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Autolt OOG by usabrad86








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[newtopic](#) [postreply](#) Page 1 of 1 [5 posts]

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Author	Message
usabrad86	Post subject: AutoIt OOG by usabrad86 Posted: Thu Aug 18, 2011 7:44 pm
<div>User  Joined: Sun Nov 08, 2009 12:57 am</div>	<p>Hey guys I'm building a OOG based on AutoIt scripting language..</p> <p>I have a good start on it but its not 100% ready for release...</p> <p>but here is the repo where it being built</p> <p>http://www.assembla.com/spaces/autoitoog/</p> <p>This post will be the release post. so check back</p> <p>Last edited by usabrad86 on Thu Aug 18, 2011 9:45 pm, edited 1 time in total.</p>
Top	profile

guden08	Post subject: Re: AutoIt OOG by usabrad86 Posted: Thu Aug 18, 2011 8:18 pm
User  Joined: Sat Jan 26, 2008 6:10 am	Looking good indeed! You have misspelled Game Length :)
Top	 profile
usabrad86	Post subject: Re: AutoIt OOG by usabrad86 Posted: Thu Aug 18, 2011 9:44 pm
User  Joined: Sun Nov 08, 2009 12:57 am	guden08 » Thu Aug 18, 2011 2:18 pm » "You have misspelled Game Length :)" spelling is not my best subject when thinking logic =D
Top	 profile
noah~	Post subject: Re: AutoIt OOG by usabrad86 Posted: Fri Aug 19, 2011 9:26 pm
D2BS Dev  Joined: Sun Jun 22, 2008 7:00 pm	this is pretty good, i started to do one myself but then due to lack of autoit multi threading it became limited good luck // btw you dont need to use d2multi to open ur d2s, look at the findwindowA method to load multiple d2s (shaggi's d2 extra) that way u can start d2 already hidden, the way i implemented it was open d2, do the findwindowA trick, check for the newest bnetcache file created and rename it with some sort of profile tag or w/e u want do that for each d2 window that opens if you decide to go that route // edit 2, did you get the vm_copydata to actually work with d2bs? i spent alot of time but gave up on that -. sending copy data was fine but receiving it from d2bs didnt seem to work very well
Top	 profile
usabrad86	Post subject: Re: AutoIt OOG by usabrad86 Posted: Sun Aug 21, 2011 9:50 am
User 	"D3STROY3R" >> this is pretty good, i started to do one myself but then due to lack of autoit multi threading it became limited

Joined: Sun Nov 08, 2009
12:57 am

i ran in this same problem... but i figured out how to run this in the same thread with out Hangups

"D3STROY3R" >> did you get the vm_copydata to actually work with d2bs?

Yes i made my copydata script in november 2009... and been forgotten about..
i found it stuck in my email and decided to do something with it =D

"D3STROY3R" >> btw you dont need to use d2multi to open ur d2s,

im useing d2multi for now... as far as i know d2bs will have multi-window built into the loader
and that should replace that =D

Thanks for all the Feed Back guys

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Page 1 of 1 [5 posts]

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