



# Blizzhackers

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## D2BS v1.2.1 - Release Thread

Moderator: D2BS Staff

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Author	Message
lord2800	<b>Post subject:</b> D2BS v1.2.1 - Release Thread <b>Posted:</b> Fri Feb 26, 2010 1:31 am
<div>Section Leader</div> <div> S.Leader</div> <div><b>Joined:</b> Fri Jul 05, 2002 8:51 pm <b>Location:</b> /sbin/</div>	<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><b>Binary Download:</b> <a href="#">here</a></p> <p><b>Source Code:</b> <a href="#">here</a></p> <p><b>Visual Studio 2008 Runtime</b> (necessary for loading the D2BS runtime): <a href="#">here</a></p>

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

**Code:** Select all

Version History:

Version 1.2.1 -

- . Reverted to packet-based shopping, the internal method we were using seems to still be buggy.
- . Fixed various places where scripts/functions could inadvertently fail due to internal mishandling of game state.
- . Fixed addProfile--it wasn't correctly adding profiles anyway.
- . Made all profile settings be in SECONDS. This means you MUST EDIT YOUR D2BS.INI APPROPRIATELY.
- . Added a new property, me.gameReady. Previously, functions that required the game to be ready would simply return undefined if the game wasn't ready, now they will wait on the game to be ready. If you wish to do your own processing instead, then you should test me.gameReady to see if the core would block while waiting for the game. You don't need to do anything to benefit from this change, as the default behavior is now just a little more correct.

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 Wed Apr 28, 2010 7:05 pm, edited 1 time in total.

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**lord2800**

**Post subject:**

**Posted:** Fri Feb 26, 2010 1:59 am

Section Leader



Also, I should make a mention here: 1.3 will take a while to get out--we're doing significant work on the underlying code, including an upgrade to SpiderMonkey 1.8.1, so please be patient with us while we work on these very significant changes. Don't worry if bugs creep up-

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

-we'll keep fixing them if you guys find them and release updates as necessary, but the next major version will take a while to release.

D2BS

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**foloman**

**Post subject:**

**Posted:** Fri Feb 26, 2010 6:33 pm

User



tr.im seems to be dead. Direct link would be appreciated 😊

**Joined:** Fri Jul 12, 2002  
2:23 am  
**Location:** Sweden

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**stfunb**

**Post subject:**

**Posted:** Fri Feb 26, 2010 7:57 pm

User



Thanks guys, the shopping works very well so far !

Great Job

**Joined:** Wed Jun 28, 2006  
8:57 pm

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**cognac**

**Post subject:**

**Posted:** Fri Feb 26, 2010 9:51 pm

User




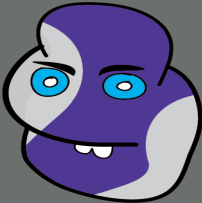



strange d2bs loads but does nothing

**Joined:** Sat Aug 04, 2007  
8:29 pm

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<b>DiabloFarmer</b>  User  <b>Joined:</b> Mon Apr 27, 2009 10:15 pm	<b>Post subject:</b>  nvm 😊  <a href="#">Top</a> <a href="#">profile</a>	<b>Posted:</b> Tue Mar 09, 2010 7:40 am
<b>Jmees</b>  User  <b>Joined:</b> Wed Mar 24, 2010 1:01 pm	<b>Post subject:</b>  so when will v1.3 be out? 🦋  Last edited by Jmees on Wed Mar 24, 2010 2:08 pm, edited 1 time in total.  <a href="#">Top</a> <a href="#">profile</a>	<b>Posted:</b> Wed Mar 24, 2010 1:59 pm
<b>wootie</b>  User Gold   <b>Joined:</b> Sat Jul 28, 2007 1:44 pm <b>Location:</b> Dänemark	<b>Post subject:</b>  <div>Jmees wrote: so when will 1v1.3 be out? 🦋</div>  Patient is the key to everything 😊  <a href="#">Top</a> <a href="#">profile</a>	<b>Posted:</b> Wed Mar 24, 2010 2:03 pm
<b>Jmees</b>  User  <b>Joined:</b> Wed Mar 24, 2010 1:01 pm	<b>Post subject:</b>  <div>wootie wrote:</div> <div>Jmees wrote:</div>	<b>Posted:</b> Wed Mar 24, 2010 2:08 pm

so when will 1v1.3 be out? 🍁

Patient is the key to everything 😊

true, true.. 😎

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