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[Kolbot] Reroll Items with Kolbot
Moderator: D2BS Staff

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Author	Message
maulepan	**Post subject:** [Kolbot] Reroll Items with Kolbot **Posted:** Sun Jul 13, 2014 9:03 pm
User User **Joined:** Mon Jun 30, 2014 4:45 pm	How it works: there are 3 chars. (1) the opener that opens the game and picks up the good rolls. Please let me know if he does not stash, then i will fix that. This char needs to be in act 1 with andarial quest not done. (DupeOpener.js) (2) the trader will wait at the waypoint. This char needs to have his inventory completly filled with scrolls of town portals and the bot must not manage these spots. (DupeHelper.js) (3) this char performes the reroll. On this char you has the needed ingridients + the item to reroll and one scroll of town portal (scroll! not tome!) in the inventory. [Base needs to be in the inventory. but you can fill up your stash with the ingridients] (DupeReroll.js) Do not have any other items, on this char. Here are the settings for your char configs: **Code:** Select all

```
        Scripts.DupeOpener = false;       // The lead script which opens the game and picks up the items. Andariel quest
must be unfinished.
            Config.DupeOpener.Duper = "";   // Charname of the char that performes the reroll
        Scripts.DupeHelper  = false;       // Script that opens the trade window. Must have the entire inventory filled.
            Config.DupeHelper.Duper = "";   // Charname of the char that performes the reroll
            Config.DupeHelper.Opener = "";   // Charname of the char that opens the game
        Scripts.DupeReroll  = true;   // Script that performes the reroll
            Config.DupeReroll.Helper = "";   // Charname of the Char that opens the trade window
            Config.DupeReroll.Opener = "";   // Charname of the char that opens the game
            Config.DupeReroll.Quality = 9;       // Quality of the item. 6 = Rare, 4 = Magic, 8 = Craft, 9 = Runeword
            Config.DupeReroll.craftList = [];      // Other ingredients you need excluding the base. Sepertated by ,
(Rune, Gem, Jewel)
            Config.DupeReroll.runeList = [];   // Runes you want to put into the base. Sepertated by ,
            Config.DupeReroll.Classid = 21;    // Class id of the item to be rerolled. 418 = Circlet, 421 = Diadem, 603
= SmallCharm, 605 = GrandCharm
```

The items you want to keep need to be in the pickit configurations of your char (1) and (3).

The needed files:
kolbot/libs/common/Config.js
kolbot/libs/bots/DupeReroll.js
kolbot/libs/bots/DupeHelper.js
kolbot/libs/bots/DupeOpener.js
kolbot/tools/RerollThread.js

Tips:
- Have your Opener on your Traders quitlist, and the Trader on your Reroller's quitlist.
- Items you want to keep need to be on the pickit list for your reroll char and the opener.
- Do not set a MinGameTime on your Trader or Reroller.
- Reroller and Trader must not be set up to manage the inventory.
- If you set up to Reroll rares, you need Soj + perf skull. This Script does not reroll with 6x Skulls.
- i tought it was clear, but DupeOpener.js if the leaders script. The other chars join his game.
- if you use this script to craft, then you need to have all the bases in your inventory. NOT in you STASH

Rules:
- Do not sell this script!
- You can modify it for yourself, but you are still not allowed to sell a modifyed version.

Last edited by maulepan on Fri Aug 15, 2014 2:47 pm, edited 22 times in total.

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Endeavor1	**Post subject:** Re: [Kolbot] Reroll Items with Kolbot **Posted:** Mon Jul 14, 2014 12:44 am

User

User

Joined: Fri Jun 13, 2014 5:05 pm

Simply drops everything in the inventory then idles.

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Monument_MSD	**Post subject:** Re: [Kolbot] Reroll Items with Kolbot **Posted:** Mon Jul 14, 2014 3:53 am

User

User

Joined: Mon Nov 08, 2010 3:51 am

close off the rollers rights to inventory

0's not 1's in the char config.

it has a search function to find the items and roll them

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jesterj88	**Post subject:** Re: [Kolbot] Reroll Items with Kolbot **Posted:** Mon Jul 14, 2014 11:56 am

Nearly Banned

on thin ice

Joined: Fri Jul 19, 2002 11:15 pm

I'm having an issue where the trader is leaving after the roller sometimes and causing all of my materials to not be duped.

Where would you suggest adding delays in the script to make sure the trade quits trade and leaves with ample time to avoid this happening?

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Endeavor1	**Post subject:** Re: [Kolbot] Reroll Items with Kolbot **Posted:** Mon Jul 14, 2014 12:54 pm

User

User

Joined: Fri Jun 13, 2014 5:05 pm

Getting this error now. Not sure if maybe I'm not supposed to have cube in inventory? Or simply need a full inventory of materials?

Line 562: Storage.TradeScreen.MoveTo(scroll);

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| **maulepan** | **Post subject:** Re: [Kolbot] Reroll Items with Kolbot | **Posted:** Mon Jul 14, 2014 1:53 pm |

User

User

Joined: Mon Jun 30, 2014 4:45 pm

> **jesterj88 » Mon Jul 14, 2014 10:56 am** wrote:
>
> I'm having an issue where the trader is leaving after the roller sometimes and causing all of my materials to not be duped.
>
> Where would you suggest adding delays in the script to make sure the trade quits trade and leaves with ample time to avoid this happening?

sorry.. i uploaded and older version of the DupeReroll mixed with a new version with the helper.
Download the files again. this should fix it.

@Endeavor1.... update kolbot.

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| **TpazpoW** | **Post subject:** Re: [Kolbot] Reroll Items with Kolbot | **Posted:** Mon Jul 14, 2014 5:24 pm |

User

User

Joined: Sun Apr 20, 2003 4:34 pm
Location: Pennsylvania

Woah, thanks for sharing your work. I've been working on one very similar but haven't had the time to finish. Look forward to trying when I get home from work if my 7 month old daughter allows it lol

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| **ff44** | **Post subject:** Re: [Kolbot] Reroll Items with Kolbot | **Posted:** Tue Jul 15, 2014 8:34 am |

User

User

When I try to roll rare diadems it goes to act 1 rolls twice (while inv is full of sojs/pskulls) and then goes back to act 2 and all 3 chars quit out of the game.

Joined: Sun Aug 08, 2010 11:22 pm

I got 2 rare diadems as well, so it's not like he made something good and then had nothing to roll anymore (not that he made anything good xD).

What am I doing wrong? How to let it roll all my sojs/pskulls?

Thanks for the share though, looks nice.

edit:
With grand charms-gems it works perfect, so guess I done something wrong with the rare setup.
edit2:
Ok will try that, the diadems where indeed in stash.

Last edited by ff44 on Tue Jul 15, 2014 8:58 am, edited 2 times in total.

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maulepan   **Post subject:** Re: [Kolbot] Reroll Items with Kolbot   **Posted:** Tue Jul 15, 2014 8:42 am

User

Joined: Mon Jun 30, 2014 4:45 pm

> **ff44 » Tue Jul 15, 2014 7:34 am** wrote:
>
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> Thanks for the share though, looks nice.

Most likely your emptycube functions returns a false.
The bases you have need to be in your inventory, as i wrote it in the topic. There are some problems when you have them in your stash.
But you can fill up the stash with skulls and soj's

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Monument_MSD   **Post subject:** Re: [Kolbot] Reroll Items with Kolbot   **Posted:** Tue Jul 15, 2014 9:08 am

User   also make sure you have the item number for diadems in the char script here:

Joined: Mon Nov 08, 2010 3:51 am

Config.DupeReroll.Classid = 21; // Class id of the item to be rerolled. 418 = Circlet, 421 = Diadem, 603 = SmallCharm, 605 = GrandCharm

so replace the 21 with 421

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ff44 | **Post subject:** Re: [Kolbot] Reroll Items with Kolbot | **Posted:** Tue Jul 15, 2014 9:17 am

User

Joined: Sun Aug 08, 2010 11:22 pm

> maulepan » Tue Jul 15, 2014 2:42 am wrote:
>
> > ff44 » Tue Jul 15, 2014 7:34 am wrote:
> >
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> But you can fill up the stash with skulls and soj's

Placing the diadems in the inv instead of stash did the trick indeed.

Thanks, everything works smooth now. 😎

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TpazpoW | **Post subject:** Re: [Kolbot] Reroll Items with Kolbot | **Posted:** Wed Jul 16, 2014 2:22 am

User

Seems to be working gear (haven't tested everything yet, though)

Seems Opener didn't want to stash... I've added this to mine [along with var item, items;]

Code: Select all

```
while(!pickit){
    delay(1000);
        items = me.findItems(-1, 0, 3);
        if (items) {
            item = items.shift();
        if (Storage.Stash.CanFit(item)) {
            Storage.Stash.MoveTo(item);
        }


        }

    }
```

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maulepan

User

Joined: Mon Jun 30, 2014 4:45 pm

Post subject: Re: [Kolbot] Reroll Items with Kolbot   **Posted:** Wed Jul 16, 2014 6:24 am

TpazpoW » Wed Jul 16, 2014 1:22 am wrote:

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        if (Storage.Stash.CanFit(item)) {
            Storage.Stash.MoveTo(item);
        }


        }
```

```
      }
```

why? The Pickit function stashes automaticly, as soon as your inventory is full.

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TpazpoW

Post subject: Re: [Kolbot] Reroll Items with Kolbot   **Posted:** Wed Jul 16, 2014 10:58 am

User

Because I saw what you put in first post about it..

Tested and my opener was leaving rolled items on ground when inventory was full and stash was empty.

Joined: Sun Apr 20, 2003 4:34 pm
Location: Pennsylvania

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maulepan

Post subject: Re: [Kolbot] Reroll Items with Kolbot   **Posted:** Wed Jul 16, 2014 11:08 am

User

then you have the wrong inventory settings.
You opener needs to manage his inventory.

Joined: Mon Jun 30, 2014 4:45 pm

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