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d2bot# with kolbot release

Moderator: D2BS Staff

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| Author | Message |
|--|---|
| kolton | Post subject: d2bot# with kolbot release Posted: Tue Apr 24, 2012 2:46 pm |
| <div>BHDev  Joined: Sun Jul 12, 2009 6:00 pm</div> | <p>Guides and instructions can be found on kolbot wiki: https://github.com/kolton/d2bot-with-kolbot/wiki</p> <p>d2bot# - a game manager for d2bs by d3stroy3r kolbot - a script library for d2bs by kolton</p> <p>required software: .NET 3.5 http://www.microsoft.com/en-us/download ... aspx?id=21 .NET 4.0 http://www.microsoft.com/download/en/de ... x?id=17851 vc++ 2010 redistrib http://www.microsoft.com/en-us/download ... px?id=5555 (for d2bs core 1.5) vc++ 2008 sp1 http://www.microsoft.com/en-us/download ... px?id=5582</p> |

Stuff that isn't supported:

- ♦Botting on private realms. If it works, that's great. If not, you're out of luck. Some realms ban you for what kolbot does normally, others send warden packets which kill d2bs so it's impossible to account for all the differences.
- ♦Classic install without expansion. D2bs out of game controls were written only for expansion menus, you won't be able to get the bot to login successfully with classic menus.

Everything in the spoiler tag is old information

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Last edited by kolton on Fri Nov 21, 2014 8:12 pm, edited 22 times in total.

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kolton

Post subject: Re: d2bot# with kolbot release

Posted: Tue Apr 24, 2012 2:46 pm

BHDev



Joined: Sun Jul 12, 2009
6:00 pm

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Last edited by kolton on Thu Jun 05, 2014 8:52 am, edited 6 times in total.

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kolton

Post subject: Re: d2bot# with kolbot release

Posted: Tue Apr 24, 2012 2:47 pm

BHDev

Everything in the spoiler tag is old information



Joined: Sun Jul 12, 2009
6:00 pm

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Special Thanks:

d2bs team

synirc #d2bs crew

etal team

McGod and his mBot - lots of ideas came from here, and I snagged mBot's Storage.js

Muddy Waters

rolle3k

curiousmonkey

Misc Notes

Stashing can be done from anywhere in town, and kolbot uses that, so don't freak out if you see item on cursor after visiting a NPC.

The official kolbot slogan is "use kolbot or die."

Kolbot supports all character classes and most character builds. It doesn't support shapeshift druids, but it does have experimental wolfbarb code. If that proves to be a success, it will be used for druids too. Melee characters (frenzy, conc, zeal, charged strike etc) will walk short distances to reposition when attacking (mostly due to garbage fcr where walking takes less time).

Barbarians and ww assassins will use tri-whirl on solo targets (yay)

[The \(incomplete\) kolbot wiki](#) | [Read before asking for kolbot help](#)



Last edited by kolton on Thu Jun 05, 2014 8:52 am, edited 6 times in total.

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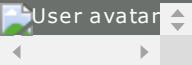






Stib-

Post subject: Re: d2bot# with kolbot release

Posted: Tue Apr 24, 2012 2:56 pm

User



| | | |
|---|---|--|
| Joined: Mon Apr 12, 2010 8:56 pm | kolton lover | |
| Top |  profile | |
| fatboi615 | Post subject: Re: d2bot# with kolbot release | Posted: Tue Apr 24, 2012 5:28 pm |
| <div>User</div> <div></div> <div>User</div> <div></div> <div>Joined: Mon Nov 01, 2010 7:42 am</div> | <div>Nice work Kolton!</div> <div></div> | |
| Top |  profile | |
| noah~ | Post subject: Re: d2bot# with kolbot release | Posted: Tue Apr 24, 2012 10:50 pm |
| <div>D2BS Dev</div> <div></div> <div>Mod</div> <div></div> <div>Joined: Sun Jun 22, 2008 7:00 pm</div> | <div></div> <div><u>NipCheck</u> -- An offline .nip checker <u>PhotoGrid Sharp</u> -- An image collage maker with formatting features <u>d2bot# with kolbot</u> -- For live support: irc://irc.synirc.net/d2bs</div> | |
| Top |  profile | |
| weiry6922 | Post subject: Re: d2bot# with kolbot release | Posted: Thu Apr 26, 2012 12:12 pm |
| <div>User</div> <div></div> <div>User</div> <div></div> <div>Joined: Thu Aug 04, 2005</div> | <div>Awesome release!</div> <div>Quick question: Is it possible to disable dodge for certain bosses?</div> | |

1:12 am
Location: Australia

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kolton

Post subject: Re: d2bot# with kolbot release

Posted: Thu Apr 26, 2012 2:30 pm

BHDev



Joined: Sun Jul 12, 2009
6:00 pm

weiry6922 » 13:12, Thu 26 Apr, 2012 wrote:

Awesome release!

Quick question: Is it possible to disable dodge for certain bosses?

It will be possible with the next update.

[The \(incomplete\) kolbot wiki](#) | [Read before asking for kolbot help](#)



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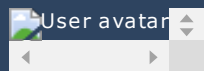


Shaggi

Post subject: Re: d2bot# with kolbot release

Posted: Sat Apr 28, 2012 12:44 am

BHDev



Joined: Mon Jul 13, 2009
5:13 pm
Location: Denmark

Seems really cool. Good to get most of ntbot out of the way 😊

- good work!

[Autumn](#), [Itemdumper](#) & [D2Extra](#)



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kolton

Post subject: Re: d2bot# with kolbot release

Posted: Sun Apr 29, 2012 6:44 pm

BHDev



Pushed an update, added Follower script for ladder reset (pretty much a port of my d2nt follower).
dodge ignore list is in Attack.js, it currently has baal and diablo. More bosses can be added at any time so anyone who can think of bosses



Joined: Sun Jul 12, 2009
6:00 pm

nobody would dodge, make a list and post here.

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Stib-

Post subject: Re: d2bot# with kolbot release

Posted: Mon Apr 30, 2012 3:35 pm

User



Joined: Mon Apr 12, 2010
8:56 pm

typo in follower.js

```
if (!me.inTown) {  
  if (!leaderUnit) {  
    leaderUnit = this.getLeaderUnit(Config.Follower.Leader);  
    line 595
```

follower needs a tp tome (as he leaves town) for the reset which is not possible :/
[http://imageshack.us/photo/my-images/21 ... 01nyo.png/](http://imageshack.us/photo/my-images/21...01nyo.png/)

```
e1: nevermind  
set Config.TownCheck = false; // Go to town if out of potions to false and you're fine till you gathered some gold
```

```
e2: my lvl 2 dru is going crazy because of Config.SummonRaven = true;  
if (Config.SummonRaven) {  
  this.summon(221); // Raven  
}
```

```
e3:  
running with 7 followers & they get kicked quite frequently  
http://img821.imageshack.us/img821/1300 ... rd01wl.png
```

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kolton

Post subject: Re: d2bot# with kolbot release

Posted: Tue May 01, 2012 2:39 pm

BHDev

[quote="url=http://www.blizzhackers.cc/viewtopic.php?p=4566001#p4566001]Stib- > 16:35, Mon 30 Apr, 2012[/url]"]typo in follower.js



Joined: Sun Jul 12, 2009
6:00 pm

```
if (!me.inTown) {
if (!leaderUnit) {
leaderUnit = this.getLeaderUnit(Cinfig.Follower.Leader);
line 595
```

follower needs a tp tome (as he leaves town) for the reset which is not possible :/

<http://imageshack.us/photo/my-images/21... 01nyp.png/>

e1: nevermind

set Config.TownCheck = false; // Go to town if out of potions to false and you're fine till you gatherd some gold

e2: my lvl 2 dru is going crazy because of Config.SummonRaven = true;

```
if (Config.SummonRaven) {
this.summon(221); // Raven
}
```

e3:

running with 7 followers & they get kicked quite frequently

[http://img821.imageshack.us/img821/1300... rd01wl.png\[/quote\]](http://img821.imageshack.us/img821/1300... rd01wl.png[/quote])

I'll see what I can do about the bugs tonight.

Check me.maxgametime for that kicking problem (It's set in the starter, and I'll move it to char config in next update).

Last edited by kolton on Tue May 22, 2012 5:46 pm, edited 1 time in total.

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Stib-

Post subject: Re: d2bot# with kolbot release

Posted: Tue May 01, 2012 4:02 pm

User



Joined: Mon Apr 12, 2010
8:56 pm

for the follower, what about

```
if (me.classid === 3 && Config.AttackSkill[2] > -1) {
Skill.setSkill(Config.AttackSkill[2], 0);
}
```

instead of

```
if (me.classid === 3 && Config.AttackSkill[2] > 0) {
Skill.setSkill(Config.AttackSkill[2], 0);
```

}

saves you the all skill 0

?

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kolton

Post subject: Re: d2bot# with kolbot release**Posted:** Tue May 01, 2012 4:07 pm

BHDev


BHDev**Joined:** Sun Jul 12, 2009
6:00 pm

all skill 0 is for left click attack, Config.AttackSkill[2] is aura and not affected by that command (+all auras are > 0)
but in the end, it's doesn't make a difference whether it's -1 or 0

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Stib-

Post subject: Re: d2bot# with kolbot release**Posted:** Tue May 01, 2012 4:31 pm

User


User**Joined:** Mon Apr 12, 2010
8:56 pm

okidoki

case 4: // Barbarian

if (!me.getState(32) || force || me.hpmax < this.curHP) {

Precast.weaponSwitch(Config.BOSwitch);

Skill.cast(155, 0); // Battle Command

Skill.cast(149, 0); // Battle Orders

Skill.cast(138, 0); // Shout

Precast.weaponSwitch(Math.abs(Config.BOSwitch - 1));

}

this fucks a lvl < 24 barb :D

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