

Blizzhackers

Home of the Dupe since 2001

Join us on IRC: #bh@irc.synirc.net (or Mibbit Web IRC)

It is currently Sat Jun 23, 2018 10:45 am

View unanswered posts | View active topics

Board index » Diablo II Botting System » D2BS Help/Support

All times are UTC [DST]

D2Bot # + D2BS 1.14d

Moderator: D2BS Staff





Page 1 of 5 [63 posts]

Go to page 1, 2, 3, 4, 5 Next

Print view Previous topic Next topic			
Author	Message		
noah~	Post subject: D2Bot # + D2BS 1.14d	▶ Posted: Wed Jun 14, 2017 8:47 am	
D2BS Dev	New Discord channel: https://discord.gg/FuBG8N2		
Mod •	Github updated branch master to 1.14d: https://github.com/kolton/d2bot-with-kolbot		
Joined: Sun Jun 22, 2008 7:00 pm	dl: https://github.com/d2botsharp/d2bot (includes 1.14d d2bs binary in the d2bs directory) i may upload source sometime in the future when i have cleaned it up		
	d2bs dl: https://www.assembla.com/spaces/d2bs/do DAacwqEsg8 d2bs source: https://app.assembla.com/spaces/d2bs/su h-114d-d2m (bob-18 branch with Tye's ptrs + d2m + some changed stubs)		

read the commit log for info, msg me on #d2bs

Last update: March 18th

Quote:

Note to all: use -w -ns -sleepy for your starter info!

D2BS + D2Bot update

- auto update only replaces d2bs.dll and d2bot.exe
- if you want updated d2bs pdb, you must update from github directly

D2BS:

- Fixed getIP()

D2Bot:

- Made adding cdkeys easier

Kolbot:

- Fixed stashing, cubing, and dropping

July 10th

Quote:

Note to all: use -w -ns -sleepy for your starter info!

D2BS + D2Bot update

- auto update only replaces d2bs.dll and d2bot.exe
- if you want updated d2bs pdb, you must update from github directly

D2BS:

- Fixed rightclickbelt asm stub
- Changed Left/Right click to not use ebx

D2Bot:

- Added "D2Path" to "setProfile" api
- Fixed clear items from itemlog
- Allow resizable columns in profile data

July 2nd

Quote:

Note to all: use -w -ns -sleepy for your starter info!

Fixed a D2Bot cdkey deadlock issue (version 17.7.2.100)

July 1st

Quote:

Note to all: use -w -ns -sleepy for your starter info!

Fixed some bugs including one with auto update (version 17.7.1.310)

Added Auto Updater (click About) to D2Bot, it will check for any updates to git for D2Bot.exe, patch.json, d2bs.dll

Fixed some bugs in D2Bot, mostly UI stuff

Made 1.14d choice the default instead of 1.13d

D2BS: Updated to 1865

Changed GameDraw hook to not interfere with countdown timer (casualcat)

June 25th

Quote:

Fixed raw key loading with d2bs in 1864 (thanks zim), updated d2bot on github as well

d2bs: Added realmpacket event to view/block mcp received packets from scripts

(this will allow you to handle what happens when game does not exist occurs)

d2bot: -multi flag is set by default (no need to put it in the args)

Use the following profile arguments: -w -ns -sleepy

-w is window, -ns is no sound, -sleepy is sleep patches, you may not want -ns or -sleepy if you are using it as a loader

June 23rd

Quote:

Branched d2bs bob-18 and added multi window, cachefix, sleep "fix" attempts to patch-114d-d2m D2M.dll is not needed (you need to rename it or delete it if you are using the d2bs listed above)

Use the following arguments: -w -ns -sleepy -multi with your d2bot profiles

d2bot:

Only loads d2m.dll if it exists, otherwise loads d2bs only Added load delay 2000,5000

Changed UI size to support lower min resolution

June 17th

Quote:

Added new profile item: Info Tag - you can store additional information about the profile here (notes, etc)

Added new API's that can be used by scripts: getProfile, setProfile

getProfile -

Exposes a json object D2ProfileExport

watch for id: 0x666

{ "Account": account, "Character": character, "Difficulty": difficulty, "Realm": realm, "Tag": infotag }

In the tag section, you can put information such as whether the character is expansion, hardcore, ladder etc

* NOTE * Password is not exposed! If you want password, you must explicitly put it in the Tag section.

setProfile -

Allows update to existing profile data, using the existing message sending parser "args" the values propagate as follows:

args[0] = account

args[1] = password

args[2] = character

args[3] = difficulty

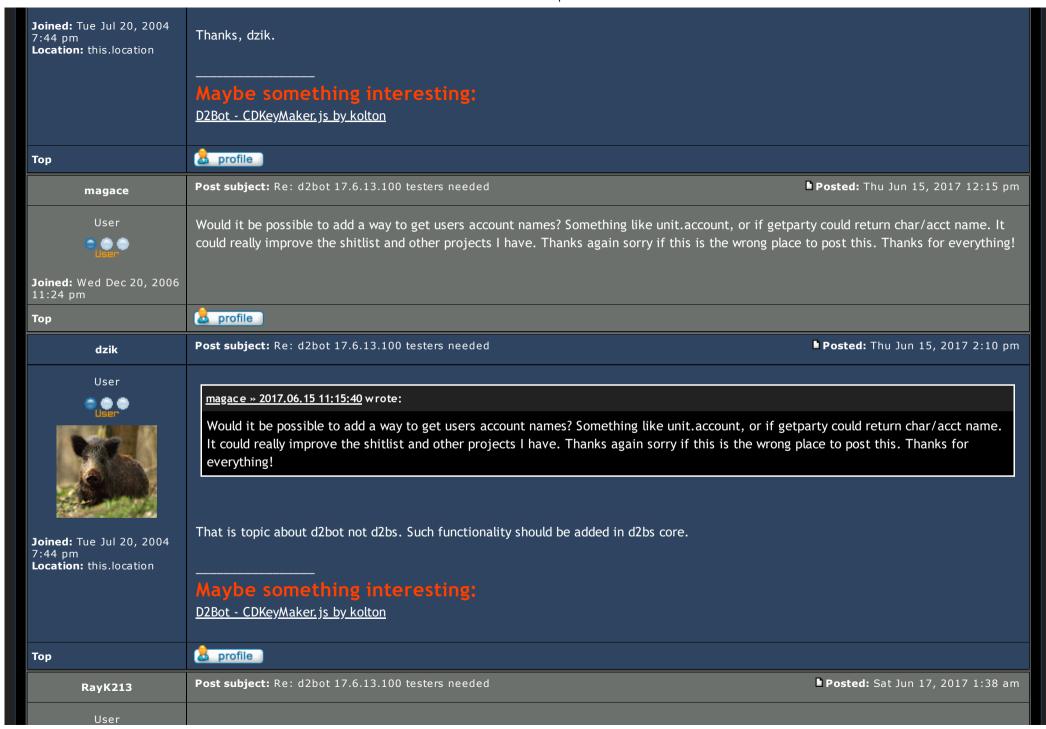
args[4] = realm

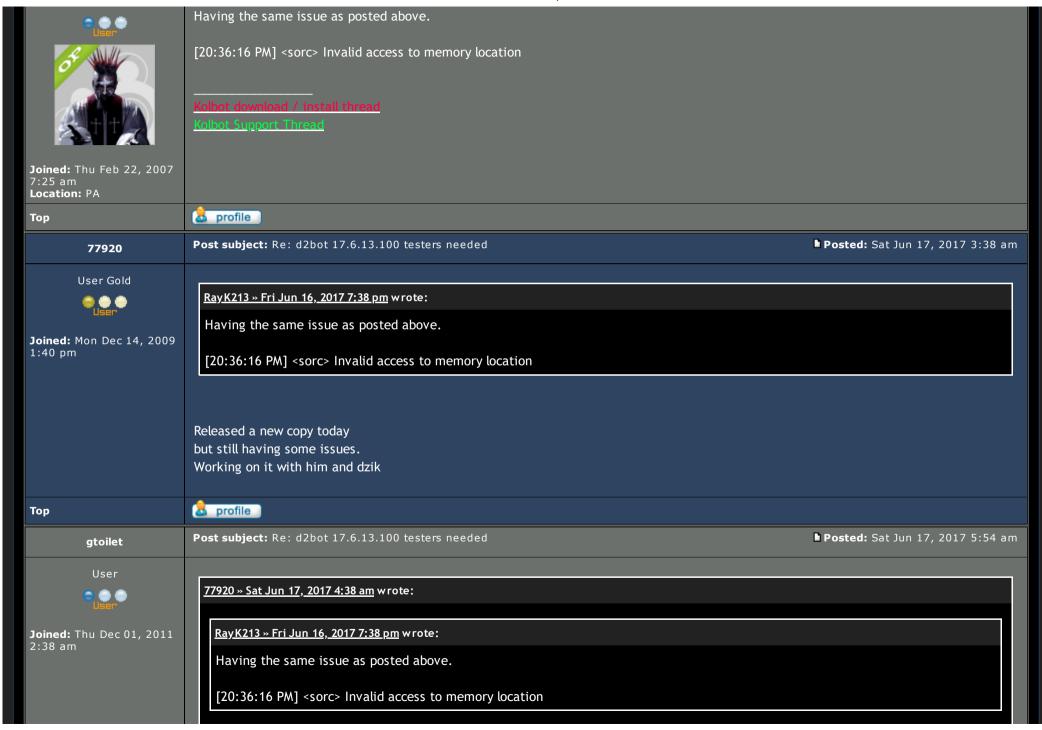
args[5] = infotag

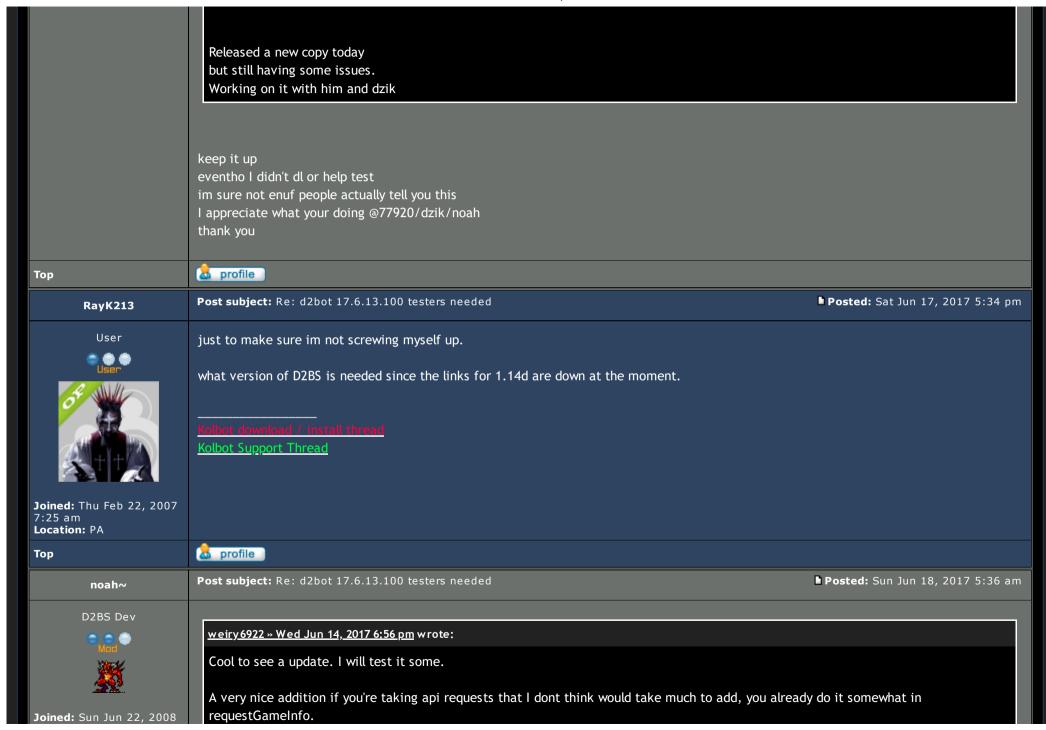


noah~	Post subject: Re: d2bot 17.6.13.100 testers needed	▶ Posted: Wed Jun 14, 2017 10:25 pm
D2BS Dev		
● ● Mod	<u>bvr » Wed Jun 14, 2017 9:38 am</u> wrote:	
	Does it work with the version hack version of D2BS. Shouldn't D2BS be updated first?	
	It works with 1.13d and 1.14d, and possibly other versions if you add the proper patches in patch.jsc encoded byte array) NipCheck An offline .nip checker PhotoGrid Sharp An image collage maker with formatting features d2bot# with kolbot For live support: irc: //irc synirc net/d2bs	on (note that the data values is base64
	azzoci, wich kowot	
Тор	2 profile	
weiry6922	Post subject: Re: d2bot 17.6.13.100 testers needed	▶ Posted: Thu Jun 15, 2017 12:56 am
User	Cool to see a update. I will test it some.	
User	A very nice addition if you're taking api requests that I dont think would take much to add, you alread	dy do it somewhat in requestGameInfo.
	Having getter/setter functions so we can update profiles from the script library. Proof of concept:	
	Code: Select all	
	D2Bot.getProfile({ account, realm, character, difficulty }, me.profile)	
	Being able to get the profile settings in the scripts would be huge. You would be able to use script fur characters/etc, not have to rely on d2bs core functions (only has a login function atm). I have not se the profile manager for ages because it's much better just to set them in some config file in the script exposing the account password to the lib could be seen as a security issue I guess, but I know there's doing what I'm doing.	t any character/account names etc in pts lib. Only downside would be
	D2BS Dev Joined: Sun Jun 22, 2008 7:00 pm Top weiry6922	Does it work with the version hack version of D2BS. Shouldn't D2BS be updated first? Does it work with the version hack version of D2BS. Shouldn't D2BS be updated first? It works with 1.13d and 1.14d, and possibly other versions if you add the proper patches in patch.jsc encoded byte array) NipCheck An offline .nip checker

Code: Select all D2Bot.setProfile({ account: 'newacct', password: 'newpsw', character: 'newchar' }, me.profile) Being able to update profile settings would be helpful for rushing lists of characters/leveling lists of characters and for accounts that need random account names/character names/etc. Could update game difficulty whenever you want too instead of not even using the manager for determining game difficulty. It would eliminate this: Show All these accounts have randomly generated accounts/characters. I can't update them in the manager so I have to store them somewhere. I could store them in one file but they have to update some things sometimes so I want to avoid race conditions, so this was my option. As I said before, I haven't used a lot of the options when creating a profile for a long time because it's just better to store this stuff on the scriptside at the moment. Thanks for the updates noah~ good to see you back! B) profile Top Post subject: Re: d2bot 17.6.13.100 testers needed **▶ Posted:** Thu Jun 15, 2017 10:26 am dzik Noah, gonna write it here again. set and get profile will be huge improvement and will open new options to scripters. imho having ticks for ladder/expansion/hc in profile config will be nice option as well even if it will be not used by most of users.







7:00 pm

Having getter/setter functions so we can update profiles from the script library. Proof of concept:

Code: Select all

D2Bot.getProfile({ account, realm, character, difficulty }, me.profile)

Being able to get the profile settings in the scripts would be huge. You would be able to use script functions for logging in/creating characters/etc, not have to rely on d2bs core functions (only has a login function atm). I have not set any character/account names etc in the profile manager for ages because it's much better just to set them in some config file in the scripts lib. Only downside would be exposing the account password to the lib could be seen as a security issue I guess, but I know there's already a few other people at least doing what I'm doing.

Code: Select all

D2Bot.setProfile({ account: 'newacct', password: 'newpsw', character: 'newchar' }, me.profile)

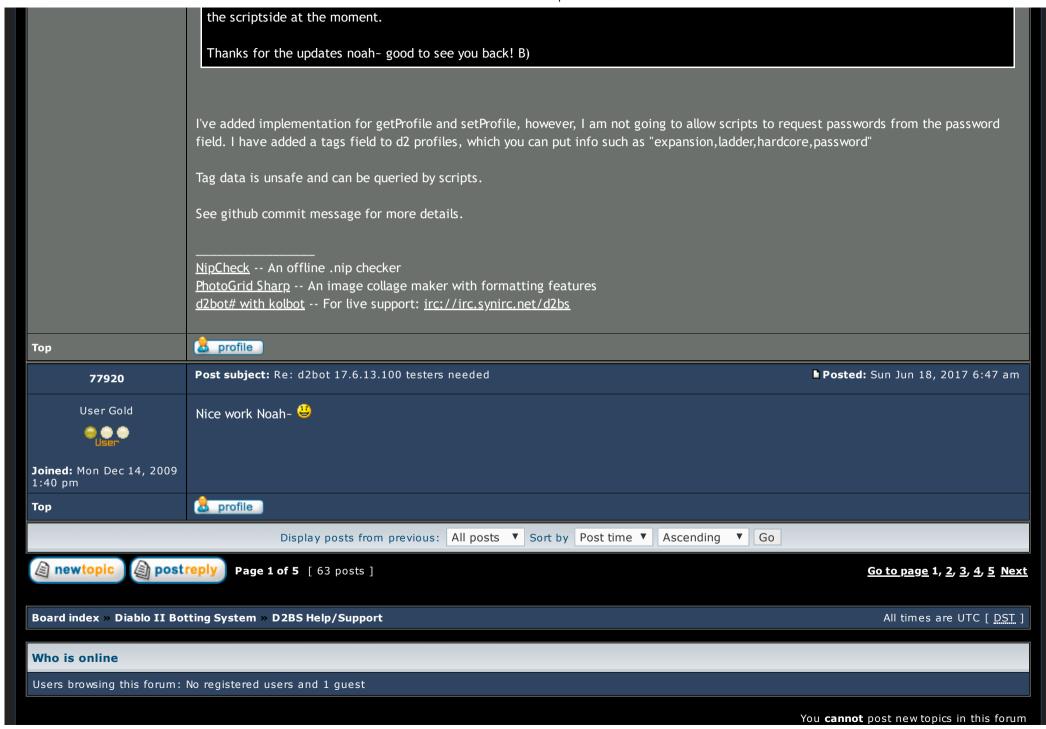
Being able to update profile settings would be helpful for rushing lists of characters/leveling lists of characters and for accounts that need random account names/character names/etc. Could update game difficulty whenever you want too instead of not even using the manager for determining game difficulty.

It would eliminate this:

Show

All these accounts have randomly generated accounts/characters. I can't update them in the manager so I have to store them somewhere. I could store them in one file but they have to update some things sometimes so I want to avoid race conditions, so this was my option.

As I said before, I haven't used a lot of the options when creating a profile for a long time because it's just better to store this stuff on



	You cannot reply to topics in this forum You cannot edit your posts in this forum You cannot delete your posts in this forum	
Search for: Go Jump to:	D2BS Help/Support ▼	Go
BONATE		