

Blizzhackers

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AutoSmurf (level & quest): why be awake for next reset?





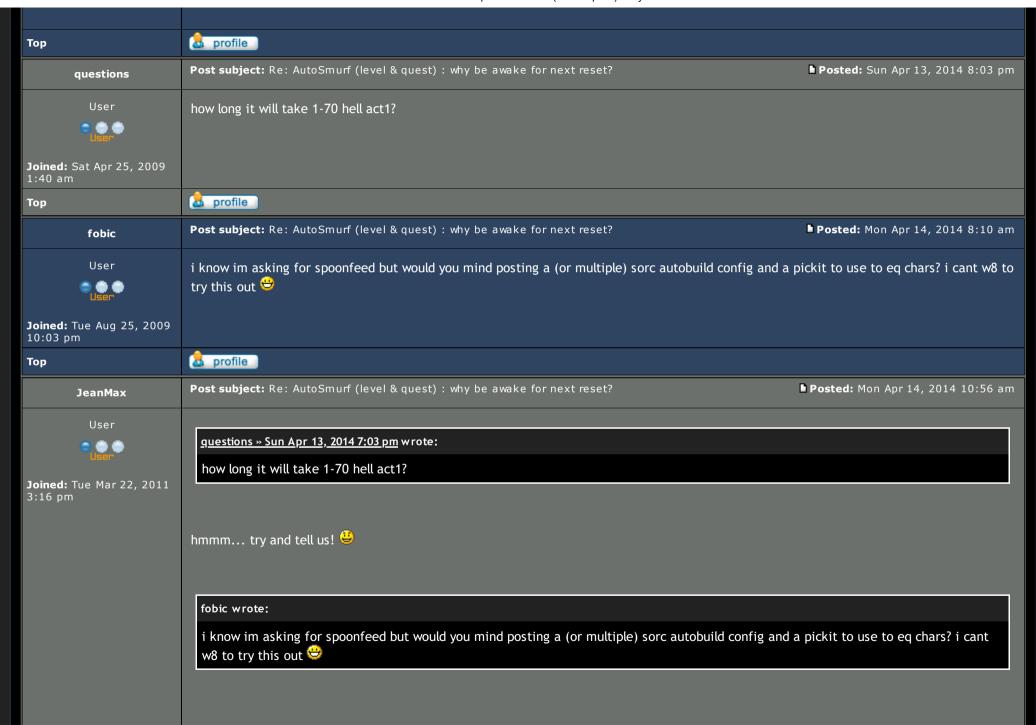
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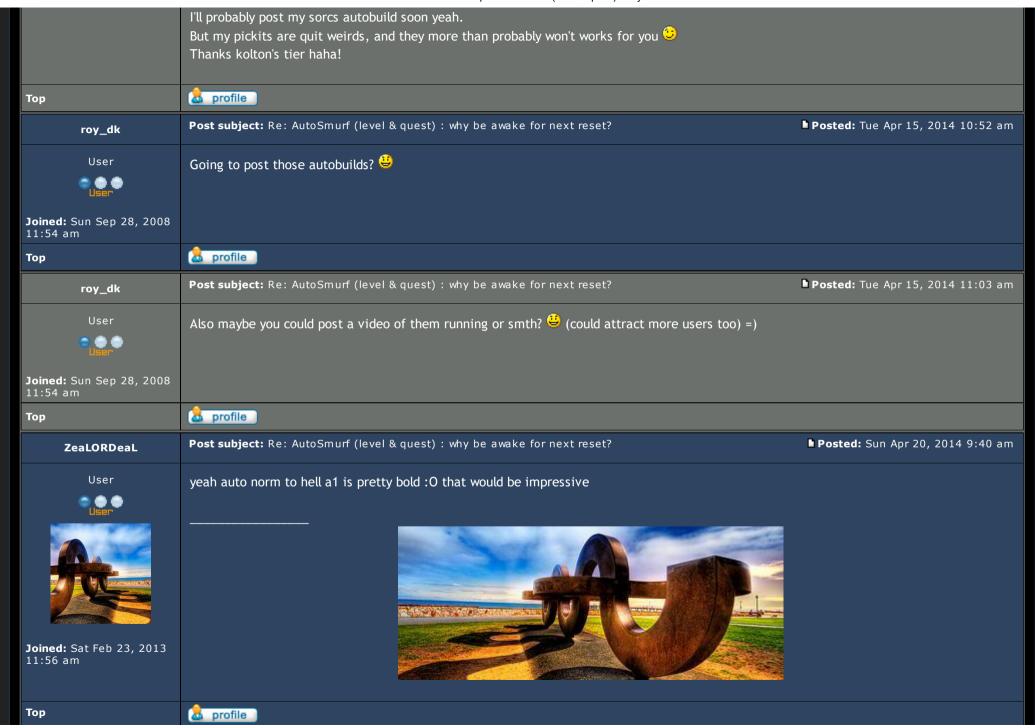
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Author	Message	
JeanMax	Post subject: AutoSmurf (level & quest): why be awake for next reset?	▶ Posted: Thu Apr 10, 2014 6:45 pm
User	Hello world! 😃	
Joined: Tue Mar 22, 2011 3:16 pm	Here a script which try to level and rush your characters, starting from nothing. It should works with any class, assuming you've got at least one sorc in the team to teleport. It's made to be use with AutoBuild, you can find it here: http://www.blizzhackers.cc/viewtopic.php?f=209&t=498037	
	The script is still in early development, so it will probably still return a few errors. Anyway, this is suppose to be pretty stable.	
	AutoSmurf is now on github, see the README there for more infos on how to use it:	

https://github.com/JeanMax/AutoSmurf Old version: Show A few things to edit in your char config in order to avoid most of the problems: Code: Select all Config.ClearType = 0; //if you want to kill monsters on your way Config.OpenChests = true; //it could help with doors Config.MinGameTime = 180; //in case of funky bug, let some time to the team Config.MaxGameTime = 1200; //in case of really funky bug Config.QuitList = [""]; //add your team to be sure they don't skip a quest! If you have a char stuck on wp right after the game starts: Show If you are tired of desynch due to lag while walking: Show This said, I'm not a pro-coder or anything, so I hope you'll excuse the whole horrible style. Thanks to all the people on irc who helped me, and to Kolton and YGM for a few copy paste 😌 Any help on the project is welcome!!

	Last edited by JeanMax on Sat May 13, 2017 11:48 pm, edited 14 times in total.	
Тор	a profile	
roy_dk	Post subject: Re: AutoSmurf (level & quest) : why be awake for next reset?	▶ Posted: Fri Apr 11, 2014 3:52 pm
User	Cool work, I'll try it out. 😃	
© □ □		
Joined: Sun Sep 28, 2008 11:54 am		
Тор	å profile □	
JeanMax	Post subject: Re: AutoSmurf (level & quest): why be awake for next reset?	▶ Posted: Sat Apr 12, 2014 3:39 pm
User	Eheh nice, you'll tell me how it worked!	
User	(I edited the link, and the config things need to be edited as mentioned in first post!)	
Joined: Tue Mar 22, 2011 3:16 pm	Oh! If anybody want an option to have it working in classic, let me know what should be the changes. 😊	
Тор	<u>♣ profile</u>	
fobic	Post subject: Re: AutoSmurf (level & quest): why be awake for next reset?	▶ Posted: Sun Apr 13, 2014 1:03 pm
User	Yes im stoopid, but could i use this to start with 4 lvl 1 sorcs to run together and lvl and complete normal?	
User	And if yes, do i only setup autobuild to set stats and skills?	
Joined: Tue Aug 25, 2009 10:03 pm		
Тор	a profile	
JeanMax	Post subject: Re: AutoSmurf (level & quest): why be awake for next reset?	▶ Posted: Sun Apr 13, 2014 4:40 pm
User	Yeah totally! 😃	
User User	I use it with 7 sorcs and 1 barb : it's pretty smooth till hell!	
Joined: Tue Mar 22, 2011 3:16 pm	-> so you'll have to edit your autoBuild config, and to manage a bit gear	





JeanMax	Post subject: Re: AutoSmurf (level & quest): why be awake for next reset?	■ Posted: Sun Apr 20, 2014 2:45 pm	
User	Actually my goal is not really to "attract more users".		
• User	But any testing could be useful 😃		
Joined: Tue Mar 22, 2011 3:16 pm			
Тор	a profile		
killer_bonzai	Post subject: Re: AutoSmurf (level & quest): why be awake for next reset?	▶ Posted: Tue Apr 22, 2014 10:56 am	
User	Can this (or is there another script that can) make me have 3 bots follow me around leveling and killing things with me?		
© ● ● User	This looks like a great thing, I just want to play along myself 😃		
Joined: Tue Jun 17, 2008	Can it be done using something like the AutoBuild + som follow script maybe?		
6:43 pm	If yes, what follow script would be best?		
	One that would allow me to control the bots with some commands would be nice i guess like "wa	it for tp" if I tele around for quest	
	Just a note I don't have much experience with D2BS in general but it seems easy enough from w	hat I have seen so far	
	Just a note I don't have much experience with DZD3 in general but it seems easy enough from w	Tiat i liave seeli so lai	
Тор	2 profile		
roy_dk	Post subject: Re: AutoSmurf (level & quest): why be awake for next reset?	▶ Posted: Tue Apr 22, 2014 1:51 pm	
User	killer bonzai, that is basic stuff in the d2bs folder, look around. and stick to topic lol.		
Lister			
Joined: Sun Sep 28, 2008 11:54 am			
Тор	a profile		
killer_bonzai	Post subject: Re: AutoSmurf (level & quest): why be awake for next reset?	▶ Posted: Tue Apr 22, 2014 7:02 pm	
User			
	<u>roy_dk » Tue Apr 22, 2014 1:51 pm</u> wrote:		
User	killer bonzai, that is basic stuff in the d2bs folder, look around. and stick to topic lol.		
Joined: Tue Jun 17, 2008 6:43 pm			
	How did I go off topic asking "can I use this for what I want to do or should I look elsewhere"?		

