



# Blizzhackers

Home of the Dupe since 2001

[Login](#) [Register](#) [FAQ](#) [Search](#)

Join us on IRC: #bh@irc.synirc.net (or Mibbit Web IRC)

It is currently Sat Jun 23, 2018 12:56 pm

[View unanswered posts](#) | [View active topics](#)

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

All times are UTC [ [DST](#) ]

## Diablo II Packet Lists & Info



Moderator: [Diablo Mods](#)



Page 1 of 1 [ 1 post ]

[Print view](#)

[Previous topic](#) | [Next topic](#)

Author	Message
<b>Dark_Mage-</b>	<b>Post subject:</b> Diablo II Packet Lists & Info <b>Posted:</b> Sun Mar 30, 2008 11:32 pm
Administrator Gold  	<div><div>[+] D2Smells Topic (Excellent sniffer for D2.)</div><div>[+] BNCS/MCP packet dump</div><div>[+] [S-&gt;C] 0x9c/9d Item Action Packet Discussion</div><div>[+] [S-&gt;C] 0x9d/9d Item Action Example Code</div><div>[+] [S-&gt;C] 0x5a Event Messages Discussion</div><div>[+] [S-&gt;C] 0xAC Assign New NPC Packet Breakdown</div></div> <div>Client -&gt; Server</div> <div><b>Code:</b> Select all</div>

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

## Server -> Client

**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 Sucessful 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

```

**Code:** Select all

Sent 0x4f Info

-----

```

4F 02 00 00 00 00 00  Cancel Trade
4F 03 00 00 00 00 00  Accept Trade (When Asked)
4F 04 00 00 00 00 00  Accept Trade (Button)
4F 07 00 00 00 00 00  Clear Green Check
4F 08 00 XX XX XX XX  Trade Action / Gold
4F 12 00 00 00 00 00  Close Stash
4F 13 00 XX XX XX XX  Withdraw Gold (Stash)
4F 14 00 XX XX XX XX  Deposit Gold (Stash)
4F 17 00 00 00 00 00  Close Cube

```

```
4F 18 00 00 00 00 00  Transmute
```

```
Received 0x77 Info
```

```
-----
```

```
Ask to trade           77 00
Asked to trade         77 01
Player accepts trade    77 05
Trade window opens     77 06
```

**Code:** Select all

```
0x5d Data
```

```
-----
```

```
5d 01 01 [DWORD Player ID] = Allow Loot
5d 01 00 [DWORD Player ID] = No Loot
5d 02 01 [DWORD Player ID] = Mute
5d 02 00 [DWORD Player ID] = Unmute
5d 03 01 [DWORD Player ID] = Squelch
5d 03 00 [DWORD Player ID] = Unsquelch
5d 04 01 [DWORD Player ID] = Hostile
5d 04 00 [DWORD Player ID] = Unhostile
```

```
0x5e Data
```

```
-----
```

```
5e 06 [DWORD Player ID] = Invite
5e 07 [DWORD Player ID] = Cancel Invite
5e 08 [DWORD Player ID] = Accept Invite
5e 09 [DWORD Player ID] = Leave Party
```

**Code:** Select all**Entities**

-----

- 00 - Players
- 01 - Monsters, NPCs, and Mercenaries
- 02 - Stash, Waypoint, Chests, and other objects.
- 03 - Missiles
- 04 - Items
- 05 - Entrances

**Code:** Select all**Buffers & Pages**

-----

- Buffer 00 - Inventories
  - Page 0 - Inventory
  - Page 1 - NPC Trade & Other player's Trade Window
  - Page 2 - Trade Screen
  - Page 3 - Horadric Cube
  - Page 4 - Stash
- Buffer 01 - Body
- Buffer 02 - Belt
- Buffer 03 - Ground
- Buffer 04 - Cursor
- Buffer 05 - World
- Buffer 06 - Sockets

**Code:** Select all**Equipment Positions**

-----

0x01 - Helmet  
0x02 - Amulet  
0x03 - Armor  
0x04 - Left Weapon/Shield  
0x05 - Right Weapon/Shield  
0x06 - Left Ring  
0x07 - Right Ring  
0x08 - Belt  
0x09 - Boots  
0x0A - Gloves  
0x0B - Right Hand Swap  
0x0C - Left Hand Swap

**Code:** Select all**Belt Positions**

-----

1st Row - 0c 0d 0e 0f (top)  
2nd Row - 08 09 0a 0b  
3rd Row - 04 05 06 07  
4th Row - 00 01 02 03 (bottom - one you always see)

**Code:** Select all**Player Sounds**

-----

19 00 - Help

```
1a 00 - Follow me
1b 00 - This is yours
1c 00 - Thanks
1d 00 - Sorry
1e 00 - Bye
1f 00 - Die
20 00 - Run
```

**Code:** Select all

Waypoint IDs

-----

```
0x00 - Close Menu
0x01 - Rogue Encampment
0x03 - Cold Plains
0x04 - Stony Fields
0x05 - Dark Wood
0x06 - Black Marsh
0x1B - Outer Cloister
0x1D - Jail Level 1
0x20 - Inner Cloister
0x23 - CataCombs Level 2
0x28 - Lut Gholein
0x30 - Sewers Level 2
0x2A - Dry Hills
0x39 - Halls Of The Dead Level 2
0x2B - Far Oasis
0x2C - Lost City
0x34 - Palace Cellar Level 1
0x4A - Arcain Sanctuary
0x2E - Canyon Of The Magi
0x4B - Kurnax's Docks
```

**Code:** Select all**Character Type**

-----

0x00 - Amazon  
0x01 - Sorceress  
0x02 - Necromancer  
0x03 - Paladin  
0x04 - Barbarian  
0x05 - Druid  
0x06 - Assassin

**Code:** Select all**General Skills:**

Name: SKILL\_ATTACK HEX Value (WORD): 0000  
Name: SKILL\_KICK HEX Value (WORD): 0100  
Name: SKILL\_THROW HEX Value (WORD): 0200  
Name: SKILL\_UNSUMMON HEX Value (WORD): 0300  
Name: SKILL\_LEFT\_HAND\_THROW HEX Value (WORD): 0400  
Name: SKILL\_LEFT\_HAND\_SWING HEX Value (WORD): 0500

**Amazon Skills:**

Name: SKILL\_MAGIC\_ARROW HEX Value (WORD): 0600  
Name: SKILL\_FIRE\_ARROW HEX Value (WORD): 0700  
Name: SKILL\_INNER\_SIGHT HEX Value (WORD): 0800  
Name: SKILL\_CRITICAL\_STRIKE HEX Value (WORD): 0900  
Name: SKILL\_JAB HEX Value (WORD): 0A00  
Name: SKILL\_COLD\_ARROW HEX Value (WORD): 0B00  
Name: SKILL\_MULTIPLE\_SHOT HEX Value (WORD): 0C00  
Name: SKILL\_DODGE HEX Value (WORD): 0D00  
Name: SKILL\_POWER\_STRIKE HEX Value (WORD): 0E00  
Name: SKILL\_POISON\_JAVELIN HEX Value (WORD): 0F00  
Name: SKILL\_EXPLODING\_ARROW HEX Value (WORD): 1000  
Name: SKILL\_SLOW\_MISSILES HEX Value (WORD): 1100



Name: SKILL\_AVOID HEX Value (WORD): 1200

Thanks to Paul[Le] aka Thong for the start of the C>S list.



Last edited by **Dark\_Mage-** on Wed Jun 02, 2010 4:01 am, edited 4 times in total.

[Top](#)

 [profile](#)

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

 [newtopic](#)

 [locked](#)

Page 1 of 1 [ 1 post ]

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

All times are UTC [ [DST](#) ]

#### Who is online

Users browsing this forum: No registered users and 1 guest

You **cannot** post new topics in this forum  
You **cannot** reply to topics in this forum  
You **cannot** edit your posts in this forum  
You **cannot** delete your posts in this forum

Search for:  Go

Jump to: Diablo II Hacking Development ▼ Go

