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Manual play script with packet sniffing tools and more

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Author	Message
laztheripper	Post subject: Manual play script with packet sniffing tools and more Posted: Mon Mar 19, 2018 11:51 am
<div>User  Joined: Mon Aug 11, 2014 7:27 pm</div>	<p>This is an in-game script for d2bs I've been using for a while and after many people requested it I decided to make it a little more user friendly, to release it 😊</p> <p>Credits to dzik for hookhandler code I used as base, securitycat, kolton for addons that were patched in.</p> <p>Please don't use item moving hooks unless you have working kolbot libs.</p> <p>What it does and why you would need/want it :</p> <ul style="list-style-type: none">- Send and receive packets- Watch sent/received packets in an easy to read structure- Block sent/received packets- Auto teleport and maphack- Life and Mana percentages over globes

- Hooks for dropping, picking items
- Hook for logging char
- Toggle additional unit info on hover (from useraddon)
- Chat with people on an irc server from ingame
- Having chat mode set to irc, your sent chat packets will be blocked, avoiding people in your game from wondering who you're talking to
- Commands you type in are also blocked from being sent to server

How to use / set up :

-- Install --

Copy the code from pastebin, paste it in a file named "Manual.js" and put it in "libs/bots"

In your character's config add "Scripts.Manual = true;"

Use d2botblank as starter/entry point/.dbj for the profile.

In d2bs.ini (located in kolbot/d2bs) set "UseGamePrint=true" or you won't see anything useful ingame.

-- IRC chat --

To use the irc features click "add irc" in your d2bot manager and fill in the irc server info.

This profile should be named "IRC". Turn it on when you want the ingame script to have irc chat sent to it.

Now to be able to type in irc chat from your client just type in ".chat irc" or ".chat 1" in game.

Note that while talking in irc, people ingame will not see what you are typing and if you want to go back to ingame chat, type ".chat game" or ".chat 0"

If you aren't connecting to #d2bs, you may need to type in ".channel #name" to replace the default.

You may also whisper people on an irc by typing ".msg nick msg", anything they respond back will appear as if it was in channel (public).

-- Commands and hooks --

All the hooks are hidden until you click "show" bottom left corner.

The command ".help" will show you everything you need to know for chat commands.

Packets sent will be prefixed by a green "C" for "Client" and received packets will be prefixed by a green "S" for "Server"

By default no packets will be printed on screen until you add them to the watch lists.

You can do this by typing ".watch sent 13" this is an example for watching the 0x13 packet being sent, you can try this and click on things to see it fire.

Keep in mind packets in raw format are in little endian which means you will need to convert the bytes to unit gids / integers / chars / etc.

Pastebin : <https://pastebin.com/raw/Ea6Yye6X>

Pics :





















If there's anything you guys need to know or want added, post 😊

Enjoy

changed :

	<ul style="list-style-type: none"> - added .send, .recv - fixed typo - replaced static 80 byte array with eval() for send/recv (thanks noah!) <p>Last edited by laztheripper on Thu May 03, 2018 12:30 am, edited 3 times in total.</p>
Top	 profile
dentist	Post subject: Re: Manual play script with packet sniffing tools and more Posted: Mon Mar 19, 2018 11:55 am
User  Joined: Thu Sep 06, 2012 1:39 pm	Awesome work THX m8 <hr/> Kolbot WIKI a source of knowledge about KOLBOT Latest D2bs CORE Latest KOLBOT
Top	 profile
77920	Post subject: Re: Manual play script with packet sniffing tools and more Posted: Mon Mar 19, 2018 3:18 pm
User Gold  Joined: Mon Dec 14, 2009 1:40 pm	Well done laz 😊
Top	 profile
Venue	Post subject: Re: Manual play script with packet sniffing tools and more Posted: Mon Mar 19, 2018 6:00 pm
User  Joined: Fri Jan 13, 2017 9:18 pm	Cheers! e/ Color codes dont seem to work on info, any tips?
Top	 profile
laztheripper	Post subject: Re: Manual play script with packet sniffing tools and more Posted: Mon Mar 19, 2018 8:04 pm

<p>User</p>  <p>Joined: Mon Aug 11, 2014 7:27 pm</p>	<p>Thanks dentist, tye 😊</p> <div data-bbox="472 172 2089 355"><p>Venue » Mon Mar 19, 2018 5:00 pm wrote:</p><p>Cheers!</p><p>e/ Color codes dont seem to work on info, any tips?</p></div> <p>My file encoding is ANSI, open with N++ and check "encoding" top bar 😊</p>
<p>Top</p>	<p> profile</p>
<p>weiry6922</p>	<p>Post subject: Re: Manual play script with packet sniffing tools and more Posted: Thu Mar 22, 2018 1:04 am</p>
<p>User</p>   <p>Joined: Thu Aug 04, 2005 1:12 am Location: Australia</p>	<p>Errrmagawd a release of a script.</p> <p>Nice one laz</p>
<p>Top</p>	<p> profile</p>
<p>chrissybhoy</p>	<p>Post subject: Re: Manual play script with packet sniffing tools and more Posted: Thu Apr 26, 2018 5:32 pm</p>
<p>User</p>  <p>Joined: Sat Jan 29, 2011 4:45 pm</p>	<p>Ty laz, always appreciate the work.</p>
<p>Top</p>	<p> profile</p>
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