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## D2Bot # + D2BS 1.14d

Moderator: D2BS Staff

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Author	Message
noah~	<b>Post subject:</b> D2Bot # + D2BS 1.14d <b>Posted:</b> Wed Jun 14, 2017 8:47 am
<div>D2BS Dev</div> <div></div> <div><b>Joined:</b> Sun Jun 22, 2008 7:00 pm</div>	<p>New Discord channel: <a href="https://discord.gg/FuBG8N2">https://discord.gg/FuBG8N2</a></p> <p>Github updated branch master to 1.14d: <a href="https://github.com/kolton/d2bot-with-kolbot">https://github.com/kolton/d2bot-with-kolbot</a></p> <p>dl: <a href="https://github.com/d2botsharp/d2bot">https://github.com/d2botsharp/d2bot</a> (includes 1.14d d2bs binary in the d2bs directory) i may upload source sometime in the future when i have cleaned it up</p> <p>d2bs dl: <a href="https://www.assembla.com/spaces/d2bs/do...DAacwqEsg8">https://www.assembla.com/spaces/d2bs/do ... DAacwqEsg8</a> d2bs source: <a href="https://app.assembla.com/spaces/d2bs/su...h-114d-d2m">https://app.assembla.com/spaces/d2bs/su ... h-114d-d2m</a> (bob-18 branch with Tye's ptrs + d2m + some changed stubs)</p>

read the commit log for info, msg me on #d2bs

### Last update: March 18th

#### Quote:

Note to all: use -w -ns -sleepy for your starter info!

D2BS + D2Bot update

- auto update only replaces d2bs.dll and d2bot.exe
- if you want updated d2bs pdb, you must update from github directly

D2BS:

- Fixed getIP()

D2Bot:

- Made adding cdkeys easier

Kolbot:

- Fixed stashing, cubing, and dropping

### July 10th

#### Quote:

Note to all: use -w -ns -sleepy for your starter info!

D2BS + D2Bot update

- auto update only replaces d2bs.dll and d2bot.exe
- if you want updated d2bs pdb, you must update from github directly

D2BS:

- Fixed rightclickbelt asm stub
- Changed Left/Right click to not use ebx

D2Bot:

- Added "D2Path" to "setProfile" api
- Fixed clear items from itemlog
- Allow resizable columns in profile data

### July 2nd

Quote:

Note to all: use -w -ns -sleepy for your starter info!

Fixed a D2Bot cdkey deadlock issue (version 17.7.2.100)

### July 1st

Quote:

Note to all: use -w -ns -sleepy for your starter info!

Fixed some bugs including one with auto update (version 17.7.1.310)

Added Auto Updater (click About) to D2Bot, it will check for any updates to git for D2Bot.exe, patch.json, d2bs.dll

Fixed some bugs in D2Bot, mostly UI stuff

Made 1.14d choice the default instead of 1.13d

D2BS: Updated to 1865

Changed GameDraw hook to not interfere with countdown timer (casualcat)

### June 25th

Quote:

Fixed raw key loading with d2bs in 1864 (thanks zim), updated d2bot on github as well

d2bs: Added realmpacket event to view/block mcp received packets from scripts  
(this will allow you to handle what happens when game does not exist occurs)

d2bot: -multi flag is set by default (no need to put it in the args)

Use the following profile arguments: -w -ns -sleepy

-w is window, -ns is no sound, -sleepy is sleep patches, you may not want -ns or -sleepy if you are using it as a loader

### June 23rd

#### Quote:

Branched d2bs bob-18 and added multi window, cachefix, sleep "fix" attempts to patch-114d-d2m  
D2M.dll is not needed (you need to rename it or delete it if you are using the d2bs listed above)

Use the following arguments: -w -ns -sleepy -multi with your d2bot profiles

#### d2bot:

Only loads d2m.dll if it exists, otherwise loads d2bs only

Added load delay 2000,5000

Changed UI size to support lower min resolution

### June 17th

#### Quote:

Added new profile item: Info Tag - you can store additional information about the profile here (notes, etc)

Added new API's that can be used by scripts: getProfile, setProfile

#### getProfile -

Exposes a json object D2ProfileExport

watch for id: 0x666

```
{ "Account": account, "Character": character, "Difficulty": difficulty, "Realm": realm, "Tag": infotag }
```

In the tag section, you can put information such as whether the character is expansion, hardcore, ladder etc

\* NOTE \* Password is not exposed! If you want password, you must explicitly put it in the Tag section.

#### setProfile -

Allows update to existing profile data, using the existing message sending parser "args" the values propagate as follows:

args[0] = account

args[1] = password

args[2] = character

args[3] = difficulty

args[4] = realm

args[5] = infotag

If you only want to set a certain field, leave the other array indexes as null or empty string.

NipCheck -- An offline .nip checker

PhotoGrid Sharp -- An image collage maker with formatting features

d2bot# with kolbot -- For live support: <irc://irc.synirc.net/d2bs>

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bvr

**Post subject:** Re: d2bot 17.6.13.100 testers needed

**Posted:** Wed Jun 14, 2017 3:38 pm

User



User

**Joined:** Tue Apr 19, 2005  
10:36 am  
**Location:** Pennsylvania

Does it work with the version hack version of D2BS. Shouldn't D2BS be updated first?

-bvr

<http://Diablosden.com>

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77920

**Post subject:** Re: d2bot 17.6.13.100 testers needed

**Posted:** Wed Jun 14, 2017 4:33 pm

User Gold



User

**Joined:** Mon Dec 14, 2009  
1:40 pm

Invalid access to memory location switched to version 1.14d but having issues.  
please get in touch.

Last edited by 77920 on Fri Jun 16, 2017 2:39 am, edited 1 time in total.

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gtoilet

**Post subject:** Re: d2bot 17.6.13.100 testers needed

**Posted:** Wed Jun 14, 2017 8:15 pm

User



User





**Joined:** Thu Dec 01, 2011  
2:38 am

I would like to try this but they on a fucking banning spree and not trying to remake so many more guys  
they already got EVERY NLacc I had except 1 with a HCNL  
now I am left with 2 nmcs accounts

hope this goes well been too long since a updated d2bs

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<div data-bbox="241 81 315 102">noah~</div> <div data-bbox="226 156 331 177">D2BS Dev</div> <div data-bbox="232 197 324 323"></div> <div data-bbox="129 359 416 405"><b>Joined:</b> Sun Jun 22, 2008 7:00 pm</div>	<div data-bbox="456 81 2107 108"><b>Post subject:</b> Re: d2bot 17.6.13.100 testers needed <b>Posted:</b> Wed Jun 14, 2017 10:25 pm</div> <div data-bbox="474 188 2089 284"><div>bvr » Wed Jun 14, 2017 9:38 am wrote:</div><div>Does it work with the version hack version of D2BS. Shouldn't D2BS be updated first?</div></div> <div data-bbox="456 384 2089 448">It works with 1.13d and 1.14d, and possibly other versions if you add the proper patches in patch.json (note that the data values is base64 encoded byte array)</div> <div data-bbox="456 528 1256 632"><hr/><div><a href="#">NipCheck</a> -- An offline .nip checker <a href="#">PhotoGrid Sharp</a> -- An image collage maker with formatting features <a href="#">d2bot# with kolbot</a> -- For live support: <a href="irc://irc.synirc.net/d2bs">irc://irc.synirc.net/d2bs</a></div></div>
<div data-bbox="129 692 170 713">Top</div>	<div data-bbox="456 683 591 715"> <a href="#">profile</a></div>
<div data-bbox="226 751 338 772">weiry6922</div> <div data-bbox="255 820 309 841">User</div> <div data-bbox="232 861 324 904"></div> <div data-bbox="181 917 380 1120"></div> <div data-bbox="129 1155 416 1227"><b>Joined:</b> Thu Aug 04, 2005 1:12 am <b>Location:</b> Australia</div>	<div data-bbox="456 735 2107 762"><b>Post subject:</b> Re: d2bot 17.6.13.100 testers needed <b>Posted:</b> Thu Jun 15, 2017 12:56 am</div> <div data-bbox="456 820 2089 995">Cool to see a update. I will test it some.  A very nice addition if you're taking api requests that I dont think would take much to add, you already do it somewhat in requestGameInfo.  Having getter/setter functions so we can update profiles from the script library. Proof of concept:</div> <div data-bbox="474 1054 2089 1155"><div><b>Code:</b> Select all</div><div>D2Bot.getProfile({ account, realm, character, difficulty }, me.profile)</div></div> <div data-bbox="456 1254 2089 1430">Being able to get the profile settings in the scripts would be huge. You would be able to use script functions for logging in/creating characters/etc, not have to rely on d2bs core functions (only has a login function atm). I have not set any character/account names etc in the profile manager for ages because it's much better just to set them in some config file in the scripts lib. Only downside would be exposing the account password to the lib could be seen as a security issue I guess, but I know there's already a few other people at least doing what I'm doing.</div>

**Code:** Select all

```
D2Bot.setProfile({ account: 'newacct', password: 'newpsw', character: 'newchar' }, me.profile)
```

Being able to update profile settings would be helpful for rushing lists of characters/leveling lists of characters and for accounts that need random account names/character names/etc. Could update game difficulty whenever you want too instead of not even using the manager for determining game difficulty.

-----

It would eliminate this:

Show

All these accounts have randomly generated accounts/characters. I can't update them in the manager so I have to store them somewhere. I could store them in one file but they have to update some things sometimes so I want to avoid race conditions, so this was my option.

As I said before, I haven't used a lot of the options when creating a profile for a long time because it's just better to store this stuff on the scriptside at the moment.

Thanks for the updates noah~ good to see you back! B)

[Top](#) [profile](#)**dzik****Post subject:** Re: d2bot 17.6.13.100 testers needed**Posted:** Thu Jun 15, 2017 10:26 am

User



User



Noah,

gonna write it here again.

set and get profile will be huge improvement and will open new options to scripters.

imho having ticks for ladder/expansion/hc in profile config will be nice option as well even if it will be not used by most of users.

**Joined:** Tue Jul 20, 2004  
7:44 pm  
**Location:** this.location

Thanks, dzik.

**Maybe something interesting:**

[D2Bot - CDKeyMaker.js by kolton](#)

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**magace**

**Post subject:** Re: d2bot 17.6.13.100 testers needed

**Posted:** Thu Jun 15, 2017 12:15 pm

User



**Joined:** Wed Dec 20, 2006  
11:24 pm

Would it be possible to add a way to get users account names? Something like unit.account, or if getparty could return char/acct name. It could really improve the shitlist and other projects I have. Thanks again sorry if this is the wrong place to post this. Thanks for everything!

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**dzik**

**Post subject:** Re: d2bot 17.6.13.100 testers needed

**Posted:** Thu Jun 15, 2017 2:10 pm

User



**Joined:** Tue Jul 20, 2004  
7:44 pm  
**Location:** this.location

**magace » 2017.06.15 11:15:40 wrote:**

Would it be possible to add a way to get users account names? Something like unit.account, or if getparty could return char/acct name. It could really improve the shitlist and other projects I have. Thanks again sorry if this is the wrong place to post this. Thanks for everything!

That is topic about d2bot not d2bs. Such functionality should be added in d2bs core.

**Maybe something interesting:**

[D2Bot - CDKeyMaker.js by kolton](#)

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**RayK213**

**Post subject:** Re: d2bot 17.6.13.100 testers needed

**Posted:** Sat Jun 17, 2017 1:38 am

User



<div data-bbox="232 92 327 140"></div> <div data-bbox="181 153 380 357"></div> <div data-bbox="129 392 416 469"><p><b>Joined:</b> Thu Feb 22, 2007 7:25 am <b>Location:</b> PA</p></div>	<p>Having the same issue as posted above.</p> <p>[20:36:16 PM] &lt;sorc&gt; Invalid access to memory location</p> <hr/> <p><a href="#">Kolbot download / install thread</a></p> <p><a href="#">Kolbot Support Thread</a></p>
<p><b>Top</b></p>	<p> <a href="#">profile</a></p>
<p><b>77920</b></p>	<p><b>Post subject:</b> Re: d2bot 17.6.13.100 testers needed <b>Posted:</b> Sat Jun 17, 2017 3:38 am</p>
<div data-bbox="224 616 336 699"><p>User Gold</p></div> <div data-bbox="129 734 416 788"><p><b>Joined:</b> Mon Dec 14, 2009 1:40 pm</p></div>	<div data-bbox="474 647 927 673"><p><a href="#">RayK213</a> » Fri Jun 16, 2017 7:38 pm wrote:</p></div> <div data-bbox="474 702 1133 804"><p>Having the same issue as posted above.</p><p>[20:36:16 PM] &lt;sorc&gt; Invalid access to memory location</p></div> <p>Released a new copy today but still having some issues. Working on it with him and dzik</p>
<p><b>Top</b></p>	<p> <a href="#">profile</a></p>
<p><b>gtoilet</b></p>	<p><b>Post subject:</b> Re: d2bot 17.6.13.100 testers needed <b>Posted:</b> Sat Jun 17, 2017 5:54 am</p>
<div data-bbox="232 1209 327 1292"><p>User</p></div> <div data-bbox="129 1327 416 1382"><p><b>Joined:</b> Thu Dec 01, 2011 2:38 am</p></div>	<div data-bbox="474 1241 900 1267"><p><a href="#">77920</a> » Sat Jun 17, 2017 4:38 am wrote:</p></div> <div data-bbox="497 1324 949 1350"><p><a href="#">RayK213</a> » Fri Jun 16, 2017 7:38 pm wrote:</p></div> <div data-bbox="497 1378 1155 1481"><p>Having the same issue as posted above.</p><p>[20:36:16 PM] &lt;sorc&gt; Invalid access to memory location</p></div>

Released a new copy today  
but still having some issues.  
Working on it with him and dzik

keep it up  
eventho I didn't dl or help test  
im sure not enuf people actually tell you this  
I appreciate what your doing @77920/dzik/noah  
thank you

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RayK213

Post subject: Re: d2bot 17.6.13.100 testers needed

Posted: Sat Jun 17, 2017 5:34 pm

User



User



Joined: Thu Feb 22, 2007  
7:25 am  
Location: PA

just to make sure im not screwing myself up.

what version of D2BS is needed since the links for 1.14d are down at the moment.

[Kolbot download / install thread](#)

[Kolbot Support Thread](#)

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noah~

Post subject: Re: d2bot 17.6.13.100 testers needed

Posted: Sun Jun 18, 2017 5:36 am

D2BS Dev



Mod



Joined: Sun Jun 22, 2008

[weiry6922 » Wed Jun 14, 2017 6:56 pm](#) wrote:

Cool to see a update. I will test it some.

A very nice addition if you're taking api requests that I dont think would take much to add, you already do it somewhat in requestGameInfo.

7:00 pm

Having getter/setter functions so we can update profiles from the script library. Proof of concept:

**Code:** Select all

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D2Bot.getProfile({ account, realm, character, difficulty }, me.profile)
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Being able to get the profile settings in the scripts would be huge. You would be able to use script functions for logging in/creating characters/etc, not have to rely on d2bs core functions (only has a login function atm). I have not set any character/account names etc in the profile manager for ages because it's much better just to set them in some config file in the scripts lib. Only downside would be exposing the account password to the lib could be seen as a security issue I guess, but I know there's already a few other people at least doing what I'm doing.

**Code:** Select all

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Being able to update profile settings would be helpful for rushing lists of characters/leveling lists of characters and for accounts that need random account names/character names/etc. Could update game difficulty whenever you want too instead of not even using the manager for determining game difficulty.

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As I said before, I haven't used a lot of the options when creating a profile for a long time because it's just better to store this stuff on

the scriptside at the moment.

Thanks for the updates noah~ good to see you back! B)

I've added implementation for getProfile and setProfile, however, I am not going to allow scripts to request passwords from the password field. I have added a tags field to d2 profiles, which you can put info such as "expansion,ladder,hardcore,password"

Tag data is unsafe and can be queried by scripts.

See github commit message for more details.

NipCheck -- An offline .nip checker

PhotoGrid Sharp -- An image collage maker with formatting features

d2bot# with kolbot -- For live support: <irc://irc.synirc.net/d2bs>

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77920

**Post subject:** Re: d2bot 17.6.13.100 testers needed

**Posted:** Sun Jun 18, 2017 6:47 am

User Gold



User

**Joined:** Mon Dec 14, 2009  
1:40 pm

Nice work Noah~ 😊

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