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Official kolbot Support Thread


Moderator: D2BS Staff

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Author	Message
noah~	Post subject: Official kolbot Support Thread Posted: Sat Apr 28, 2012 9:09 am
<div>D2BS Dev  Joined: Sun Jun 22, 2008 7:00 pm</div>	<p>To get the fastest and most accurate response, please include the following in your questions:</p> <p>Version: # + core15 or master (depending on which repo you downloaded from) D2BS #: this number is on the top of your diablo 2, it will say D2BS 1.4.XXXX Error Logs: if it is a d2bot crash, post the crash report if its a d2bs crash post your d2bs.log (located in d2bs folder) Additional info: where did it happen, what were the circumstances, can you reproduce the error etc</p> <hr/> <p>NipCheck -- An offline .nip checker PhotoGrid Sharp -- An image collage maker with formatting features d2bot# with kolbot -- For live support: irc://irc.synirc.net/d2bs</p>

Last edited by noah~ on Tue Jul 10, 2012 6:09 am, edited 1 time in total.

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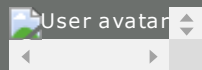
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weiry6922

Post subject: Re: Official kolbot Support Thread

Posted: Tue May 01, 2012 10:39 am

User



Joined: Thu Aug 04, 2005
1:12 am
Location: Australia

Okay I have a question for you to make fun of me 😊

How do I get it to use a script that i've made, if it's not the same name of one of the ones included it just says "Stalling for 60 secs"

It's js format etc, I looked in the starter and loader scripts but can't think of how to do it cause i'm too knarly.

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kolton

Post subject: Re: Official kolbot Support Thread

Posted: Tue May 01, 2012 2:48 pm

BHDev



Joined: Sun Jul 12, 2009
6:00 pm

file: MyScriptName.js
main script function: function MyScriptName()
char config: Scripts.MyScriptName = true / false

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**official member of
bot y u no work brigade**

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Securitycat

Post subject: Re: Official kolbot Support Thread

Posted: Tue May 01, 2012 6:27 pm

User



kolbot so many setting i try run out of the box but no work so~

Joined: Tue Aug 16, 2011
6:28 pm

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bobite

Post subject: Re: Official kolbot Support Thread

Posted: Tue May 01, 2012 8:42 pm

Moderator



Mod

Joined: Thu Dec 09, 2004
8:48 am

oog works with kolbot if the manager is giving you problems

its overrids kolbots starter and do its thing

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noah~

Post subject: Re: Official kolbot Support Thread

Posted: Tue May 01, 2012 10:15 pm

D2BS Dev



Mod



Joined: Sun Jun 22, 2008
7:00 pm

@weiry1294

do what kolton said and then for example if your script name is testing.js

you would do Scripts.testing = true; (now it will run that scrip along with anything else u have for true)

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weiry6922

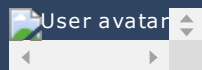
Post subject: Re: Official kolbot Support Thread

Posted: Tue May 01, 2012 11:17 pm

User



User



Joined: Thu Aug 04, 2005
1:12 am
Location: Australia

kolton » Tue May 01, 2012 3:48 am wrote:


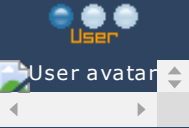
main script function: function MyScriptName()

Didn't know I had to do this! 😊

Does d2bot# go on to the next keyset if one is in use?

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<p>noah~</p> <p>D2BS Dev</p> <p></p> <p>Joined: Sun Jun 22, 2008 7:00 pm</p>	<p>Post subject: Re: Official kolbot Support Thread Posted: Wed May 02, 2012 12:05 am</p> <div><p><u>weiry6922</u> » Tue May 01, 2012 5:17 pm wrote:</p><div><p><u>kolton</u> » Tue May 01, 2012 3:48 am wrote:</p><pre>main script function: function MyScriptName()</pre></div></div> <p>Didn't know I had to do this! 😊</p> <p>Does d2bot# go on to the next keyset if one is in use?</p> <p>yup. and it will tell you which keyset it was</p> <p><u>NipCheck</u> -- An offline .nip checker <u>PhotoGrid Sharp</u> -- An image collage maker with formatting features <u>d2bot# with kolbot</u> -- For live support: irc://irc.synirc.net/d2bs</p> <p>Top profile</p>
<p>weiry6922</p> <p>User</p> <p></p> <p>Joined: Thu Aug 04, 2005 1:12 am Location: Australia</p>	<p>Post subject: Re: Official kolbot Support Thread Posted: Wed May 02, 2012 2:43 am</p> <div><p><u>D3STROY 3R</u> » Tue May 01, 2012 1:05 pm wrote:</p><div><p><u>weiry6922</u> » Tue May 01, 2012 5:17 pm wrote:</p><div><p><u>kolton</u> » Tue May 01, 2012 3:48 am wrote:</p><pre>main script function: function MyScriptName()</pre></div></div></div>

Didn't know I had to do this! 😊

Does d2bot# go on to the next keyset if one is in use?

yup. and it will tell you which keyset it was

Pro shit

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fatboi615

Post subject: Re: Official kolbot Support Thread

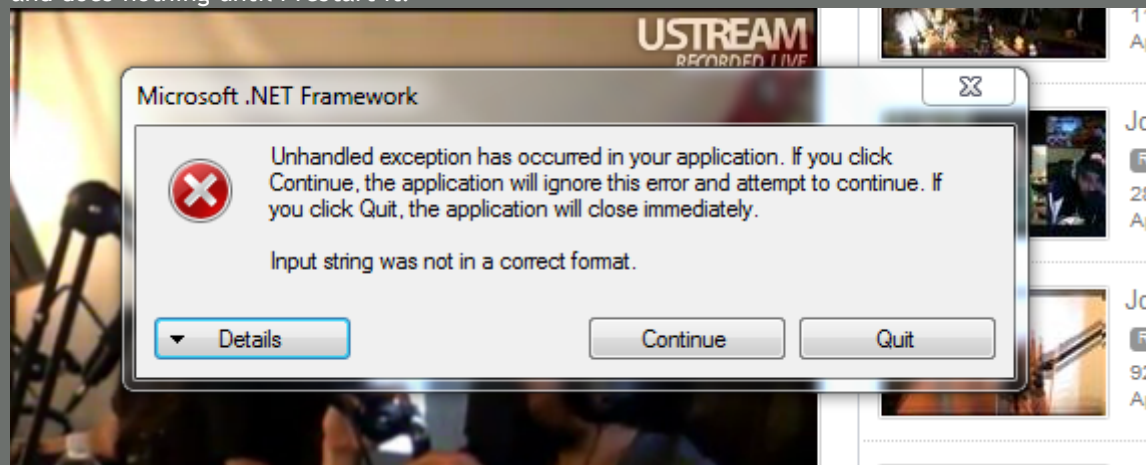
Posted: Wed May 02, 2012 3:56 am

User



Joined: Mon Nov 01, 2010
7:42 am

Hey guys having an issue with a .NET Framework crash with d2bot#. it happens when it tries to chicken out of game and just kills my char and does nothing until i restart it.



Please lmk if u can get me fixed up!



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noah~

Post subject: Re: Official kolbot Support Thread

Posted: Wed May 02, 2012 6:18 am

D2BS Dev

Joined: Sun Jun 22, 2008
7:00 pm

fatboi615 » Tue May 01, 2012 9:56 pm wrote:

Hey guys having an issue with a .NET Framework crash with d2bot#. it happens when it trys to chicken out of game and just kills my char and does nothing until i restart it.
Please lmk if u can get me fixed up!

Didn't kolton already pm you about this? because he sent me that same s/s from you.

Anyways, no one else has reported error when chicken so unless you can replicate the problem or give more details about it no one can fix it. by details not the error log, actual circumstance the error occurred in and if you can make it happen consistently

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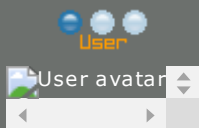
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hip

Post subject: Re: Official kolbot Support Thread

Posted: Wed May 02, 2012 10:10 am

User

Joined: Sun Dec 31, 2006
2:37 am

got this error:

[05/02/12 03:32:47] D2BS 1472: [Strict Warning] Code(162) File(e:\games\kolbot\d2bot-with-kolbot\d2bs\kolbot\libs\bots\useraddon.js:16)
reference to undefined property this.itemEvent
Line: (null)

and this error too:

Error in Follower (pickit.js line 321) : gidList its not defined

Code: Select all

```
fastPick: function () {
    var item, gid, status;

    while (gidList.length > 0) {
        gid = gidList.shift(); //line: 321
        item = getUnit(4, -1, -1, gid);

        if (item && (item.mode === 3 || item.mode === 5) && getDistance(me, item) <= this.range) {
            status = this.checkItem(item);

            if (status && this.canPick(item)) {
                this.pickItem(item, status);
            }
        }
    }
}
```

any hint

Saludos... HIP

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kolton

Post subject: Re: Official kolbot Support Thread

Posted: Wed May 02, 2012 10:53 am

BHDev



Update the bot. I forgot to include some changes last night.

[The \(incomplete\) kolbot wiki](#) | [Read before asking for kolbot help](#)



Joined: Sun Jul 12, 2009
6:00 pm



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hetsig

Post subject: Re: Official kolbot Support Thread

Posted: Sat May 05, 2012 12:04 am

User



Joined: Thu May 03, 2012
7:44 pm

My bot works good until it gets to the boss then it just makes a tp and waits in town. Anyone know what it might be?

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hetsig

Post subject: Re: Official kolbot Support Thread

Posted: Sat May 05, 2012 12:17 am

User



Joined: Thu May 03, 2012
7:44 pm

Figured it out. But i get this warning: [http://i1081.photobucket.com/albums/j35 ... arning.png](http://i1081.photobucket.com/albums/j35...arning.png)

nothing to worry about?

Also where do I change what items the bot will pick up and keep? And I noticed it does my runs in like 1min. How do I chage the runs/hour so I dont get rd?

rly good job on this bot. Works rly smooth ❤️

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