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Diablo II 1.14b Pointers - Patches - Functions - Structures

Moderator: Diablo Mods





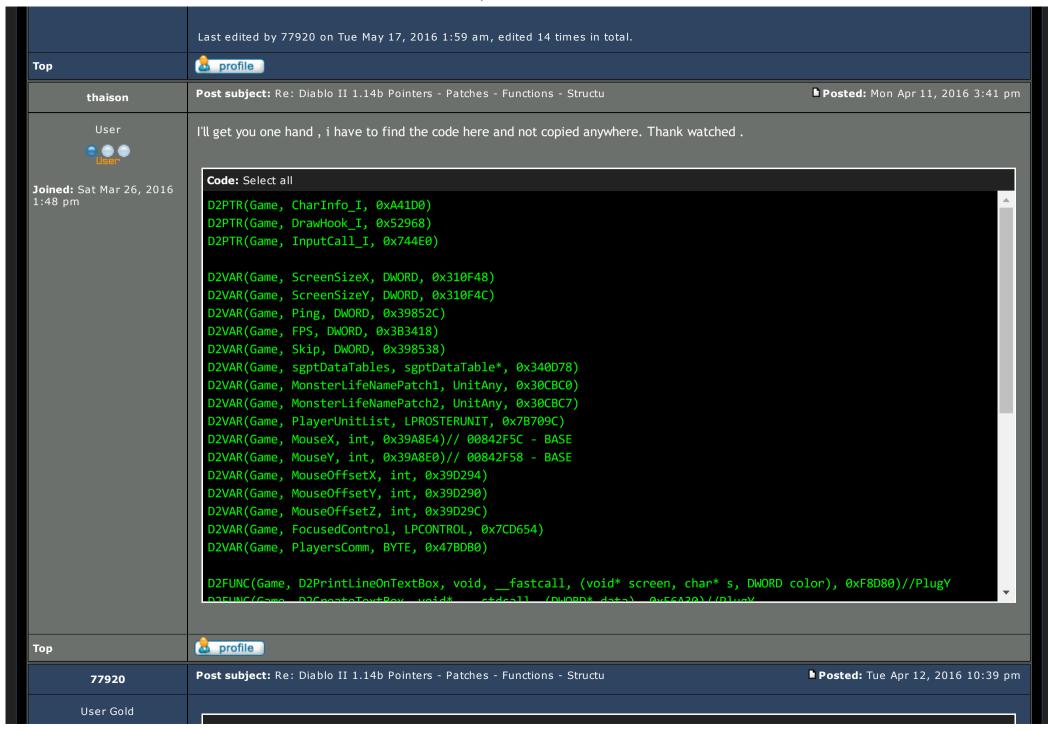
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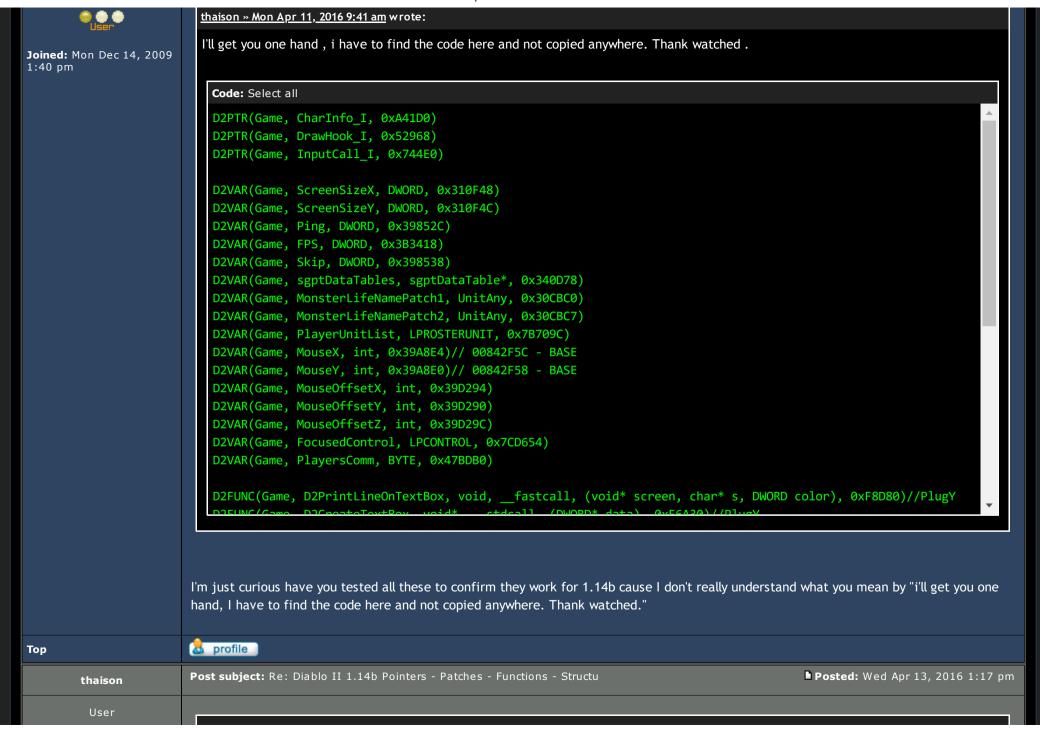
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Author	Message				
77920	Post subject: Diablo II 1.14b Pointers - Patches - Functions - Structures	▶ Posted: Thu Apr 07, 2016 9:51 pm			
User Gold Joined: Mon Dec 14, 2009 1:40 pm	Code: Select all {PatchBytes, GetOffset(0x661C5), (DWORD)ShiftClickFarcast, 1 }, //Updated 1.14b {PatchBytes, GetOffset(0xA6B96), (DWORD)LeftClickAllSkills, 1 }, //Updated 1.14b {PatchCall, GetOffset(0x4A9C2), (DWORD)GameLoop_STUB,6 }, //Updated 1.14b //004 {PatchJmp, GetOffset(0x67AE0), (DWORD)GameDraw_STUB, 5 }, //Updated 1.14b //00 {PatchJmp, GetOffset(0x564F3), (DWORD)GameDrawAutomapInfo_STUB, 5 }, //Updated {PatchCall, GetOffset(0x55F00), (DWORD)GameDrawUnitBlob_STUB,5 }, //Updated 1.1 {PatchJmp, GetOffset(0x74228), (DWORD)SendPacketIntercept_STUB, 6}, //Updated {PatchCall, GetOffset(0x5AF94), (DWORD)ReceivePacketIntercept_STUB,5 }, //Updated 1.1 {PatchCall, GetOffset(0x7864F), (DWORD)GameInput_Interception, 5}, //Updated 1.1 {PatchCall, GetOffset(0x73A6), (DWORD)CreateMissile_STUB,5}, //Updated 1.14b //	Hb //004A6B96-BASE H4A9C2-BASE D467AE0-BASE H 1.14b //004564F3-BASE H4b //00455F00-BASE 1.14b //00474228-BASE Hed 1.14b 0045AF94-BASE H14b //0047864F-BASE			

```
{PatchCall, GetOffset(0x414BE), (DWORD)NextGameNamePatch, 5}, //Updated 1.14b // 004414BE-BASE
{PatchCall, GetOffset(0x414F9), (DWORD)NextGamePasswordPatch, 5}, //Updated 1.14b // 004414F9-BASE
{PatchCall, GetOffset(0x4170C), (DWORD)NextGameNamePatch, 5}, //Updated 1.14b //0044170C-BASE
{PatchCall, GetOffset(0x41747), (DWORD)NextGamePasswordPatch, 5}, //Updated 1.14b //00454T47-BASE
{PatchCall, GetOffset(0x544E2), (DWORD)AddShrine_STUB, 6}, //Updated 1.14b //004544E2-BASE
{PatchCall, GetOffset(0x71ED4), (DWORD)OverrideShrine_STUB, 7}, //Updated 1.14b //00453177-BASE
{PatchCall, GetOffset(0x21DB56), (DWORD)WeatherSTUB, 5, }, //Updated 1.14b //0061DB56-BASE
{PatchCall, GetOffset(0x4A658), (DWORD)GameFailToJoin_STUB, 6}, //Updated 1.14b //0044A658-BASE
{PatchCall, GetOffset(0x4FAD0), (DWORD)MonsterLifeBarNameSTUB, 6}, //Updated 1.14b //004FAD0-BASE
{PatchCall, GetOffset(0x450B1), (DWORD)OnMCPPacketReceivedSTUB, 5}, //Updated 1.14b //004416A2-BASE
{PatchCall, GetOffset(0x414A2), (DWORD)CreateGameBoxSTUB, 5}, //Updated 1.14b //004414A2-BASE
{PatchCall GetOffset(0x414A2), (DWORD)DestroyGameList, 5}, //Updated 1.14b //0043F6A9-RASE
```

```
Code: Select all
FUNCPTR(BNCLIENT, SendBNMessage, void fastcall, (LPSTR lpMessage), 0x118B70) //Updated 1.14b //00518B70-BASE
FUNCPTR(D2CLIENT, GetSelectedUnit, UnitAny * stdcall, (), 0x63250)//Updated 1.14b //00463250-BASE
FUNCPTR(D2CLIENT, GetMonsterTxt, MonsterTxt * FASTCALL, (DWORD MonsterNumber), 0x4D5D2) //Updated 1.14b
//0044D5D2-BASE
FUNCPTR(D2CLIENT, PrintGameString, void fastcall, (wchar t *wMessage, int nColor), 0x9AB40) //Updated 1.14b
//0049AB40-BASE
FUNCPTR(D2CLIENT, PrintPartyString, void fastcall, (wchar t *wMessage, int nColor), 0x9AD60)//Updated 1.14b
//0049AD60-BASE
FUNCPTR(D2CLIENT, GetDifficulty, BYTE stdcall, (), 0x49240)//Updated 1.14b //00449240-BASE
FUNCPTR(D2CLIENT, GetAutomapSize, DWORD stdcall, (void), 0x55E20) //Updated 1.14b //00455E20-BASE
FUNCPTR(D2CLIENT, GetGameInfo, GameStructInfo * stdcall, (), 0x46C60) //Updated 1.14b //00446C60-BASE
FUNCPTR(D2CLIENT, NewAutomapCell, AutomapCell * fastcall, (), 0x532B0) //Updated 1.14b //004532B0-BASE
FUNCPTR(D2CLIENT, AddAutomapCell, void fastcall, (AutomapCell *aCell, AutomapCell **node), 0x53190) //Updated
1.14b //00453190-BASE
FUNCPTR(D2CLIENT, RevealAutomapRoom, void stdcall, (Room1 *pRoom1, DWORD dwClipFlag, AutomapLayer *aLayer),
0x545D0) //Updated 1.14b //004545D0-BASE
FUNCPTR(D2CLIENT, InitAutomapLayer I, AutomapLayer* fastcall, (DWORD nLayerNo), 0x543E0)//Updated 1.14b
//004543E0-BASE
FUNCPTR(D2CLIENT, GetMonsterOwner, DWORD fastcall, (DWORD nMonsterId), 0x747D0) //Updated 1.14b //004747D0-
BASE
FUNCPTR(D2CLIENT, GetUiVar I, DWORD fastcall, (DWORD dwVarNo), 0x4EEF0) //Updated 1.14b //0044EEF0-BASE
FUNCPTR(D2CLIENT, CalculateShake, void stdcall, (DWORD *dwPosX, DWORD *dwPosY), 0x11E4E0)//Updated 1.14b
```

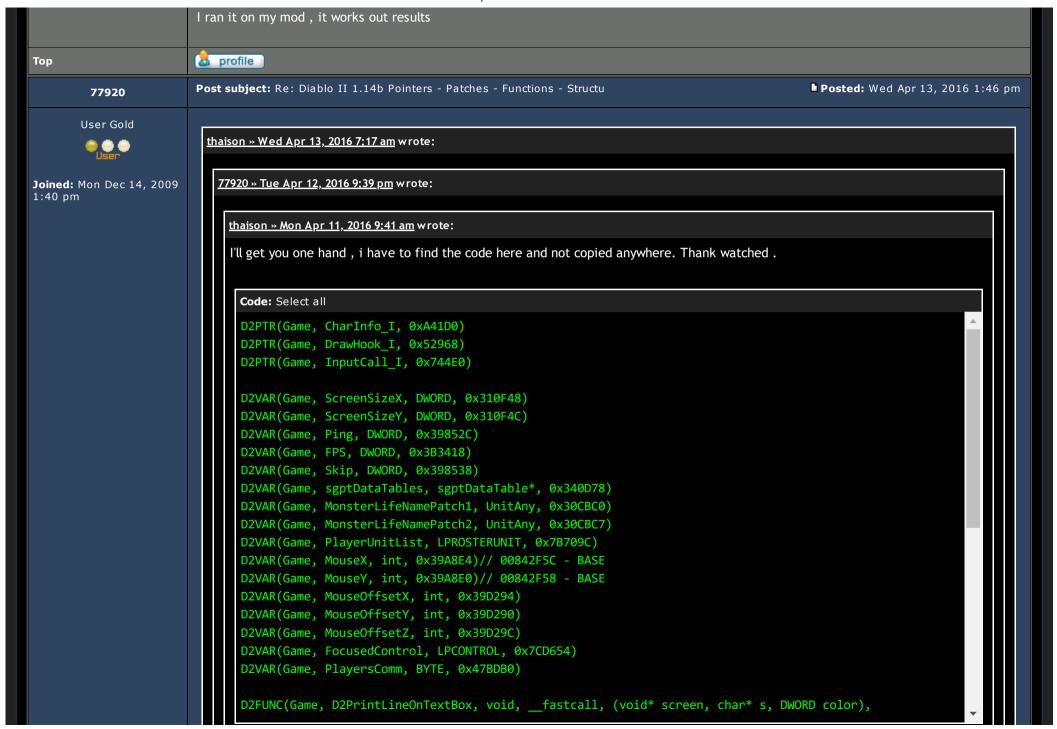




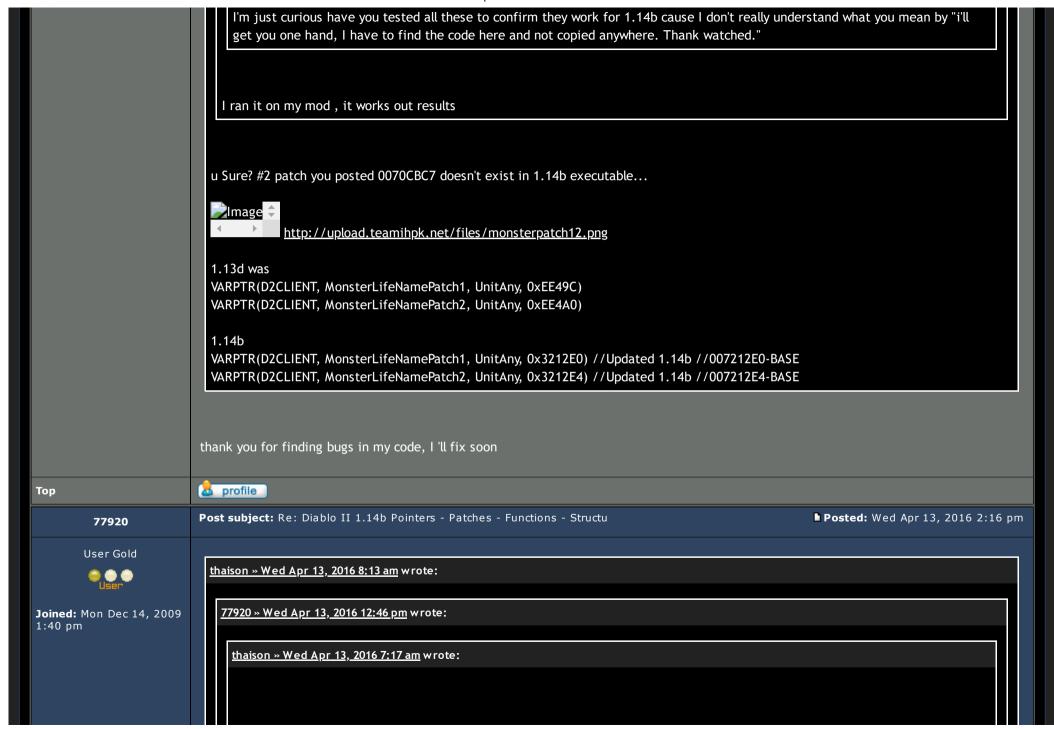


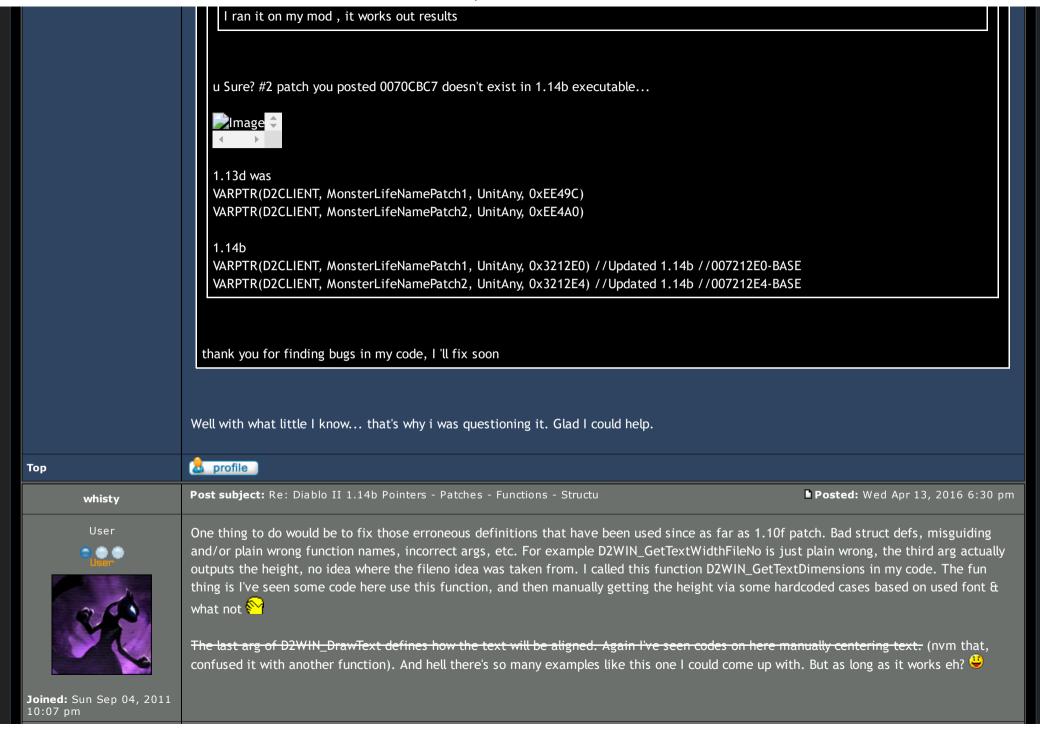
Joined: Sat Mar 26, 2016 1:48 pm

```
77920 » Tue Apr 12, 2016 9:39 pm wrote:
 thaison » Mon Apr 11, 2016 9:41 am wrote:
  I'll get you one hand , i have to find the code here and not copied anywhere. Thank watched .
   Code: Select all
   D2PTR(Game, CharInfo I, 0xA41D0)
   D2PTR(Game, DrawHook I, 0x52968)
   D2PTR(Game, InputCall I, 0x744E0)
   D2VAR(Game, ScreenSizeX, DWORD, 0x310F48)
   D2VAR(Game, ScreenSizeY, DWORD, 0x310F4C)
   D2VAR(Game, Ping, DWORD, 0x39852C)
   D2VAR(Game, FPS, DWORD, 0x3B3418)
   D2VAR(Game, Skip, DWORD, 0x398538)
   D2VAR(Game, sgptDataTables, sgptDataTable*, 0x340D78)
   D2VAR(Game, MonsterLifeNamePatch1, UnitAny, 0x30CBC0)
   D2VAR(Game, MonsterLifeNamePatch2, UnitAny, 0x30CBC7)
   D2VAR(Game, PlayerUnitList, LPROSTERUNIT, 0x7B709C)
   D2VAR(Game, MouseX, int, 0x39A8E4)// 00842F5C - BASE
   D2VAR(Game, MouseY, int, 0x39A8E0)// 00842F58 - BASE
   D2VAR(Game, MouseOffsetX, int, 0x39D294)
   D2VAR(Game, MouseOffsetY, int, 0x39D290)
   D2VAR(Game, MouseOffsetZ, int, 0x39D29C)
   D2VAR(Game, FocusedControl, LPCONTROL, 0x7CD654)
   D2VAR(Game, PlayersComm, BYTE, 0x47BDB0)
   D2FUNC(Game, D2PrintLineOnTextBox, void, fastcall, (void* screen, char* s, DWORD color),
    0vE0D00) / /D1ugV
I'm just curious have you tested all these to confirm they work for 1.14b cause I don't really understand what you mean by "i'll get you
one hand, I have to find the code here and not copied anywhere. Thank watched."
```



I'm just curious have you tested all these to confirm they work for 1.14b cause I don't really understand what you mean by "i'll get you one hand. I have to find the code here and not copied anywhere. Thank watched." I ran it on my mod, it works out results u Sure? #2 patch you posted 0070CBC7 doesn't exist in 1.14b executable... **i**lmage \$ http://upload.teamihpk.net/files/monsterpatch12.png 1.13d was VARPTR(D2CLIENT, MonsterLifeNamePatch1, UnitAny, 0xEE49C) VARPTR(D2CLIENT, MonsterLifeNamePatch2, UnitAny, 0xEE4A0) 1.14b VARPTR(D2CLIENT, MonsterLifeNamePatch1, UnitAny, 0x3212E0) //Updated 1.14b //007212E0-BASE VARPTR(D2CLIENT, MonsterLifeNamePatch2, UnitAny, 0x3212E4) //Updated 1.14b //007212E4-BASE profile Top Post subject: Re: Diablo II 1.14b Pointers - Patches - Functions - Structu ▶ Posted: Wed Apr 13, 2016 2:13 pm thaison User 77920 » Wed Apr 13, 2016 12:46 pm wrote: thaison » Wed Apr 13, 2016 7:17 am wrote: Joined: Sat Mar 26, 2016 1:48 pm 77920 » Tue Apr 12, 2016 9:39 pm wrote:





Тор	<u></u> profile pr					
Vampirewolve	Post subject: Re: Diablo II 1.14b Pointers - Patches - Functions - Structu	▶ Posted: Wed Apr 13, 2016 7:27 pm				
User	Most definitions are just copypasted since d2hackit, mousepads maphack, stings maphack and so on.					
Joined: Tue Mar 01, 2005 8:31 pm	IE Monsterlifenamepatch They found a unitany variable and gave them the tag for the the used patch. SocketProtectOriginal is another example. DLRG is also a good example. You could have a look at the pointer headers and find some pointers 2 or even 3 times. You example is also named GetTextSize. Another example is "GetUnitfromId_I" aka "Clienthashtable". When check what's calling the RemoveUnit function you find 2 Tableoffsets, when you look what's calling those functions you see one parameter is the UnitID the other is the Type. Those tables are typespecific! You could also find that out when you look at the AddUnitfunction. A good thing is Blizzard did a good cleanup on under-/unused d2client functions meaning now you need to understand the ASM code. The "GetUnit" / "FindUnit" function is a good example. The tables still exists but you need to write an Inline Asmfunction/rewrite the GetUnit function yourself or hook the Add/RemoveUnit					
	functions and keep a track of units yourself(slow). nvm Blizzard wrote 2 new functions using those tables Code: Select all FUNCPTR(FindUnitType3, UnitAny*fastcall, (DWORD dwId, DWORD dwType), 0x5F1F0) FUNCPTR(FindUnitOther, UnitAny*fastcall, (DWORD dwId, DWORD dwType), 0x5F190) Quote: And hell there's so many examples like this one I could come up with. But as long as it works eh?					

That's a mentality you see in many games. 100% CPU usage "Fuck it", 100% memory load "Fuck it", bad memory management/leaks "fuck it everybody has 16 GB ram, fuck those 2 GB peasants, Moore's Law FTW"

The funny part is that at some point the gamservers start crashing because of this kind of poor coding and the maintenance devs haven't a single idea why.

Blizzard isn't much better in that regard. The coders could have added some sleep to the OOG and IngameLoops to reduce CPU usage but it's more likely they will just ban players using the sleepy patch.

The D2 bots are another good example of bad memory management. How much MB takes 1 botting instance of D2BS nowdays? 200 MB+?But hey let's update to to FF20 instead of using the FreeMemory functions to clean up.

But as I said once. The leechers here only know how to compare. Once they try to find changed functions or removed functions they will just give up or beg all around.

D2Clientfunctions had a good cleanups of unused ones they also shrank some functions in size and instead call subroutines instead of copy pasting them in every function.

BTW enjoy TylerErdie aka Grimz over at Phrozenkeep^^



Last edited by Vampirewolve on Sun Apr 17, 2016 12:01 am, edited 1 time in total.

Тор	a profile	
whisty	Post subject: Re: Diablo II 1.14b Pointers - Patches - Functions - Structu	▶ Posted: Thu Apr 14, 2016 4:41 pm
User	These are a few examples of terrible hardcoding	



Joined: Sun Sep 04, 2011 10:07 pm

```
Code: Select all

BOOL ISTOWnLevel(INT nLevel)
{
   if(nLevel == MAP_A1_ROGUE_ENCAMPMENT ||
        nLevel == MAP_A2_LUT_GHOLEIN ||
        nLevel == MAP_A3_KURAST_DOCKS ||
        nLevel == MAP_A4_THE_PANDEMONIUM_FORTRESS ||
        nLevel == MAP_A5_HARROGATH)
        return TRUE;

   return FALSE;
}
```

When there's this function (original was stdcall)

```
Code: Select all

/*
    Function:    DRLG_RoomIsTown
    Address:    D2Common.#10057
    Notes:
    */
BOOL __fastcall DRLG_RoomIsTown(D2RoomStrc* pRoom)
```

Then there's this one, I think I don't even need to explain why this is horrible

```
Code: Select all

BOOL GetSkillInfo(WORD wSpell, D2SpellInfo *lpBuffer)
{
   if (lpBuffer == NULL)
     return FALSE;

   ::memset(lpBuffer, 0, sizeof(D2SpellInfo));
   lpBuffer->wSpellID = wSpell;
   lpBuffer->nClass = CLASS_NA;
```

```
switch (wSpell)
{
    // Common Skills
case D2S_ATTACK:

    lpBuffer->dwSpellInfoFlag |= DSI_TARGETABLE;
    lpBuffer->dwSpellInfoFlag |= DSI_PHYSICAL;
    lpBuffer->dwSpellInfoFlag |= DSI_MELEE;

    strncpy(lpBuffer->szSpellName, "Attack", SPELL_MAX_NAME);
    break;

case D2S_THROW:
```

Why looping through the whole inventory when you could just directly access the belt grid

```
Code: Select all
INT GetTotalBeltItems()
   INT TotalItems = 0;
   for (LPUNITANY pItem = Me->pInventory->pFirstItem; pItem; pItem = pItem->pItemData->pNextInvItem)
      if (pItem && GetItemLocation(pItem) == STORAGE BELT)
         TotalItems++;
   return TotalItems;
BOOL IsBeltFull()
  CHAR szCode[4] = \{0\};
   LPUNITANY pBelt = FindEquipItem(EQUIP_BELT);
   if(!pBelt)
     if(GetTotalBeltItems() == 4)
         return TRUE;
```

```
GetItemCode(pBelt, szCode, 3);
    if(GetTotalBeltTtems() >= D2TsBelt(szCode) * 4)
Example of exported function using the belt grid
 Code: Select all
    Function:
                   INVENTORY GetItemFromBelt
                  D2Common.#10455
    Address:
    Notes:
 D2UnitStrc* stdcall INVENTORY GetItemFromBelt(int nSlot)
Then we have some more useless hardcoding. Fuck item types right?
 Code: Select all
 INT D2IsBelt(LPSTR lpszItemCode)
    if(lpszItemCode == NULL)
       return 0;
    if(! stricmp(lpszItemCode, "lbl")
       || ! stricmp(lpszItemCode, "vbl"))
       return 2;
    else if(!_stricmp(lpszItemCode, "mbl")
       | ! stricmp(lpszItemCode, "tbl"))
       return 3;
    else if(!_stricmp(lpszItemCode, "hbl")
       || !_stricmp(lpszItemCode, "zlb")
        || !_stricmp(lpszItemCode, "zvb")
       || !_stricmp(lpszItemCode, "zmb")
       || !_stricmp(lpszItemCode, "ztb")
        || !_stricmp(lpszItemCode, "zhb")
        || !_stricmp(lpszItemCode, "ulc")
```

```
|| !_stricmp(lpszItemCode, "uvc")
|| !_stricmp(lpszItemCode, "umc")
```

I don't know which one is worse. The fact they hardcoded every single exp values, or that it allocates the array every times the function is called. Also the array type should be DWORD but whatever...

```
Code: Select all
DWORD GetExp(DWORD Level)
  INT Experience[] =
      0, 500, 1500, 3750, 7875, 14175, 22680, 32886, 44396, 57715, 72144, 90180, 112725, 140906, 176132, 220165,
275207, 344008,
      430010, 537513, 671891, 839864, 1049830, 1312287, 1640359, 2050449, 2563061, 3203826, 3902260, 4663553,
5493363,
      6397855, 7383752, 8458379, 9629723, 10906488, 12298162, 13815086, 15468534, 17270791, 19235252, 21376515,
23710491,
      26254525, 29027522, 32050088, 35344686, 38935798, 42850109, 47116709, 51767302, 56836449, 62361819,
68384473, 74949165,
      82104680, 89904191, 98405658, 107672256, 117772849, 128782495, 140783010, 153863570, 168121381, 183662396,
200602101,
      219066380, 239192444, 261129853, 285041630, 311105466, 339515048, 370481492, 404234916, 441026148,
481128591, 524840254,
     572485967, 624419793, 681027665, 742730244, 809986056, 883294891, 963201521, 1050299747, 1145236814,
1248718217,
      1361512946, 1484459201, 1618470619, 1764543065, 1923762030, 2097310703, 2286478756, 2492671933,
2717422497, 2962400612,
      3229426756, 3520485254
```

y u do dis?????

```
Code: Select all

BOOL GetMapName(BYTE iMapID, LPSTR lpszBuffer, DWORD dwMaxChars)
```

There's a function for that, my god.

```
Code: Select all

__declspec (naked) const wchar_t* __fastcall D2CLIENT_GetLevelName(int nLevel)

{
    /*
        mov esi, nLevel
        call D2CLIENT_6FB6E240
    */

    __asm
    {
        push esi
        mov esi, ecx
        call D2CLIENT_6FB6E240
        pop esi
        retn
```

```
}
}
```

I won't even comment that one. Also, WideCharToMultiByte? use mbstowcs/wcstombs.

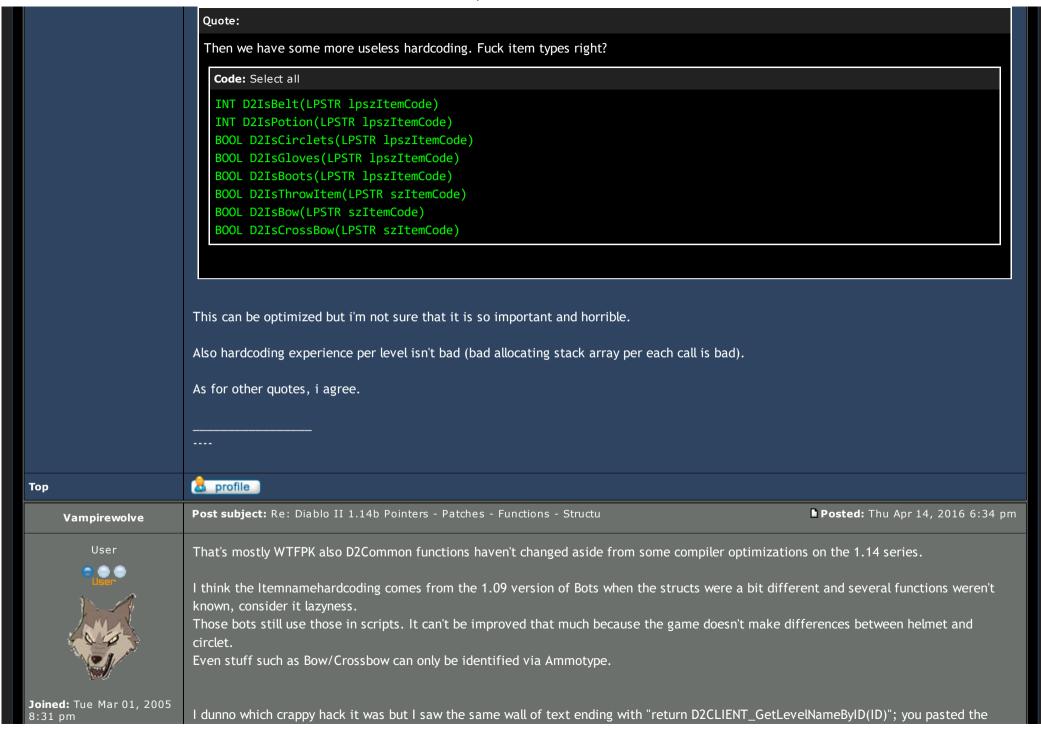
```
Code: Select all
BOOL ValidHostileMonsters(LPUNITANY Unit)
  if (!Unit)
     return FALSE;
  if (Unit->dwMode == NPC MODE DEATH | Unit->dwMode == NPC MODE DEAD)
     return FALSE;
   if (Unit->dwTxtFileNo >= 110 && Unit->dwTxtFileNo <= 113 || Unit->dwTxtFileNo == 608 && Unit->dwMode ==
NPC MODE USESKILL1)
     return FALSE;
  if (Unit->dwTxtFileNo == 68 && Unit->dwMode == NPC MODE SEQUENCE)
      return FALSE;
   if ((Unit->dwTxtFileNo == 258 | Unit->dwTxtFileNo == 261) && Unit->dwMode == NPC MODE SEOUENCE)
     return FALSE;
   if ((Unit->dwTxtFileNo == 356 || Unit->dwTxtFileNo == 357 || Unit->dwTxtFileNo == 424 || Unit->dwTxtFileNo ==
425 ||
     Unit->dwTxtFileNo == 418 || Unit->dwTxtFileNo == 419 || Unit->dwTxtFileNo == 421))
     return FALSE;
```

Don't even get me started on the struct defs. And well these are all from one project, seen cases like these in most of projects posted on here. I mean, all I'm saying is, update your own code before you start updating pointers/patches. Thing that annoys me here is, people actually take this as a reference to learn from, to get started into code editing. Hell, I did myself a long time ago. And truth is, it's the worst reference there is.

Top



Post subject: Re: Diablo II 1.14b Pointers - Patches - Functions - Structu **▶ Posted:** Thu Apr 14, 2016 6:14 pm firk User whisty » 14-04-16 19:41 wrote: These are a few examples of terrible hardcoding Joined: Thu Oct 11, 2007 6:41 pm Code: Select all Location: Moscow BOOL IsTownLevel(INT nLevel) if(nLevel == MAP A1 ROGUE ENCAMPMENT | | nLevel == MAP A2 LUT GHOLEIN || nLevel == MAP A3 KURAST DOCKS || nLevel == MAP A4 THE PANDEMONIUM FORTRESS || nLevel == MAP A5 HARROGATH) return TRUE; return FALSE; When there's this function (original was stdcall) Code: Select all Function: DRLG RoomIsTown Address: D2Common.#10057 Notes: BOOL fastcall DRLG RoomIsTown(D2RoomStrc* pRoom) You pointed to wrong function because first says about "level_id is town" and second is about pRoom structure. Yes, there is "level is town" function somewhere in D2Common too, but it does EXACTLY the same as your first code. And i see nothing wrong in such hardcoding - it speeds up things and looks very simple.



wrong function btw. If WTFPK copypasted mousepad properly the level names texts on the map ironically do it properly.

ValidMonsters can easily be shortened by checking if the npc is dead and if it is selectable(some few exception for certain usage such as as drawing the Baalspirit on map) and hostile.

You might also take D2BS as example the code isn't much better there.

How D2BS navigates and loops through controls. It's much faster to BP each Window to obtain the VARPTRs and just compare if it's 0 or not. I had to mock a D2BS coder on redundancy till they fixed a simple packetcheck.

The same way every damn pickit works. Instead of proper use of AND you see them loop through all rooms and units or use the bitfieldscanner from hackit.

Even worse is instead of having a 2 level pickit on drop looking if the drop is identified or not the bots go through lists of several 100 lines. If blizz would add several 1000 possible good items the bot would just hang up on reading so large files.

Having a Pickit to set a priority on unid/base items and an identification list which is only used on identified drops (can be turned off) and during identification makes pickits much faster.

Stings way to handle fonts and so on.

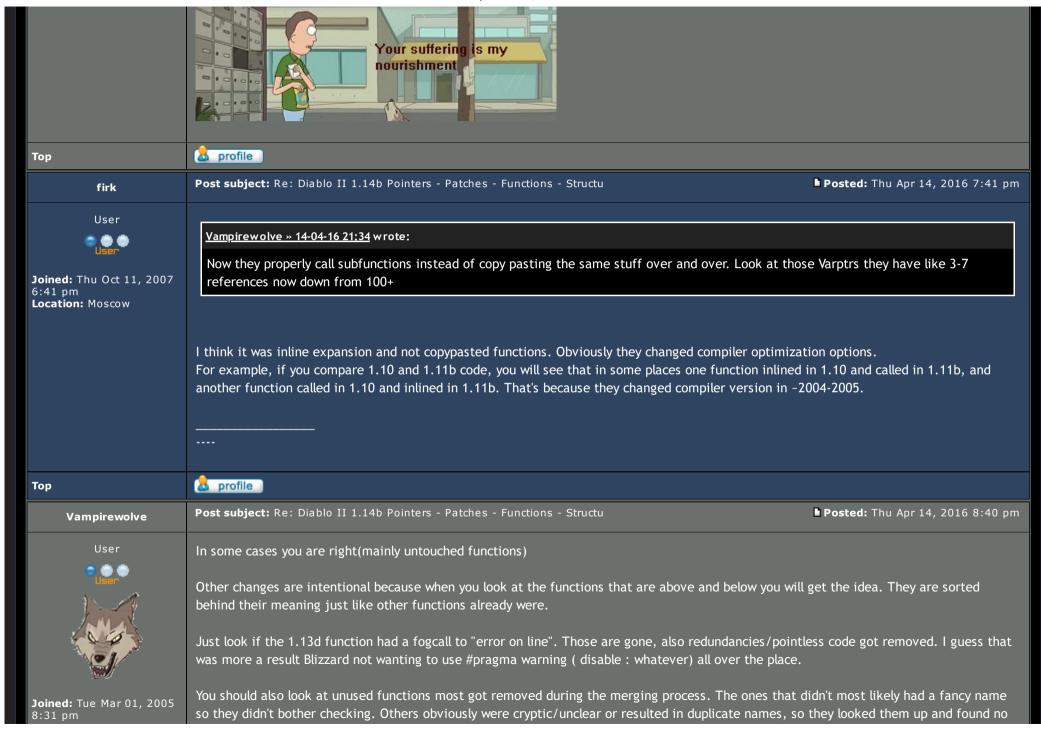
Then there is stuff like autoparty, enchantbots using threads or loops instead of just using eventhandlers.

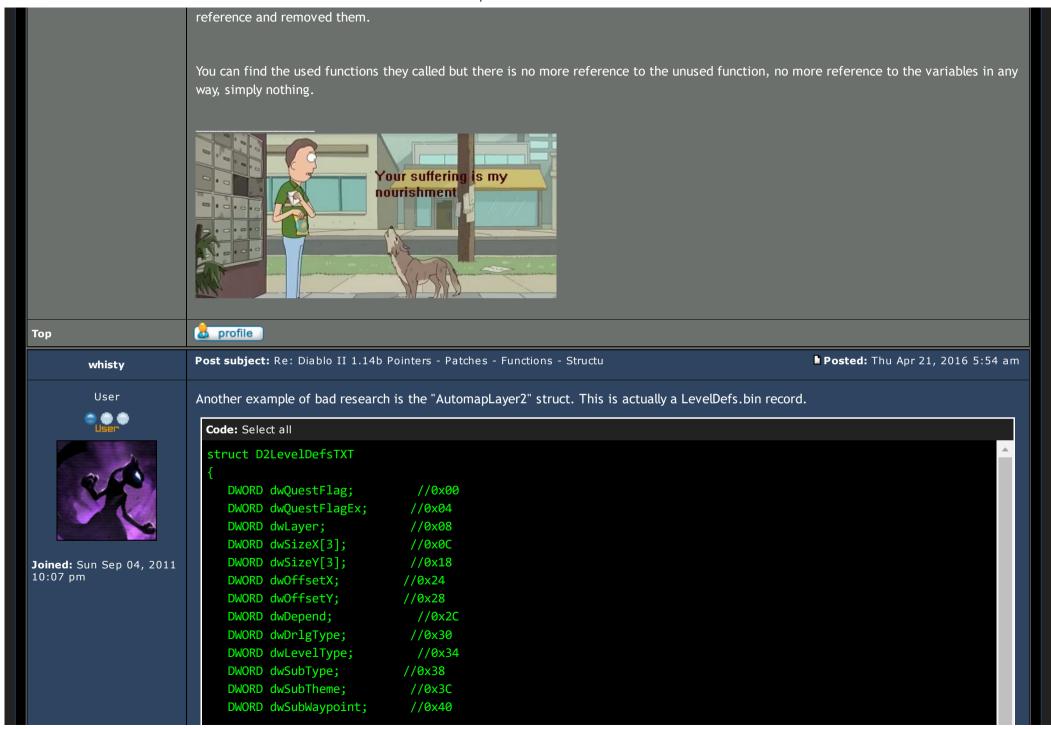
The people here want to go into codeediting without having the slightest ASM knowledge or having reversed D2 themselves. They hope the code stays the same and just compare.

If you have reversed D2 yourself you usually make notes in case you forget ie. what calls the function to find certain pointer really fast. The raw skeleton how stuff works won't change that much even they change the code entirely. The cleanup Blizz did with 1.14 was needed because D2 src looked like WTFPK in some terms. Now they properly call subfunctions instead of copy pasting the same stuff over and over. Look at those Varptrs they have like 3-7 references now down from 100+

What I am really interested in when/if Blizz is removing certain limits because Blizz defined some stuff as bytes and removing those limits. Well hacking was always possible but it's so bothersome to fix those limits so you need 70+ patches for a simple thing.

I expect if they really change stuff like stash/inventory size they will easily see they need to remove/increase limits such as filesizelimit and so on.





```
DWORD dwSubShrine;
                                                         //0x44
                             DWORD dwVis[8];
                                                         //0x48
                             DWORD dwWarp[8];
                                                       //0x68
                             BYTE nIntensity;
                                                       //0x88
                             BYTE nRGB[3];
                                                        //0x89
                             DWORD dwPortal;
                                                        //0x8C
                             DWORD dwPosition;
                                                        //0x90
                        And "D2COMMON_GetLayer" is just a standard function to retrieve a leveldefs.bin record from sgptDataTables
                          Code: Select all
                             Function:
                                             TXT GetLevelDefRecord
                             Address:
                                            D2Common.#10749
                             Notes:
                            forceinline D2LevelDefsTXT* fastcall TXT GetLevelDefRecord(int nRecord)
                             D2DataTableStrc* pDataTables = *D2COMMON sgptDataTables;
                             if (nRecord < 0 || nRecord >= pDataTables->nLevelsRecords) return NULL;
                             return &pDataTables->pLevelDefTables[nRecord];
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