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D2BS v1.3.1 - Release Thread

Moderator: D2BS Staff

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Author	Message
lord2800	Post subject: D2BS v1.3.1 - Release Thread Posted: Sat May 01, 2010 9:13 pm
Section Leader  Joined: Fri Jul 05, 2002 8:51 pm Location: /sbin/	<p>D2BS, short for Diablo 2 Botting System, uses the open source Javascript engine named 'SpiderMonkey' to execute user scripts inside of Diablo 2. D2BS can be used to make Diablo 2 do almost anything that can be done in the game by a human player.</p> <p>D2BS does not try to exploit any bugs in the Diablo 2 code, the Battle.net protocol or game servers; it only simulates a real player.</p> <p>Binary Download: here</p> <p>Source Code: here</p> <p>Visual Studio 2008 Runtime (necessary for loading the D2BS runtime): here</p>

.NET 3.5 Runtime (necessary for loading the D2BS loader): [here](#)

Code: Select all

Version History:

Version 1.3.1 -

```
.    Fixed me.cancel(1) (was using the wrong function pointer... whoops!)
      (this also fixes the "gamble bug")
```

D2BS

Programming motherfuckers... DO YOU SPEAK IT?!

I, for one, welcome our new black overlo... I mean, president!

1. Create signature generator.
2. ???
3. Profit!

Last edited by **lord2800** on Fri May 14, 2010 12:21 am, edited 1 time in total.

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PtrBot

Post subject:

Posted: Sat May 01, 2010 9:19 pm


User



User

Joined: Fri Dec 25, 2009
9:19 pm

Very nice that gamble is fixed!

Thanks and... im first to post  

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kolton

Post subject:

Posted: Sat May 01, 2010 9:23 pm

BHDev



BHDev

This is great news.



Joined: Sun Jul 12, 2009
6:00 pm

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TheWarMachine

Post subject:

Posted: Sat May 01, 2010 10:14 pm

User



Joined: Sun Feb 17, 2008
8:18 pm
Location: 509, WA

thankyou

Joined: 04 Mar 2004 Definitely NOT Orez
<-Cthulhon> v1: I said that I think that you are probably a quiet nerd in real life.

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return2condor

Post subject:

Posted: Thu May 06, 2010 1:16 am

User



Joined: Sat Oct 27, 2007
6:50 am

thanks for all the work and effort

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TheVoid#2

Post subject: Re: D2BS v1.3.1 - Release Thread

Posted: Thu May 06, 2010 1:25 am

User



Joined: Sat Apr 25, 2009
3:54 pm

lord2800 wrote:

D2BS does not try to exploit any bugs in the Diablo 2 code, the Battle.net protocol or game servers; it only simulates a real player.

I love how you like to assume there are bugs in Diablo II's coding. . .

Other than that, good job ^^.

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Joey_BBC

Post subject: Re: D2BS v1.3.1 - Release Thread

Posted: Thu May 06, 2010 1:44 am

User



Joined: Sun Dec 24, 2006
3:01 am

TheVoid#2 wrote:

lord2800 wrote:

D2BS does not try to exploit any bugs in the Diablo 2 code, the Battle.net protocol or game servers; it only simulates a real player.

I love how you like to assume there are bugs in Diablo II's coding. . .

Other than that, good job ^^.

I love how you assume there are none?

Thanks so much to everyone involved.

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lord2800

Post subject: Re: D2BS v1.3.1 - Release Thread

Posted: Thu May 06, 2010 2:25 am

Section Leader








Joined: Fri Jul 05, 2002
8:51 pm
Location: /sbin/

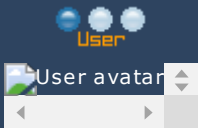


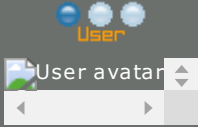





TheVoid#2 wrote:








I love how you like to assume there are bugs in Diablo II's coding. . .

Other than that, good job ^^.

I can think of two or three off the top of my head that we could be abusing right now, but aren't.

	<hr/> <u>D2BS</u> <u>Programming motherfuckers...</u> DO YOU SPEAK IT?! I, for one, welcome our new black overlo... I mean, president! <ol style="list-style-type: none">1. Create signature generator.2. ???3. Profit!
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greg123	Post subject: ■ Posted: Thu May 06, 2010 2:55 am
<div>User</div> <div> User</div> <div>Joined: Mon Nov 03, 2008 11:44 pm</div>	why arent we, wouldnt that be fun? it is just a game
Top	 profile
lord2800	Post subject: ■ Posted: Thu May 06, 2010 2:59 am
<div>Section Leader</div> <div> S. Leader</div> <div>Joined: Fri Jul 05, 2002 8:51 pm Location: /sbin/</div>	<div>greg123 wrote:</div> <div>why arent we, wouldnt that be fun? it is just a game</div> <p>Because D2BS intentionally does not exploit any bugs.</p> <hr/> <u>D2BS</u> <u>Programming motherfuckers...</u> DO YOU SPEAK IT?! I, for one, welcome our new black overlo... I mean, president! <ol style="list-style-type: none">1. Create signature generator.2. ???3. Profit!
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p1nk	Post subject: Posted: Fri May 07, 2010 4:40 am
<div>User  Joined: Mon Sep 06, 2004 3:00 am Location: ici</div>	<div>Am I the only one needing a tutorial? 😞</div> <div></div>
Top	 profile
Army	Post subject: Posted: Fri May 07, 2010 4:45 am
<div>User  Joined: Mon Jun 27, 2005 11:34 am Location: Connecticut</div>	<div><div>p1nk wrote: Am I the only one needing a tutorial? 😞</div><div>try looking for it. there's several</div><div> </div></div>
Top	 profile
crshRson	Post subject: Posted: Fri May 07, 2010 12:07 pm
<div>User  Joined: Thu May 06, 2010 4:46 pm</div>	<div>Is that one bannable by warden?</div>
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lord2800 Section Leader  Joined: Fri Jul 05, 2002 8:51 pm Location: /sbin/	Post subject: <div>Posted: Fri May 07, 2010 12:17 pm</div> <div>crshRson wrote: Is that one bannable by warden?</div> <p>To the best of our knowledge and ability to test, no. And we hid known bannable hacks with cguard.</p> <p>_____</p> <p><u>D2BS</u> <u>Programming motherfuckers...</u> DO YOU SPEAK IT?! I, for one, welcome our new black overlo... I mean, president!</p> <ol style="list-style-type: none">1. Create signature generator.2. ???3. Profit!
Top	 profile
RonaldMcDonald User  Joined: Fri Sep 06, 2002 8:16 am Location: SWEDEN	Post subject: <div>Posted: Fri May 07, 2010 5:52 pm</div> <p>So I been using this a couple of days now, used D2NT before that.</p> <p>I have to say, really good work guys! It's awesome, hands down!</p> <p>Only negative is that I crash more with D2BS/OOG then D2NT, but it recovers fast so not much of a problem.</p> <p></p>
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