

Blizzhackers

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It is currently Sat Jun 23, 2018 10:49 am

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All times are UTC [DST]

d2bot# with kolbot release

Moderator: D2BS Staff

Joined: Sun Jul 12, 2009

6:00 pm





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.NET 4.0 http://www.microsoft.com/download/en/de ... x?id=17851

vc++ 2008 sp1 http://www.microsoft.com/en-us/download ... px?id=5582

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Print view		Previous topic Next topic	
Author	Message		
kolton	Post subject: d2bot# with kolbot release	▶ Posted: Tue Apr 24, 2012 2:46 pm	
BHDev	Guides and instructions can be found on kolbot wiki with-kolbot/wiki	i: <u>https://github.com/kolton/d2bot-</u>	
The of the same	d2bot# - a game manager for d2bs by d3stroy3r kolbot - a script library for d2bs by kolton		
	required software: .NET 3.5 http://www.microsoft.com/en-us/download aspx?id=21		

vc++ 2010 redist http://www.microsoft.com/en-us/download ... px?id=5555 (for d2bs core 1.5)

- ◆Botting on private realms. If it works, that's great. If not, you're out of luck. Some realms ban you for what kolbot does normally, others send warden packets which kill d2bs so it's impossible to account for all the differences.
- ◆Classic install without expansion. D2bs out of game controls were written only for expansion menus, you won't be able to get the bot to login successfully with classic menus.

Everything in the spoiler tag is old information

Show

Last edited by kolton on Fri Nov 21, 2014 8:12 pm, edited 22 times in total.

profile

kolton

Top

Post subject: Re: d2bot# with kolbot release

■ Posted: Tue Apr 24, 2012 2:46 pm

BHDev

Joined: Sun Jul 12, 2009

6:00 pm

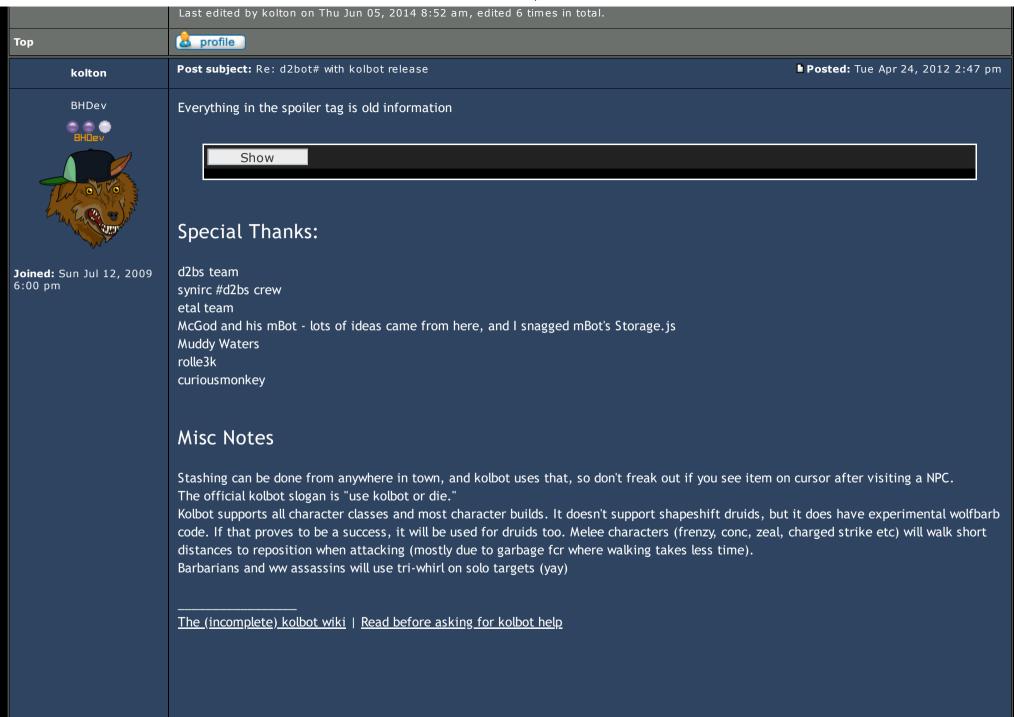
Everything in the spoiler tag is old information

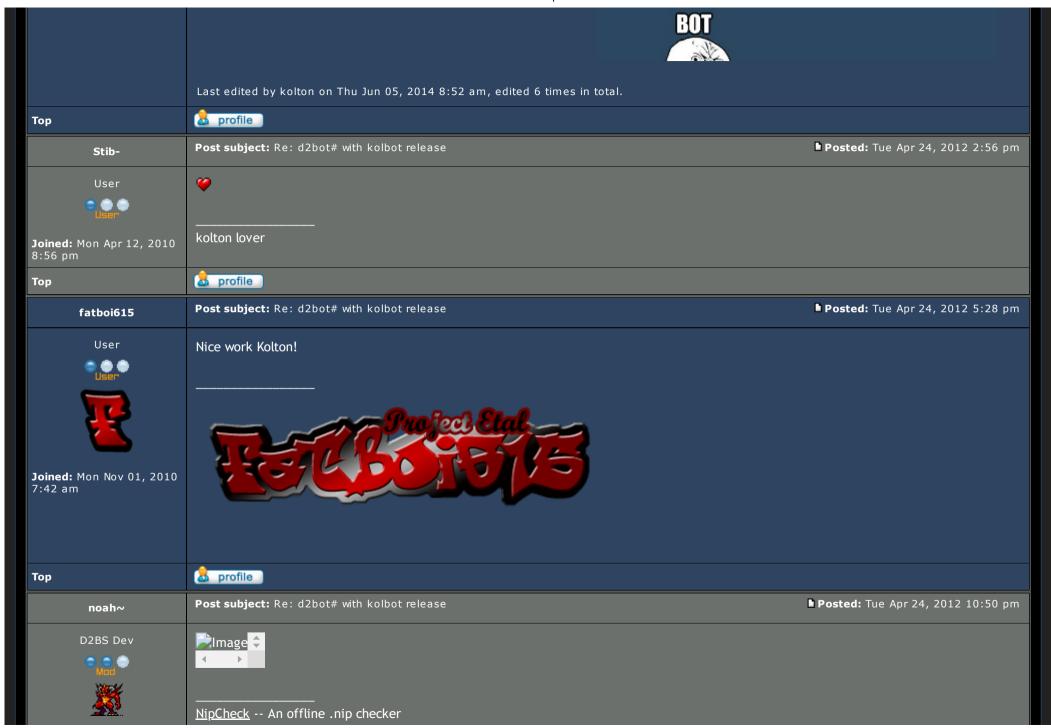
Show

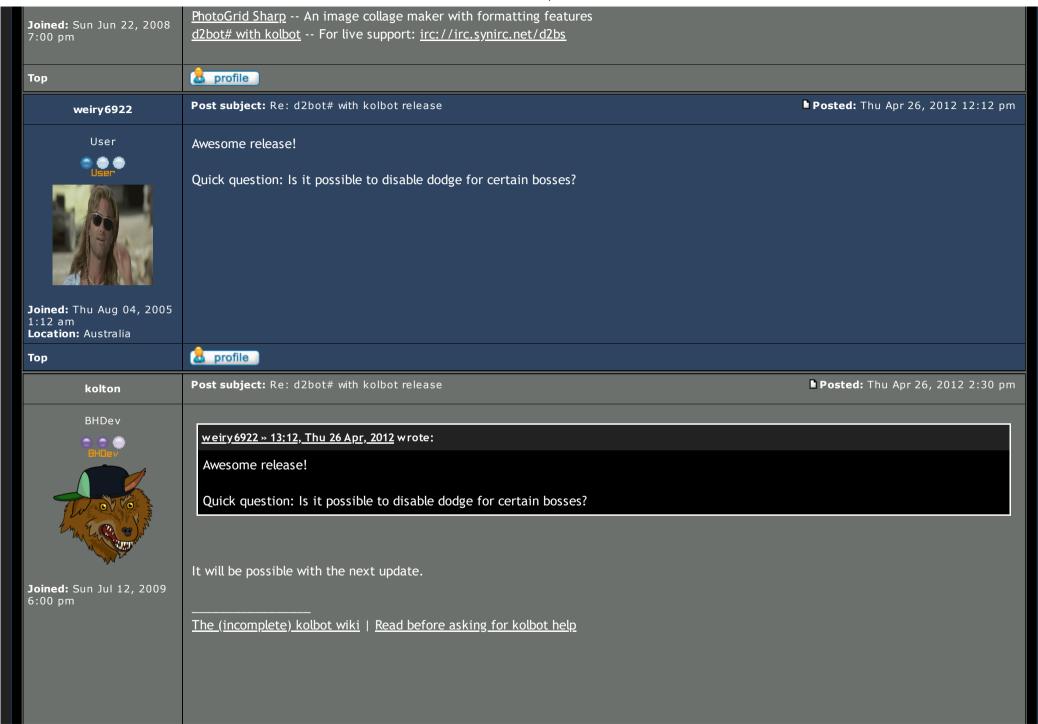
The (incomplete) kolbot wiki | Read before asking for kolbot help



official member of bot y u no work brigade

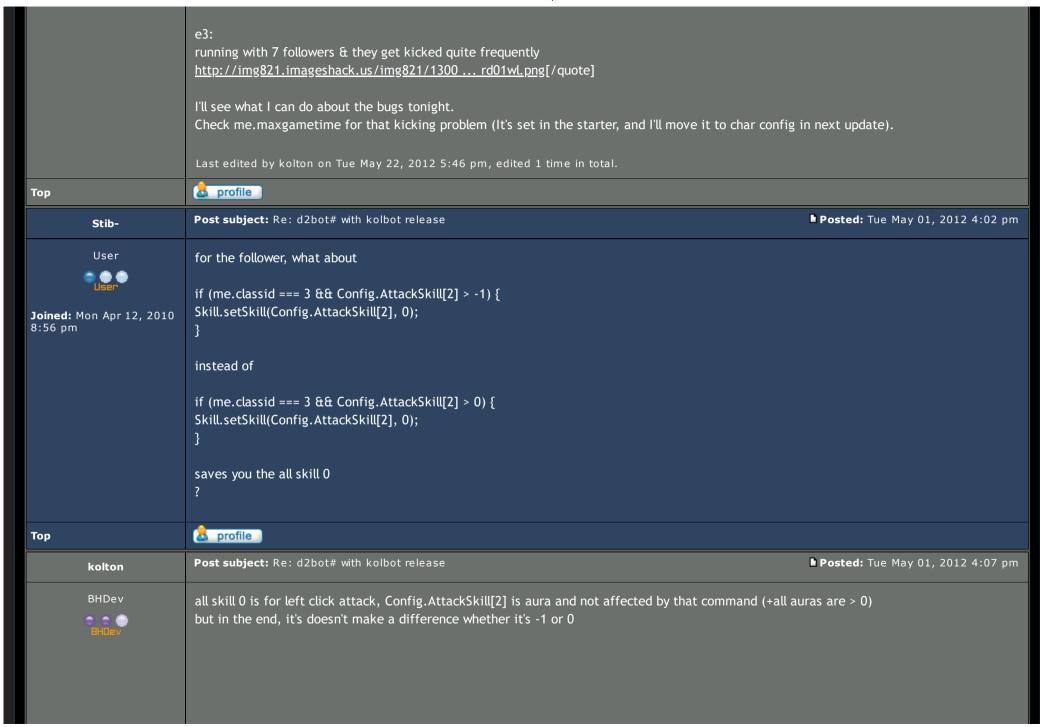


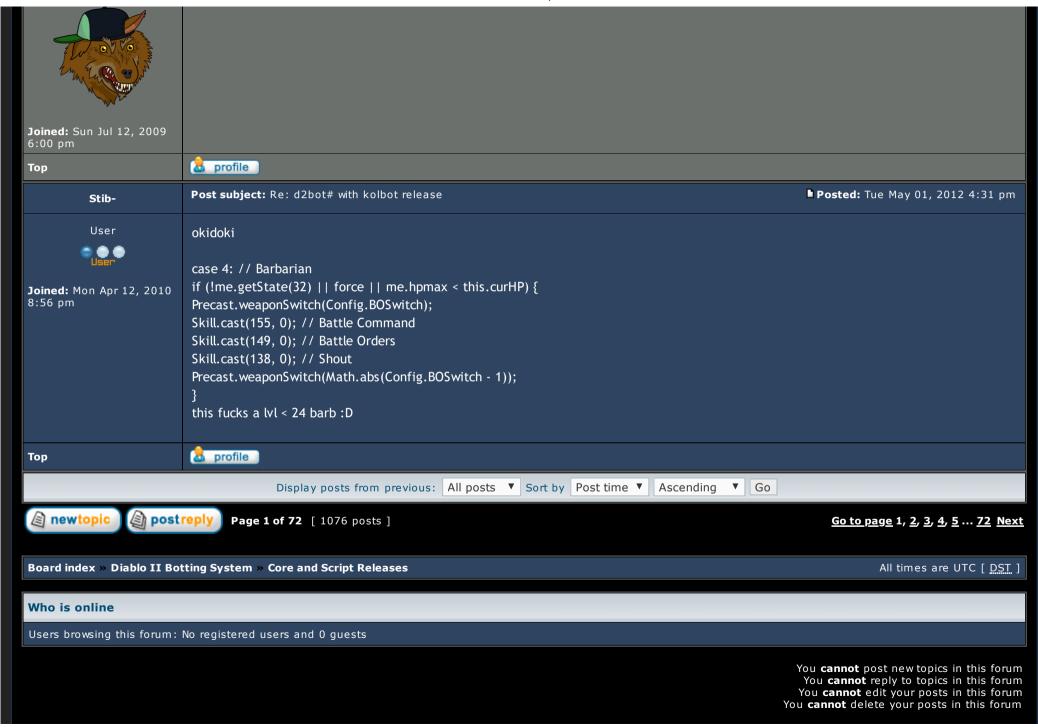






```
8:56 pm
                           leaderUnit = this.getLeaderUnit(Cinfig.Follower.Leader);
                           line 595
                          follower needs a tp tome (as he leaves town) for the reset which is not possible :/
                           http://imageshack.us/photo/my-images/21 ... 01nyo.png/
                           e1: nevermind
                          set Config.TownCheck = false; // Go to town if out of potions to false and you're fine till you gatherd some gold
                          e2: my lvl 2 dru is going crazy because of Config.SummonRaven = true;
                          if (Config.SummonRaven) {
                          this.summon(221); // Raven
                           e3:
                          running with 7 followers & they get kicked quite frequently
                          http://img821.imageshack.us/img821/1300 ... rd01wl.png
                          brofile
Top
                           Post subject: Re: d2bot# with kolbot release
                                                                                                                                ■ Posted: Tue May 01, 2012 2:39 pm
         kolton
         BHDev
                           [quote="[url=http://www.blizzhackers.cc/viewtopic.php?p=4566001#p4566001]Stib- » 16:35, Mon 30 Apr, 2012[/url]"]typo in follower.js
                          if (!me.inTown) {
                          if (!leaderUnit) {
                           leaderUnit = this.getLeaderUnit(Cinfig.Follower.Leader);
                           line 595
                           follower needs a tp tome (as he leaves town) for the reset which is not possible :/
                           http://imageshack.us/photo/my-images/21 ... 01nyo.png/
Joined: Sun Jul 12, 2009
6:00 pm
                           e1: nevermind
                          set Config.TownCheck = false; // Go to town if out of potions to false and you're fine till you gatherd some gold
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```





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