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## Modified Classic Rush Script which Incorporates Followers

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Author	Message
xi_cyrus_ix	<b>Post subject:</b> Modified Classic Rush Script which Incorporates Followers <b>Posted:</b> Sat Oct 31, 2015 1:18 am
<div>User</div> <div></div> <div>Joined: Wed May 21, 2014 6:45 pm</div>	<p>Hello all,</p> <p>I wanted to share something I have been working on to see if any of you could find it useful. I went ahead and modified the Rusher script that comes with D2BS to incorporate a few helpful things:</p> <ul style="list-style-type: none"><li>- Follower(s) work hand in hand with your rusher. This is especially helpful for the first few acts of hell when the immunes start and it becomes extremely difficult to continue rushing with a sorc alone.</li><li>- I have added a number of triggers for the rushee to make a new game to help with situations that usually cause the rusher script to hang such as failing to grab a quest item or failing to place the staff in act 2.</li><li>- The follower(s) will respond to the bo command from the rusher. A helper barb will give BO to the rusher and <b>any other helpers</b> in the</li></ul>

game will also go down and get BO as well.

Please note, **I take ABSOLUTELY NO CREDIT for the rush script** - this fantastic script was written by and is owned by Kolton and his team and I applaud them for their hard work. I simply made a few changes that seem to make it function just a bit better and work a little better with helpers.

<http://pastebin.com/iEedu4Fd> - Rushtread

<http://pastebin.com/imVjXJA6> - Rusher

<http://pastebin.com/QJ8QNNFu> - Rushee

<http://pastebin.com/PBMG5Xwn> - Follow/Helper

Hope it helps someone out there because I tried very hard to find something like this and was unable to. Also, i'm sure it is far from perfect. I have very limited programming knowledge and did the best I could. There will always be glitches and nothing will ever be 100% perfect. If you see any opportunities for improvement - go for it!

**\*\*\*Important note** - MAKE A BACKUP of your current Follower.js because this script will need the modified Follower.js above which is SPECIFIC to this script only and does NOT function on the traditional commands.

**\*\*\*Important note** - set ALL of your characters to quit with eachother in their config files. There are many queues in this script for both the rusher and the rushee to quit the game in places where you would normally see the script hang. If one quits but not the other, you'll wind up no better off.

**\*\*\*Important note** - this will NOT work without a boer - it will hang. You must have a boer in your party (not sure why anyone would rush without one in classic, but, I had to mention it).

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**Posted:** Wed Nov 25, 2015 3:14 am

User



User

**Joined:** Wed Nov 25, 2015 2:14 am

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xi\_cyrus\_ix

**Post subject:** Re: Modified Classic Rush Script which Incorporates Follower

**Posted:** Tue Dec 15, 2015 3:15 am

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6:45 pm

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