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 11:54 am

View unanswered posts | View active topics

Board index » **Diablo II Botting System** » **Core and Script Releases**   All times are UTC [DST]

D2BS v1.4 - Release Thread
Moderator: D2BS Staff

 newtopic   postreply   Page **1 of 4** [48 posts]   Go to page 1, 2, 3, 4 Next

Print view   Previous topic | Next topic

Author	Message
lord2800	**Post subject:** D2BS v1.4 - Release Thread **Posted:** Sat Apr 16, 2011 4:24 am
Section Leader S.Leader **Joined:** Fri Jul 05, 2002 8:51 pm **Location:** /sbin/	D2BS, short for Diablo 2 Botting System, uses the open source Javascript engine named 'SpiderMonkey' to execute user scripts inside of Diablo 2. D2BS can be used to make Diablo 2 do almost anything that can be done in the game by a human player. D2BS does not try to exploit any bugs in the Diablo 2 code, the Battle.net protocol or game servers; it only simulates a real player. **Binary Download:** here **Source Code:** here **Visual Studio 2008 Runtime** (necessary for loading the D2BS runtime): here

.NET 3.5 Runtime (necessary for loading the D2BS loader): here

```
Code: Select all

Version History:

Version 1.4 -

   .   API changes:
      - Added useStatPoint(statid, count) and useSkillPoint(skillid, count)--no significant error checking
        is done, so be careful or you may cause a crash (or worse, a ban)!
      - Added loadMpq(string mpqname) (this allows you to switch cd keys on the fly)
      - Added me.revive()--no error checking is done, so you may cause a ban if you're not dead
      - Added takeScreenshot()--this is the same as pressing the print screen key in D2
      - Added me.pid--this returns the process id for the current D2 that D2BS is loaded to
      - Added me.nopickup--returns the current nopickup setting, and allows you to enable/disable nopickup
      - Added me.mapid--returns the current map seed
      - Added me.profile--returns the last profile used for login() OR the profile set as the default
      - Renamed getTextWidthHeight to getTextSize
      - Changed the return from getPath--now it returns an array of objects with x and y properties
      - Added support for setting skills from item charges (me.setSkill(skill, hand [, item object]) where
        item object is the result of getUnit(TYPE_ITEM))

   .   Fixes:
      - say() fixed to properly detect the screen location and correctly encode % characters
      - Multiple problems with screenhook clicking and hovering.
      - Signed/unsigned problems with stat ids 12, 20 and 20
```

_____
D2BS
Programming motherfuckers... DO YOU SPEAK IT?!
I, for one, welcome our new black overlo... I mean, president!
    1. Create signature generator.
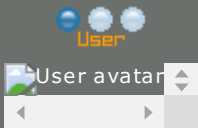   2. ???
    3. Profit!

Top

RayK213

Post subject: Re: D2BS v1.4 - Release Thread   **Posted:** Sat Apr 16, 2011 7:45 am

User

User

User avatar

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

Just as a note, until bobode updates OOG for this 1.4 do not copy these files over to use for OOG, will not inject.

_____

Kolbot download / install thread
Kolbot Support Thread

Top   profile

TechnoHunter

D2BS Scripter

User

Joined: Tue Nov 23, 2004 1:01 am

Post subject: Re: D2BS v1.4 - Release Thread   **Posted:** Sat Apr 16, 2011 11:40 am

very nice, glad to see this latest release! keep up the good work guys

Top   profile

Cr3noX

User

User

Joined: Sat Jun 13, 2009 5:30 pm
Location: M, Ger

Post subject: Re: D2BS v1.4 - Release Thread   **Posted:** Sat Apr 16, 2011 11:57 am

nice, i really love u for this <3

Top   profile

---

kolton

BHDev

BHDev

Post subject: Re: D2BS v1.4 - Release Thread   **Posted:** Sat Apr 16, 2011 3:43 pm

Awesome change log, regardless of new pathing code not making it.

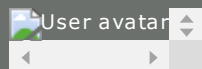**Joined:** Sun Jul 12, 2009 6:00 pm

Top	profile

| **krazy kow** | **Post subject:** Re: D2BS v1.4 - Release Thread | **Posted:** Sun Apr 17, 2011 1:30 pm |

User

User

User avatar

Joined: Sat Jul 26, 2008 12:22 am
Location: Frankfurt, Germany

Finally! Very nice work.
Lots of love for me.pid & me.revive :)

Top	profile

| **guden08** | **Post subject:** Re: D2BS v1.4 - Release Thread | **Posted:** Sun Apr 17, 2011 5:40 pm |

User

User

Joined: Sat Jan 26, 2008 6:10 am

Awesome!!!

keep up the good work d2bs developers

Top	profile

| **alogwe** | **Post subject:** Re: D2BS v1.4 - Release Thread | **Posted:** Mon Apr 18, 2011 9:46 pm |

User

User

Joined: Mon Jun 14, 2010 9:06 pm
Location: usa

very awesome! :D great work, thank you!

Top	profile

| **WiseWolf** | **Post subject:** Re: D2BS v1.4 - Release Thread | **Posted:** Sun Apr 24, 2011 9:33 am |

User

User

awesome

Joined: Mon Aug 09, 2010
12:37 am
Location:
/home/loser/.local/share/Tr

Top	profile

Brewhaus	**Post subject:** Re: D2BS v1.4 - Release Thread	**Posted:** Sat Oct 15, 2011 1:36 am

User

Joined: Fri Sep 16, 2011
4:55 pm

Not sure where to report bugs, let me know if they should be somewhere else. Also will edit this list as a find them unless you tell me to post somewhere else or that it would be better to post a new reply each time.

selectCharacter(profile) does not update me.profile.

getLocation() returns 34 for 2 screen, the email registration screen and the don't register confirmation screen (not ideal).

Top	profile

lord2800	**Post subject:** Re: D2BS v1.4 - Release Thread	**Posted:** Sat Oct 15, 2011 7:34 pm

Section Leader

Joined: Fri Jul 05, 2002
8:51 pm
Location: /sbin/

> **Brewhaus » 04:10:56 PM 10-14-2011** wrote:
>
> Not sure where to report bugs, let me know if they should be somewhere else.

The assembla bug list would be ideal.

> **Brewhaus » 04:10:56 PM 10-14-2011** wrote:
>
> selectCharacter(profile) does not update me.profile.

Oversight. I'll throw in a line to fix that soonish (probably Sunday, now that I have my dev environment for d2bs set back up).

> **Brewhaus » 04:10:56 PM 10-14-2011** wrote:
>
> getLocation() returns 34 for 2 screen, the email registration screen and the don't register confirmation screen (not ideal).

Hrm. Not sure about this one--I'll have to ask bobode. The getLocation code is his baby.

_____

D2BS
Programming motherfuckers... DO YOU SPEAK IT?!
I, for one, welcome our new black overlo... I mean, president!
1. Create signature generator.
2. ???
3. Profit!

Top   profile

| **Brewhaus** | **Post subject:** Re: D2BS v1.4 - Release Thread | **Posted:** Sat Oct 15, 2011 9:43 pm |

User

User

Joined: Fri Sep 16, 2011 4:55 pm

Thanks for the response. I signed up for an account on assembla and added a new bug that I just found that's hindering my mule script. :)

Top   profile

| **noah~** | **Post subject:** Re: D2BS v1.4 - Release Thread | **Posted:** Sun Oct 16, 2011 9:42 pm |

D2BS Dev

Mod

Joined: Sun Jun 22, 2008 7:00 pm

[quote="[url=http://www.blizzhackers.cc/viewtopic.php?p=4532326#p4532326]Brewhaus » Sat Oct 15, 2011 3:43 pm[/url]"]Thanks for the response. I signed up for an account on assembla and added a new bug that I just found that's hindering my mule script. :)[/quote]

any decent mule script will require a better OOG so even if all the bugs are fixed, your mule script will still lack real functionality

---

Top   profile

Brewhaus	**Post subject:** Re: D2BS v1.4 - Release Thread **Posted:** Sun Oct 16, 2011 10:28 pm
User	Why do you say that? The only gap I see at the moment is making sure not to go over the 20 games / hour number. What is it you think can't be done?
Joined: Fri Sep 16, 2011 4:55 pm	
Top	profile

noah~	**Post subject:** Re: D2BS v1.4 - Release Thread **Posted:** Thu Oct 20, 2011 7:45 pm
D2BS Dev	[quote="[url=http://www.blizzhackers.cc/viewtopic.php?p=4532448#p4532448]Brewhaus » Sun Oct 16, 2011 4:28 pm[/url]"]Why do you say that? The only gap I see at the moment is making sure not to go over the 20 games / hour number. What is it you think can't be done? [/quote] are you talking about real muling or drop muling? i dont consider drop muling as real muling and real muling needs better way to handle accounts/passwords on the fly rather than premade profiles (for ex list of accs/pws) ideally muling should be handled like this: bot lacks space -> sends request to oog bot waits for response oog loads new instance with mule character makes game oog responds to bot with game/pw bot joins game drops gears leaves continues regular botting cycle mule picks up all items within certain range and requests termination from oog
Joined: Sun Jun 22, 2008 7:00 pm	
Top	profile

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

newtopic   postreply   **Page 1 of 4**   [48 posts]   Go to page **1**, **2**, **3**, **4** **Next**

Board index » **Diablo II Botting System** » **Core and Script Releases**	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: [Core and Script Releases   ▼] [Go]