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Kolbot - DiabloHelper healing pala and enchant sorc.

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Author	Message
magace	Post subject: Kolbot - DiabloHelper healing pala and enchant sorc. Posted: Mon Jan 19, 2015 2:45 pm
<div>User  Joined: Wed Dec 20, 2006 11:24 pm</div>	<p>Been adding stuff to the diablohelper for my hccl nmcs team! So far I have healing pala, enchant sorc, bo barb! This is mainly here for people that requested to follow my runs because it gets bo from my barb.</p> <p>Also I added a few things that people asked for: Detects if it should start from start or star after it enters leaders portal Option to go to town when diablo dies.</p> <p>Config:</p> <div>Code: Select all</div>

```
Scripts.DiabloHelper = true; // Chaos helper, kills monsters and doesn't open seals on its own.
Config.DiabloHelper.SkipD    = false; //SKIPS DIABLO KILL
Config.DiabloHelper.SkipDl   = 50;    //GO TO TOWN IF DIABLOS LIFE IS BELOW THIS
Config.DiabloHelper.Boer     = false; //BOER GIVES RIVER WP AND BOES AT RIVER WORKS NEEDS CMDS IN CONFIG
Config.DiabloHelper.Healer    = false; //Paladin healer must have holy bolt and prayer
Config.DiabloHelper.getClose = false; //paladin will move closer to person that needs healing to holy bolt
them.
Config.DiabloHelper.closeDis = 100;    //Max distance paladin will travel to try get closer to heal with
holy bolt
Config.DiabloHelper.minDist  = 15;    //min distance paladin will start holy bolting players
Config.DiabloHelper.maxDist  = 40;    //max distance paladin will change to prayer aura to heal or run
closer if getClose is true
Config.DiabloHelper.minLife  = 90;    //Min life paladin will allow people to have before he starts to auto
heal
Config.DiabloHelper.maxLife  = 99;    //Paladin will not heal if players life is below this
Config.DiabloHelper.Chanter  = false; //Sorceress Chanter
Config.DiabloHelper.Wait     = 120;    // Seconds to wait for a runner to be in Chaos. If Config.Leader is set,
it will wait only for the leader.
Config.DiabloHelper.Entrance = true;   // Start from entrance. Set to false to start from star.
Config.DiabloHelper.SkipTP   = false; // Don't wait for town portal and directly head to chaos. It will
clear monsters around chaos entrance and wait for the runner.
Config.DiabloHelper.SkipIfBaal = false; // End script if there are party members in a Baal run.
```

Diablohelper.js:

Code: Select all

```
/**
 * @filename  DiabloHelper.js
 * @author    kolton
 * @desc      help leading player in clearing Chaos Sanctuary and killing Diablo
 */

function DiabloHelper() {
    //My functions
    this.Chant = function (nick) {
        if (!Misc.inMyParty(nick)) {
```

```
        say("Accept party invite, noob.");
        return false;
    }
    var unit = getUnit(0, nick);
    if (!unit || getDistance(me, unit) > 40) {
        say("Get closer.");
        return false;
    }
    if (unit) {
        do {
            if (!unit.dead) { // player is alive
                Skill.setSkill(52, 0);
            }
        } while (true);
    }
}
```

Last edited by magace on Fri Feb 13, 2015 3:28 pm, edited 3 times in total.

[Top](#)[profile](#)**Akazim****Post subject:** Re: Kolbot - DiabloHelper healing pala and enchant sorc.**Posted:** Mon Feb 02, 2015 4:10 am

User

**Joined:** Sun Dec 14, 2014 3:51 am

Hi magace I am glad to see you are making scripts public so I decided to help you with something.

Try using this for diablo % health and tell me if it works.
instead of Attack.kill use Attack.hurt

ex:
Attack.hurt(243); // 243 = Diablo, 544 = Baal.

i'm sure you can handle the rest 😊

[Top](#)[profile](#)**magace****Post subject:** Re: Kolbot - DiabloHelper healing pala and enchant sorc.**Posted:** Mon Feb 02, 2015 2:26 pm

User

**Joined:** Wed Dec 20, 2006 11:24 pm

Akazim » Sun Feb 01, 2015 10:10 pm wrote:

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That worked thanks! I knew Skill.cast(Config.AttackSkill[1], 1, dLife); was the wrong way to go about it but worked for temp lol!

Thanks!

Top



Akazim

Post subject: Re: Kolbot - DiabloHelper healing pala and enchant sorc.

Posted: Mon Feb 09, 2015 1:34 am

User



Joined: Sun Dec 14, 2014
3:51 am

magace » Mon Feb 02, 2015 1:26 pm wrote:

Akazim » Sun Feb 01, 2015 10:10 pm wrote:

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That worked thanks! I knew Skill.cast(Config.AttackSkill[1], 1, dLife); was the wrong way to go about it but worked for temp lol!



Thanks!

I was actually going to make a better expansion hell cs script so that its safe for leech bots but I never found time to mess with it due to working 7 days a week 😞 but hopefully I can do it before next ladder reset.

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