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## Kolbot tcp/ip starter

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Author	Message
<b>Jossos</b>	<b>Post subject:</b> Kolbot tcp/ip starter <b>Posted:</b> Wed Jun 11, 2014 3:33 pm
<div>User</div> <div></div> <div>Joined: Mon Apr 02, 2012 6:57 am</div>	<p>Hi,</p> <p>I'm not at all familiar with d2bs scripting, and cannot find this anywhere. Could someone make or link me to a startscript that just launches the window, then joins a tcp/ip game? Ill have the IP already there, so no typing needed.</p> <p>Also a hosting script would be good as well. Nothing fancy. Thanks.</p> <p>(Sorry if this is the wrong place to post this)</p>
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<b>Kallik</b>	<b>Post subject:</b> Re: Kolbot tcp/ip starter <b>Posted:</b> Wed Aug 27, 2014 6:28 pm

User



**Joined:** Wed Aug 27, 2014  
3:42 pm

I'm bumping this thread since I encountered the exact same issue.

What I've managed to do so far is create a game in tcp/ip and have bots join it:

in d2bs.ini :

for the host bot :

Mode = Other Multiplayer TCP\_IP Host

for the other bots :

Mode = Other Multiplayer TCP\_IP Join x.x.x.x  
(where x.x.x.x is the ip to join)

I have one major bug :

The character pick is extremely buggy (trying to log wrong char 9/10 times), and I can't get to see why.  
Maybe because all the characters are on the same "account" beeing in the save folder..

I think the bots are meant to be on bnet account, therefore if several bots run under on d2bs they are each in different accounts.  
So it might be a active hook or an undumped variable in the way of picking the right char. Might be something else 😊

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