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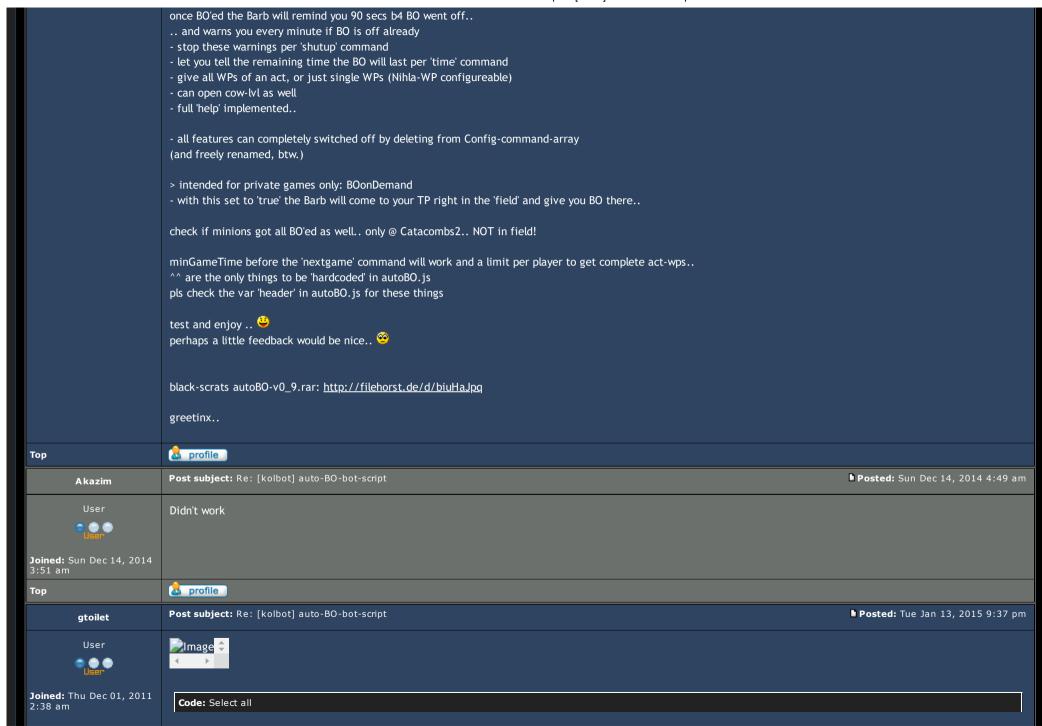
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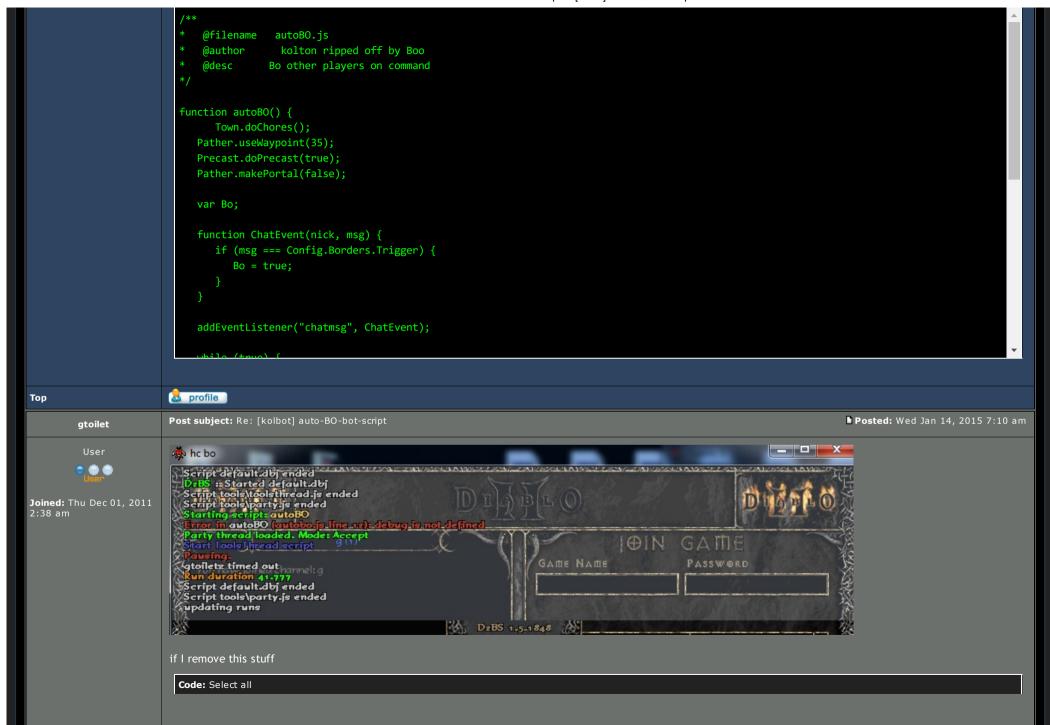
[kolbot] auto-BO-bot-script Moderator: D2BS Staff

newtopic

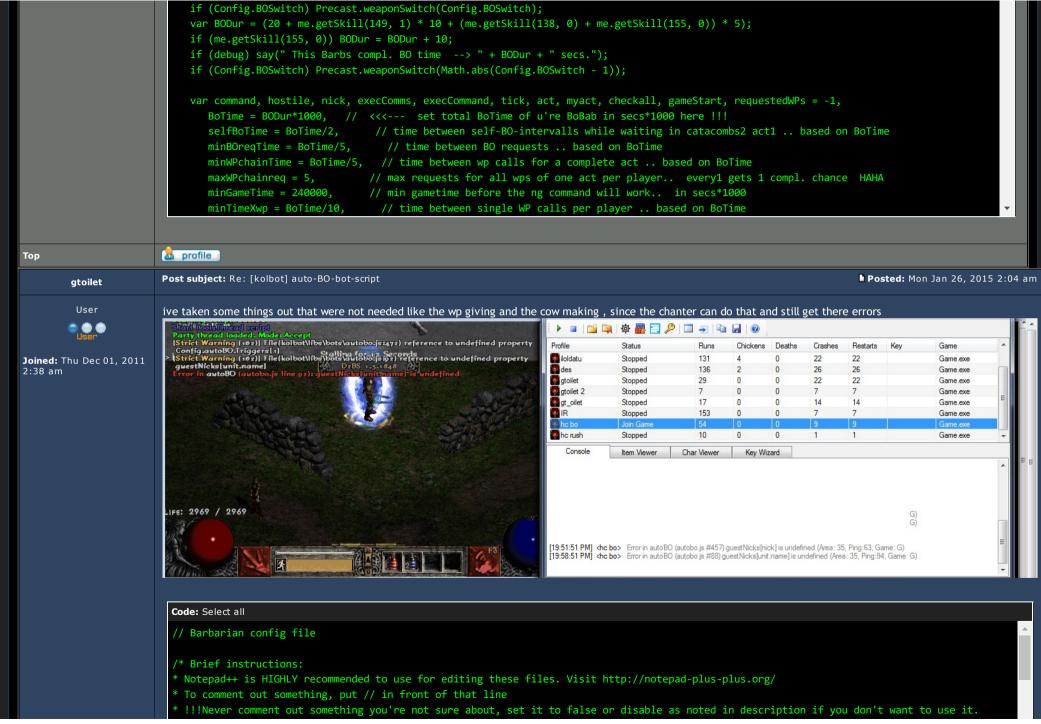


Print view		Previous topic Next topic
Author	Message	
Black-Scrat	Post subject: [kolbot] auto-BO-bot-script	▶ Posted: Sun Nov 23, 2014 11:18 pm
User User User Joined: Sun Nov 23, 2014 9:48 pm	hiho I present my BO-bot script It will give your BO-Barb automatic abilities. I often play with some friends in a partya good, highLvl Barb just for gettin BO'ed always ingameand every now and then u'll have to reach to another screen or computer to get u BO'ed again ^^that was so annoying, I had to do somethin use it with your BoBarb (at ur own risk, btw.) u should use BotLeader entry script, because immo I only 'register' players 'properly' if they join my game	■ Posted: Sun Nov 23, 2014 11:18 pm
	(next TODO for v1.0 HAHA) per default the script will calculate the BO-lvl and the Barb goes to Catacombs2 WP in act1 waitin there and give BO to every one who comes near and is partied	





```
if (Config.BOSwitch) Precast.weaponSwitch(Config.BOSwitch);
    var BODur = (20 + me.getSkill(149, 1) * 10 + (me.getSkill(138, 0) + me.getSkill(155, 0)) * 5);
    if (me.getSkill(155, 0)) BODur = BODur + 10;
    if (debug) say(" This Barbs compl. BO time --> " + BODur + " secs.");
   if (Config.BOSwitch) Precast.weaponSwitch(Math.abs(Config.BOSwitch - 1));
    var command, hostile, nick, execComms, execCommand, tick, act, myact, checkall, gameStart, requestedWPs = -1,
       BoTime = BODur*1000, // <<<--- set total BoTime of u're BoBab in secs*1000 here !!!
       selfBoTime = BoTime/2,
                                    // time between self-BO-intervalls while waiting in catacombs2 act1 .. based on BoTime
       minBOreaTime = BoTime/5.
                                     // time between BO requests .. based on BoTime
       minWPchainTime = BoTime/5, // time between wp calls for a complete act .. based on BoTime
       maxWPchainreg = 5,
                                   // max requests for all wps of one act per player.. every1 gets 1 compl. chance HAHA
       minGameTime = 240000,
                                   // min gametime before the ng command will work.. in secs*1000
       minTimeXwp = BoTime/10,
                                    // time between single WP calls per player .. based on BoTime
       shitList = [],
       guestNicks = {},
       greet = [],
       reqWpList = [],
it then gives me errors on the
 hc bo
  [Strict Warning (150)] File(kolbot\libs\bots\autobo.js:8) assignment to undeclared variable
  wpsact1list
[Strict Warning (150)] File(kolbot\libs\bots\autobo.js:p) assignment to undeclared variable
  wpsactzlist
[Strict-Warning (150)] File(kolbot\libs\bots\autobo.js:10) assignment to undeclared
  variable wpsactzlist
  [Strict Warning (150)] File(kolbot\libs\bots\autobo.js:11) assignment to undeclared
  variable wpsact4list
  [Strict Warning (150)] File(kolbot\libs\bots\autobo.js:771) assignment to undeclared
  variable gameStart
        autoBO
                                   Scalling for 57 Seconas
  Party thread loaded. Mode: Accept
  Start ToolsThread script
and about everyother spot that has "NICK" reference
 Code: Select all
     @filename autoBO.js
     @author
                  kolton ripped off by Boo
     @desc
                Bo other players on command
 function autoBO() {
                       // get BO-skill-lvl
```



```
* true and false are case sensitive. Good: Config.SomeVar = true; Bad: Config.SomeVar = True;

*/

function LoadConfig() {

    // Battle orders script - Use this for 2+ characters (for example BO barb + sorc)

    //Scripts.BattleOrders = true;

    Config.BattleOrders.Mode = 0; // 0 = give BO, 1 = get BO

    Config.BattleOrders.Wait = true; // Idle until the player that received BO leaves.

    Config.BattleOrders.Getters = ["gtoiletz"]; // List of players to wait for before casting Battle Orders (mode 0). All players must be in the same area as the BOer.

Scripts.autoBO = true;

Config.Botime = true;

//Config.Leader = "des_nuts"; // Leader's ingame character name. Leave blank to try auto-detection (works in AutoBaal, Wakka, MFHelper)

Config.Original Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config.Config
```

the script ive modded so far

```
Code: Select all
   @filename autoBO.js
               kolton ripped off by Boo
   @author
   @desc
              Bo other players on command
function autoBO() {
                    // get BO-skill-lvl
  var debug = true;
  if (Config.BOSwitch) Precast.weaponSwitch(Config.BOSwitch);
  var BODur = (20 + me.getSkill(149, 1) * 10 + (me.getSkill(138, 0) + me.getSkill(155, 0)) * 5);
  if (me.getSkill(155, 0)) BODur = BODur + 10;
  if (debug) say(" This Barbs BO time --> " + BODur + " secs.");
  if (Config.BOSwitch) Precast.weaponSwitch(Math.abs(Config.BOSwitch - 1));
  var command, hostile, nick, execComms, execCommand, tick, act, myact, checkall, gameStart, requestedWPs = -1,
     BoTime = BoDur*1000, // <<<--- set total BoTime of u're BoBab in secs*1000 here !!!
     selfBoTime = BoTime/2, // time between self-BO-intervalls while waiting in catacombs2 act1 .. based on BoTime
     minBOreqTime = BoTime/3, // time between BO requests .. based on BoTime
     minTimeXwp = BoTime/10,
                                 // time between single WP calls per player .. based on BoTime
     shitList = [],
      guestNicks = [],
```

