
User — User — **Joined:** Mon Feb 01, 2016 7:40 pm	yea, this script is perfect, very few minor tweaks to it for it to be Perfect, now that it is perfect i only want to improve in addition to taxi to the 3 seals, i would like to make it taxi to every uniq monster from river all the way to diablo (or atleast just in cs) any ideas?	

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weiry6922	**Post subject:** Re: [release] AutoChaos - an intuitive team cs script	**Posted:** Fri Feb 05, 2016 4:25 am

User

Joined: Thu Aug 04, 2005
1:12 am
Location: Australia

What have you tried? You would probably have to make your own function to move to each spot (star/seals) and at each teleport node check for nearby monsters for a certain spectype

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east6

Post subject: Re: [release] AutoChaos - an intuitive team cs script   **Posted:** Sun Feb 21, 2016 6:39 pm

User

Joined: Mon Feb 01, 2016
7:40 pm

so i made another post on this forum of kinda what ive tryed

viewtopic.php?f=209&t=504316

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ReDRuM711

Post subject: Re: [release] AutoChaos - an intuitive team cs script   **Posted:** Mon Oct 23, 2017 6:18 pm

User

Joined: Wed Oct 11, 2017
5:04 am

can i run this without using the taxi part?

the default diablo script has my killers running left and right about 7 steps before attacking.

i tried to run but my din would take cs tp and stand at star

barb would go to river and not bo and id manually bo and he wouldnt move.

i dont mind the default cs script, but i dont like how the killers run around sometimes, especially my necro who runs back and forth b4 casting curses and doesn't even CE much.

when seal is popped, the killers try to run to a spot before killing, i wish they would just start attacking.

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