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Board index » **Diablo II Botting System** » **D2BS Script Development**   All times are UTC [DST]

[kolbot] auto-BO-bot-script
Moderator: D2BS Staff

newtopic   **postreply**   **Page 1 of 1** [5 posts]

Print view	Previous topic	Next topic

Author	Message
Black-Scrat	**Post subject:** [kolbot] auto-BO-bot-script ◨ **Posted:** Sun Nov 23, 2014 11:18 pm

Author	Message
User ●●● User **Joined:** Sun Nov 23, 2014 9:48 pm	hiho I present my BO-bot script.. It will give your BO-Barb automatic abilities. I often play with some friends in a party.. ..a good, highLvl Barb just for gettin BO'ed always ingame.. ..and every now and then u'll have to reach to another screen or computer to get u BO'ed again ^^that was so annoying, I had to do somethin.. use it with your BoBarb (at ur own risk, btw.) u should use BotLeader entry script, because immo I only 'register' players 'properly' if they join my game (next TODO for v1.0.. HAHA) per default the script will calculate the BO-lvl and the Barb goes to Catacombs2 WP in act1 waitin there.. and give BO to every one who comes near and is partied

once BO'ed the Barb will remind you 90 secs b4 BO went off..
.. and warns you every minute if BO is off already
- stop these warnings per 'shutup' command
- let you tell the remaining time the BO will last per 'time' command
- give all WPs of an act, or just single WPs (Nihla-WP configureable)
- can open cow-lvl as well
- full 'help' implemented..

- all features can completely switched off by deleting from Config-command-array
(and freely renamed, btw.)

> intended for private games only: BOonDemand
- with this set to 'true' the Barb will come to your TP right in the 'field' and give you BO there..

check if minions got all BO'ed as well.. only @ Catacombs2.. NOT in field!

minGameTime before the 'nextgame' command will work and a limit per player to get complete act-wps..
^^ are the only things to be 'hardcoded' in autoBO.js
pls check the var 'header' in autoBO.js for these things

test and enjoy .. 😃
perhaps a little feedback would be nice.. 😳

black-scrats autoBO-v0_9.rar: http://filehorst.de/d/biuHaJpq

greetinx..

Top	
	👤 profile

Akazim	**Post subject:** Re: [kolbot] auto-BO-bot-script	🗎 **Posted:** Sun Dec 14, 2014 4:49 am
User 🔵⚪⚪ User **Joined:** Sun Dec 14, 2014 3:51 am	Didn't work	

Top	
	👤 profile

gtoilet	**Post subject:** Re: [kolbot] auto-BO-bot-script	🗎 **Posted:** Tue Jan 13, 2015 9:37 pm
User 🔵⚪⚪ User **Joined:** Thu Dec 01, 2011 2:38 am	🖼 Image **Code:** Select all	

```
/**
 *   @filename    autoBO.js
 *   @author      kolton ripped off by Boo
 *   @desc        Bo other players on command
 */

function autoBO() {
    Town.doChores();
  Pather.useWaypoint(35);
  Precast.doPrecast(true);
  Pather.makePortal(false);

  var Bo;

  function ChatEvent(nick, msg) {
    if (msg === Config.Borders.Trigger) {
      Bo = true;
    }
  }

  addEventListener("chatmsg", ChatEvent);

  while (true) {
```

Top	profile

	Post subject: Re: [kolbot] auto-BO-bot-script	**Posted:** Wed Jan 14, 2015 7:10 am

gtoilet

User

User

Joined: Thu Dec 01, 2011
2:38 am

if I remove this stuff

Code: Select all

```
      if (Config.BOSwitch) Precast.weaponSwitch(Config.BOSwitch);
      var BODur = (20 + me.getSkill(149, 1) * 10 + (me.getSkill(138, 0) + me.getSkill(155, 0)) * 5);
      if (me.getSkill(155, 0)) BODur = BODur + 10;
      if (debug) say(" This Barbs compl. BO time  --> " + BODur + " secs.");
      if (Config.BOSwitch) Precast.weaponSwitch(Math.abs(Config.BOSwitch - 1));

      var command, hostile, nick, execComms, execCommand, tick, act, myact, checkall, gameStart, requestedWPs = -1,
          BoTime = BODur*1000,    // <<<---  set total BoTime of u're BoBab in secs*1000 here !!!
          selfBoTime = BoTime/2,      // time between self-BO-intervalls while waiting in catacombs2 act1 .. based on BoTime
          minBOreqTime = BoTime/5,      // time between BO requests .. based on BoTime
          minWPchainTime = BoTime/5,    // time between wp calls for a complete act .. based on BoTime
          maxWPchainreq = 5,          // max requests for all wps of one act per player..  every1 gets 1 compl. chance  HAHA
          minGameTime = 240000,      // min gametime before the ng command will work..  in secs*1000
          minTimeXwp = BoTime/10,      // time between single WP calls per player .. based on BoTime
          shitList = [],
          guestNicks = {},
          greet = [],
          reqWpList = [],
```

it then gives me errors on the

and about everyother spot that has "NICK" reference

Code: Select all

```
/**
 *   @filename    autoBO.js
 *   @author      kolton ripped off by Boo
 *   @desc        Bo other players on command
 */


function autoBO() {
                    //   get BO-skill-lvl
```

```
    if (Config.BOSwitch) Precast.weaponSwitch(Config.BOSwitch);
    var BODur = (20 + me.getSkill(149, 1) * 10 + (me.getSkill(138, 0) + me.getSkill(155, 0)) * 5);
    if (me.getSkill(155, 0)) BODur = BODur + 10;
    if (debug) say(" This Barbs compl. BO time  --> " + BODur + " secs.");
    if (Config.BOSwitch) Precast.weaponSwitch(Math.abs(Config.BOSwitch - 1));

    var command, hostile, nick, execComms, execCommand, tick, act, myact, checkall, gameStart, requestedWPs = -1,
        BoTime = BODur*1000,    // <<<---  set total BoTime of u're BoBab in secs*1000 here !!!
        selfBoTime = BoTime/2,       // time between self-BO-intervalls while waiting in catacombs2 act1 .. based on BoTime
        minBOreqTime = BoTime/5,      // time between BO requests .. based on BoTime
        minWPchainTime = BoTime/5,   // time between wp calls for a complete act .. based on BoTime
        maxWPchainreq = 5,           // max requests for all wps of one act per player..  every1 gets 1 compl. chance  HAHA
        minGameTime = 240000,        // min gametime before the ng command will work..  in secs*1000
        minTimeXwp = BoTime/10,      // time between single WP calls per player .. based on BoTime
```

Top

| gtoilet | **Post subject:** Re: [kolbot] auto-BO-bot-script | **Posted:** Mon Jan 26, 2015 2:04 am |

User

Joined: Thu Dec 01, 2011 2:38 am

ive taken some things out that were not needed like the wp giving and the cow making , since the chanter can do that and still get there errors

Profile	Status	Runs	Chickens	Deaths	Crashes	Restarts	Key	Game
iloldatu	Stopped	131	4	0	22	22		Game.exe
des	Stopped	136	2	0	26	26		Game.exe
gtoilet	Stopped	29	0	0	22	22		Game.exe
gtoilet 2	Stopped	7	0	0	7	7		Game.exe
gt_oilet	Stopped	17	0	0	14	14		Game.exe
IR	Stopped	153	0	0	7	7		Game.exe
hc bo	Join Game	54	0	0	9	9		Game.exe
hc rush	Stopped	10	0	0	1	1		Game.exe

Console | Item Viewer | Char Viewer | Key Wizard

[19:51:51 PM] <hc bo> Error in autoBO (autobo.js #457) guestNicks[nick] is undefined (Area: 35, Ping:63, Game: G)
[19:58:51 PM] <hc bo> Error in autoBO (autobo.js #88) guestNicks[unit.name] is undefined (Area: 35, Ping:94, Game: G)

Code: Select all

```
// Barbarian config file

/* Brief instructions:
* Notepad++ is HIGHLY recommended to use for editing these files. Visit http://notepad-plus-plus.org/
* To comment out something, put // in front of that line
* !!!Never comment out something you're not sure about, set it to false or disable as noted in description if you don't want to use it.
```

```
* true and false are case sensitive. Good: Config.SomeVar = true; Bad: Config.SomeVar = True;
*/

function LoadConfig() {

    // Battle orders script - Use this for 2+ characters (for example BO barb + sorc)
    //Scripts.BattleOrders = true;
        Config.BattleOrders.Mode = 0; // 0 = give BO, 1 = get BO
        Config.BattleOrders.Wait = true; // Idle until the player that received BO leaves.
        Config.BattleOrders.Getters = ["gtoiletz"]; // List of players to wait for before casting Battle Orders (mode 0). All players must be
in the same area as the BOer.
    Scripts.autoBO = true;
    Config.autoBO.Triggers = ["BOtime"]
        Config.BOtime = true;

    //Config.Leader = "des_nuts"; // Leader's ingame character name. Leave blank to try auto-detection (works in AutoBaal, Wakka, MFHelper)
    Config.QuitList = ["gtoiletz"]; // List of character names to quit with. Example: Config.QuitList = ["MySorc", "MyPin"];
```

the script ive modded so far

Code: Select all

```
/**
 *    @filename     autoBO.js
 *    @author        kolton ripped off by Boo
 *    @desc          Bo other players on command
 */

function autoBO() {
                        //   get BO-skill-lvl
    var debug = true;
    if (Config.BOSwitch) Precast.weaponSwitch(Config.BOSwitch);
    var BODur = (20 + me.getSkill(149, 1) * 10 + (me.getSkill(138, 0) + me.getSkill(155, 0)) * 5);
    if (me.getSkill(155, 0)) BODur = BODur + 10;
    if (debug) say(" This Barbs BO time   --> " + BODur + " secs.");
    if (Config.BOSwitch) Precast.weaponSwitch(Math.abs(Config.BOSwitch - 1));

    var command, hostile, nick, execComms, execCommand, tick, act, myact, checkall, gameStart, requestedWPs = -1,
        BoTime = BODur*1000,    //  <<<---  set total BoTime of u're BoBab in secs*1000 here !!!
        selfBoTime = BoTime/2,      // time between self-BO-intervalls while waiting in catacombs2 act1 .. based on BoTime
        minBOreqTime = BoTime/3,      // time between BO requests .. based on BoTime
        minTimeXwp = BoTime/10,       // time between single WP calls per player .. based on BoTime
        shitList = [],
        guestNicks = [],
```

things I have added to libs/common/config.js
autoBO: {
Triggers: ["BOtime"],

| Top | ![profile] |

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