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# D2BS v1.2 - Release Thread
**Moderator: D2BS Staff**

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| Author | Message |
|---|---|
| **lord2800** | **Post subject:** D2BS v1.2 - Release Thread                     **Posted:** Fri Feb 12, 2010 4:10 am |
| Section Leader<br><br>S.Leader<br><br>**Joined:** Fri Jul 05, 2002 8:51 pm<br>**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.<br><br>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.<br><br>**Binary Download:** here<br><br>**Source Code:** here<br><br>**Visual Studio 2008 Runtime** (necessary for loading the D2BS runtime): here |

**.NET 3.5 Runtime** (necessary for loading the D2BS loader): <u>here</u>

```
Code: Select all

Version History:

Version 1.2 -

  .   Fixes:
       - me was not getting reset between games with the script cache enabled
       - various interactions used to incorrectly cause deadlocks when the client was minimized
       - getUnit now correctly interprets the gid parameter
       - itemdrop has been renamed to itemaction, and passes different parameters:
         gid, mode, code, globalEvent. gid is still the item's gid, mode is the type of action
         (I'll make a list later), code is the item code, and globalEvent is whether the action
         came from a 9c or 9d packet.
       - Added new event: gameaction, triggers on 0x5a packets, params vary based on the action.
         See the breakdown in the packet list sticky for more info.
       - various crashes with images, including one where the version background image didn't exist
       - Events now use their own independent context, to help prevent crashes.

  .   Made all classes properly exposed to the scripter so they can be properly extended.

  .   Made scripts wait less time while trying to stop, as the old duration was ridiculous.

  .   Added/changed new functions/properties:
```

_____

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

Last edited by **lord2800** on Fri Feb 26, 2010 1:31 am, edited 1 time in total.

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| Locaj | Post subject: | 🗋 **Posted:** Sat Feb 13, 2010 3:15 am |
|---|---|---|

User

**Joined:** Tue Mar 01, 2005 2:46 am

Is it ok to use D2BS 1.2 with OOG designed for 1.1.2?

I just put two folder together and doin test right now.

Are there any particular parts that might not function properly?

/edit: Had problem. I used all scripts from 1.1.2. It was fine for several games. Than after game start i got info in console something like "Cant find Andariel Waypoint" Than he skipped all bosses, exit. Makes new game and all the same. One communicate about unable to find waypoint (standing in a1) skips all bosses and exit game. Also he had namelock on Akara. So probably all this problem was coz of namelock.

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| YourGreatestMember | Post subject: | 🗋 **Posted:** Sat Feb 13, 2010 5:54 am |
|---|---|---|

User

**Joined:** Mon Jan 01, 2007 2:48 am

> **Locaj wrote:**
> Is it ok to use D2BS 1.2 with OOG designed for 1.1.2?
>
> I just put two folder together and doin test right now.
>
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> /edit: Had problem. I used all scripts from 1.1.2. It was fine for several games. Than after game start i got info in console something like "Cant find Andariel Waypoint" Than he skipped all bosses, exit. Makes new game and all the same. One communicate about unable to find waypoint (standing in a1) skips all bosses and exit game. Also he had namelock on Akara. So probably all this problem was coz of namelock.

The OOG has been updated... use latest of everything, not old and new mixed up else that can cause errors :|

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| stfunb | Post subject: | 🗋 **Posted:** Sat Feb 13, 2010 10:13 am |
|---|---|---|

User

Hi

**Joined:** Wed Jun 28, 2006 8:57 pm

Thanks for the update but I noticed that the bot does not sell items back when minimized ...
This shouldn't be fixed with the update ?

Thanks

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| **SleepingEnemy** | **Post subject:** | **Posted:** Sat Feb 13, 2010 11:27 am |
|---|---|---|

Moderator

Mod

User avatar

**Joined:** Sun Feb 17, 2008 12:20 pm
**Location:** Linked to your subconscious

> **stfunb wrote:**
> Hi
>
> Thanks for the update but I noticed that the bot does not sell items back when minimized ...
> This shouldn't be fixed with the update ?
>
> Thanks

Make sure you have in fact updated. I'm currently running 6 bots, all minimized BTW, and all of them sell back the items fine.

_____

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| **stfunb** | **Post subject:** | **Posted:** Sat Feb 13, 2010 12:24 pm |
|---|---|---|

User

User

**Joined:** Wed Jun 28, 2006

> **SleepingEnemy wrote:**
> > **stfunb wrote:**

8:57 pm

> Hi
>
> Thanks for the update but I noticed that the bot does not sell items back when minimized …
> This shouldn't be fixed with the update ?
>
> Thanks
>
> Make sure you have in fact updated. I'm currently running 6 bots, all minimized BTW, and all of them sell back the items fine.

My d2bs is always in c:\d2bs

I deleted the folder
Downloaded latest oog ( with 1.2 )
and it really does not work :/

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| Locaj | Post subject: | 🗋 **Posted:** Sat Feb 13, 2010 1:58 pm |
|-------|--------------|------------------------------------------|

User

User

**Joined:** Tue Mar 01, 2005 2:46 am

> **YourGreatestMember wrote:**
> The OOG has been updated… use latest of everything, not old and new mixed up else that can cause errors :|

Hi.

NVM.

Got link from IRC

http://www.assembla.com/spaces/bobode/d ... ith1.2.zip

Last edited by Locaj on Sat Feb 13, 2010 2:01 pm, edited 1 time in total.

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| stfunb | **Post subject:** | **Posted:** Sat Feb 13, 2010 2:01 pm |
|--------|-----------------|---------------------------------------|

User

User

**Joined:** Wed Jun 28, 2006 8:57 pm

> **Locaj wrote:**
>
> > **YourGreatestMember wrote:**
> >
> > The OOG has been updated... use latest of everything, not old and new mixed up else that can cause errors :|
>
> Hi.
>
> Please point me to where i can find updated oog.
>
> Thanks

http://www.assembla.com/spaces/bobode/documents

Download the OOGwith1.2.zip

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| Jacob | **Post subject:** | **Posted:** Sat Feb 13, 2010 2:09 pm |
|-------|-----------------|---------------------------------------|

Retired Staff

Mod

**Joined:** Wed Jun 08, 2005 1:10 pm
**Location:** England

I love you guys.

Thanks for the release. I can stop using 0.9 now. 😃

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| Locaj | **Post subject:** | **Posted:** Sat Feb 13, 2010 3:00 pm |
|-------|-----------------|---------------------------------------|

User

Hi

Got same problem as before. Bot says "Andy failed on move to waypoint"

**Joined:** Tue Mar 01, 2005
2:46 am



Is it possible it some Framework issue?

/e: Got 3 game running just fine, than this error.

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**nanoz**                                 **Post subject:**                              🗋 **Posted:** Mon Feb 15, 2010 9:52 am

User

**does d2bs 1.2 support ptr?**
cause after create game,it always restart..and when i check log,it say detect warden packet...any solution? thx..

**Joined:** Thu Jan 28, 2010
4:02 pm

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**lord2800**                              **Post subject:**                              🗋 **Posted:** Mon Feb 15, 2010 10:53 pm

Section Leader

> **nanoz wrote:**
>
> does d2bs 1.2 support ptr?
> cause after create game,it always restart..and when i check log,it say detect warden packet...any solution? thx..

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

No. Updating D2BS to support the PTR requires Sheppard's intervention, as he's the only one with that particular code.

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D2BS
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| **Jacob** | **Post subject:**     📄 **Posted:** Mon Feb 15, 2010 11:07 pm |

**Retired Staff**

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**Mod**

**Joined:** Wed Jun 08, 2005
1:10 pm
**Location:** England

I am still having the potion buying/item selling issues that were prevalent with previous versions.

I've definitely updated (I actually deleted and reinstalled everything). I downloaded Bobite's OOG with 1.2, and I've updated everything with the SVN.

As with the last version, everything is flawless except potion buying and item selling.

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| **lord2800** | **Post subject:**     📄 **Posted:** Mon Feb 15, 2010 11:17 pm |

**Section Leader**

🔵🔵🔵
**S.Leader**

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

Yeah. I'm going to release 1.2.1 relatively soon (I'm thinking like a week) and revert to packet-based shopping.

_____
D2BS
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| **Jacob** | **Post subject:**     📄 **Posted:** Mon Feb 15, 2010 11:28 pm |

**Retired Staff**

🔵🔵⚪
**Mod**

**Joined:** Wed Jun 08, 2005
1:10 pm
**Location:** England

> **lord2800 wrote:**
> Yeah. I'm going to release 1.2.1 relatively soon (I'm thinking like a week) and revert to packet-based shopping.

Ah right, awesome.

I just wondered whether I was doing something wrong.

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