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

Project: D2BS Classic - update [pic 16/02/16, vid 25/01/16]
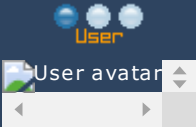**Moderator: D2BS Staff**

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Author	Message
D2BSC	**Post subject:** Project: D2BS Classic - update [pic 16/02/16, vid 25/01/16] 🗋 **Posted:** Sun Jun 14, 2015 10:21 pm

User
 	
🔵⚪⚪
User
 	
🖼️User avatar ▲
◄   ►
 	
Joined: Tue Jun 09, 2015 4:23 pm
	Hi, Diablo 2 falks, here's my Classic project: built a bot based on packets.
	
	(Using: D2Bot 2.0.2.6 Rev268, D2BS 1.5 Rev1840, Diablo2 1.13d)
	(Performing tests under single player and closed BNet modes)
	
	- Current task are green -
	
	Purpose: handle a real time info via packets (as I've figured out that a pathing with all game info would be more efficient than a blind pathing 🤓)
	  - should allow to re-path whenever it needs (e.g: avoid monster or object while walking,etc...)
	  - side effect: - be friendly memory (current threads: starter, default, command line - may also include 1 to handle script ??)
	  - side effect: - don't rely much on D2's functions

This implies:

- 17% - packet handle/storage:

  Server to Client:

       - object: 100% packet, 90% display - leftover will be treated on the fly when it occurs.

       - party content: 90% packet - find out all the packet related to players.

       - monster: 75% packet, 90% display, 25% 0xAC bitstream

       - map: 0% packet, 0% display. Figure out the mapping structure

       - item: 99% packet (bonus set left), 60% storage/display.

  Client to Server: very last task - some packets may be done for testing requirement.

- 35% - make a specific loader for classic, (handle HardCore dead character, as obviously they won't create/join game 😵)

  > [Show]

- 75% - update Config Character while in game (so any change that occurs in the config takes effect as soon as the file is saved).

  > [Show]

- 5% - re-write the pathfinding routine (already done for D2NT), and adjust the path with packet infos.

  0% - path finding core with D2BS collisions infos

  100% - heap sort (heavily tested - optimized)

Misc feature:

> [Show]

Scripts:

> [Show]

~ Other player gear viewer (green: gear info, red: no info) ~

~ Slowly building the item display ~

Show

~ Affix check on rare unidentified item - GS_0x9C/0x9D ~

~ Merging of the starter file with the in game automap (Npc & objects) ~
(Video recordings, make the game hard to play 🙂)
http://youtu.be/Uw2o_ZL0zbA

<u>Monster caption are:</u>

- Color code:
  - unique, super
  - champion, unique's minion
  - summoner
  - others
- Symbol code:
  - x is alive
  - - is dead (only for nec./barb. which own interaction skills, or if a nec is hostile)

  otherwise withdraw the display

~ Automap display: Unique monster and his minions ~

Help/Knowledge required, thanks in advance for any information you are able to provide 😊

~~- a way to access the parentDirectory, to read this file "profile.ini" or "D2bs.ini", as D2bot seems to require D2xpac to correctly login. so far i've tried: "../../files.ext" and many variant => didn't work.~~ 😞 - thanks to dzik87 and noah~ for their input ~~=> i will stay on the sideway solution: asking to copy the file the very first time the bot is run~~

~~- any enlightenment why "me.ping" seems to be late from 5s comparing to in game "/fps" ?~~

Source:

- packets - all the sticky from BH, (btw big thanks to all those people who, through the years have posted their research !)
- concerning javascript https://developer.mozilla.org/en-US/docs/Web/JavaScript/Typed_arrays is awesome
- D2 mechanics seems well explained @Phrozen Keep, (will dig later there if required)
- easy start with pathfinding can be found there http://www.policyalmanac.org/games/aStarTutorial.htm

Last, but not the least: don't give up 👋

Well ... still some staff 😃

Last edited by D2BSC on Tue Feb 16, 2016 11:10 pm, edited 79 times in total.

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KfC	**Post subject:** Re: Project: D2BSClassic	📄 **Posted:** Tue Jun 16, 2015 8:52 pm

User

User

C'est un très beau travail ami, bonne chance. Vous êtes trop près du but, arrêtes pas!! 😉

Joined: Mon Apr 05, 2010 12:29 am

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illegal	**Post subject:** Re: Project: D2BSClassic	📄 **Posted:** Tue Jun 16, 2015 9:00 pm

User

User

Any plans for classic rush script? Like one with sorc rusher + helpers.

Joined: Sat Jan 03, 2009 11:24 pm

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dzik87	**Post subject:** Re: Project: D2BSClassic	📄 **Posted:** Wed Jun 17, 2015 7:25 am

User

User

Having goals from begining is very good way to finish something 😃

Crossing fingers. GL with project.

Joined: Mon Dec 24, 2012 10:51 pm

_____

file:///D:/Game/d2+ / d2 bh/bh saves/d2bs script development/Project_ D2BS Classic - update [pic 16_02_16, vid 25_01_16].html

7/12

you can find me on irc #d2bs@irc.synirc.net

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268
269  ──────→ tabs
270           or
271  _ _ _ _ spaces?
272
```

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D2BSC	**Post subject:** Re: Project: D2BSClassic - update pics 17/06/15	**Posted:** Wed Jun 17, 2015 1:44 pm

User

◉◉◉
User

[User avatar]

Joined: Tue Jun 09, 2015
4:23 pm

@ Kfc & dzik87:
    Thanks for the kind words 😊 , I may post - later - some vid. related to operational packets.

@ illegal:
    concerning rush, I've planned to make an soso_enchantress being able to rush up to hellAct4 by herself (include in the bot mechanics).
    If so, it will be no problem for soso_rusher to rush w/wo back up.

So to answer 😃 , there's no specific "helper" script planned, but you could run the "follower" one and toggle attack true. It should do the trick.
    And to got further (thanks for the idea !) the rushed char would run "follower" too, but with attack off.

Regards.

_____

D2 packet based

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dzik87	**Post subject:** Re: Project: D2BSClassic - update pics 17/06/15	**Posted:** Wed Jun 17, 2015 5:06 pm

User

◉◉◉
User

Joined: Mon Dec 24, 2012
10:51 pm

> **D2BSC » Sun Jun 14, 2015 10:21 pm** wrote:
>
> **Help/Knowledge required,** thanks by advance 😊
>   - a way to access the parentDirectory, to read this file "profile.ini" or "D2bs.ini", as D2bot seems to require D2xpac to correctly login.

D2BS core lock your access on starter folder.
Actually there is walkaround for that but for security reasons drop me an pm. or even better catch me on irc.

_____
you can find me on irc #d2bs@irc.synirc.net

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268
269 ──────▶ tabs
270        or
271 _ _ _ _ spaces?
272
```

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noah~	**Post subject:** Re: Project: D2BSClassic - update pics 17/06/15	**Posted:** Wed Jun 17, 2015 10:20 pm

D2BS Dev

Mod

Joined: Sun Jun 22, 2008 7:00 pm

Okay, so as already mentioned, there is no access to profile.ini or d2bs.ini because we don't want you to write malicious scripts that steal account info.

Next, there is no point in compatibility for classic only. You can play classic mode with Diablo 2 expansion installed. As for cdkeys, expac keys are plentifully available.

Regarding pathing, using packet based info to get pathing will be much much slower than using collision map or using diablo 2 libs.

The config changes realtime - this is a javascript engine issue, you have to reload the javascript or create a json based update script where it does a runtime event based update (in this case the event is when file is saved).

Many of the features you mentioned is just a matter of scripting for kolbot libs or custom bot script.

_____
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

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D2BSC	**Post subject:** Re: Project: D2BSClassic - update pics 17/06/15	**Posted:** Wed Jun 17, 2015 11:49 pm

User

User

@noah~
   I totaly understand all about you're talking, even if don't agree to all.

User avatar

Joined: Tue Jun 09, 2015 4:23 pm

    The project only rely on javascript code, using packet from d2bs. Nothing special, just doing things the best way it's accessible to me/knowledge. I don't claim anything 😳 , but gather several idea and plan to join them in a project.

Be sure that I feel sorry if i've hurted you in anyway. It was in any case my intention, just a wish to write some code.

Regards.

_____

D2 packet based

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noah~

Post subject: Re: Project: D2BSClassic - update pics 17/06/15   🗋 **Posted:** Thu Jun 18, 2015 12:11 am

D2BS Dev

🔵🔵⚪
Mod

Joined: Sun Jun 22, 2008 7:00 pm

No one is "hurted", I'm simply explaining why the things you are talking about are not currently implemented. It's not a matter of oversight, but in reality that it would have little to no impact.

_____

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

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gtoilet

Post subject: Re: Project: D2BS Classic - update [pic 05/07/15, vid 06/07/   🗋 **Posted:** Tue Jul 07, 2015 6:32 am

User

🔵⚪⚪
User

Joined: Thu Dec 01, 2011 2:38 am

GL and would like to see this hit pub
since I play classic only and had to install LOD+keys to play thru d2bs

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D2BSC

Post subject: Re: Project: D2BS Classic - update [pic 14/07/15, vid 06/07/   🗋 **Posted:** Wed Jul 15, 2015 1:55 pm

User

🔵⚪⚪
User

Thanks i hope so too ! 😃

User avatar

_____
D2 packet based

Joined: Tue Jun 09, 2015
4:23 pm

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| **dzik87** | **Post subject:** Re: Project: D2BS Classic - update [pic 16/07/15, vid 20/07/ | **Posted:** Wed Jul 22, 2015 7:01 pm |

User

User

Joined: Mon Dec 24, 2012
10:51 pm

if you create game to fast after login it causes many FTJ. Someone mentioned min wait time is something like 7s.

_____
you can find me on irc #d2bs@irc.synirc.net

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| **D2BSC** | **Post subject:** Re: Project: D2BS Classic - update [pic 16/07/15, vid 20/07/ | **Posted:** Wed Jul 22, 2015 8:10 pm |

User

User

User avatar

Joined: Tue Jun 09, 2015
4:23 pm

well so far i didn't get any FTJ while login and creating game in a row... (ofc will rev this stuff if it happen)
the only FTJ i get are (back from a game), when creating a new game under 2,5s or joining game under 1s IIRC.

To me it's not really a matter of delay but much more what infos the realm server send... and indeed as there's no infos from the realm server it become a matter of blind delay 😜

_____
D2 packet based

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| **gtoilet** | **Post subject:** Re: Project: D2BS Classic - update [pic 16/07/15, vid 20/07/ | **Posted:** Thu Jul 23, 2015 5:28 pm |

User

User

I go atleast 7-10 sec before create games after join channel

Joined: Thu Dec 01, 2011
2:38 am

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| gtoilet | **Post subject:** Re: Project: D2BS Classic - update [pic 16/07/15, vid 20/07/ | **Posted:** Sat Oct 17, 2015 8:22 am |

User

User

I hope this didn't get pushed to the back

would like to have classic only login ability

Joined: Thu Dec 01, 2011
2:38 am

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