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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

kolton

BHDev

BHDev

Joined: Sun Jul 12, 2009
6:00 pm

Guides and instructions can be found on kolbot wiki: https://github.com/kolton/d2bot-with-kolbot/wiki

d2bot# - a game manager for d2bs by d3stroy3r
kolbot - a script library for d2bs by kolton

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 redist 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

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

Show

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

BHDev

Everything in the spoiler tag is old information

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The (incomplete) kolbot wiki | Read before asking for kolbot help

Joined: Sun Jul 12, 2009 6:00 pm

BOT
Y U NO WORK

official member of
bot y u no work brigade

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

BHDev

Joined: Sun Jul 12, 2009 6:00 pm

Everything in the spoiler tag is old information

> Show

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)

_____
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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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Stib-	**Post subject:** Re: d2bot# with kolbot release	**Posted:** Tue Apr 24, 2012 2:56 pm

User

User

Joined: Mon Apr 12, 2010 8:56 pm

❤️

_____

kolton lover

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fatboi615	**Post subject:** Re: d2bot# with kolbot release	**Posted:** Tue Apr 24, 2012 5:28 pm

User

User

Joined: Mon Nov 01, 2010 7:42 am

Nice work Kolton!

_____

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noah~	**Post subject:** Re: d2bot# with kolbot release	**Posted:** Tue Apr 24, 2012 10:50 pm

D2BS Dev

Mod

Image

_____

NipCheck -- An offline .nip checker

Joined: Sun Jun 22, 2008 7:00 pm

PhotoGrid Sharp -- An image collage maker with formatting features
d2bot# with kolbot -- For live support: irc://irc.synirc.net/d2bs

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weiry6922

Post subject: Re: d2bot# with kolbot release   **Posted:** Thu Apr 26, 2012 12:12 pm

User

User

Joined: Thu Aug 04, 2005 1:12 am
Location: Australia

Awesome release!

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

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kolton

Post subject: Re: d2bot# with kolbot release   **Posted:** Thu Apr 26, 2012 2:30 pm

BHDev

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

BOT

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Shaggi	**Post subject:** Re: d2bot# with kolbot release	📄 **Posted:** Sat Apr 28, 2012 12:44 am

BHDev

🔵🔵⚪
BHDev

🖼️ User avatar

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!

_____

🖼️ Image

Autumn, Itemdumper & D2Extra

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kolton	**Post subject:** Re: d2bot# with kolbot release	📄 **Posted:** Sun Apr 29, 2012 6:44 pm

BHDev

🔵🔵⚪
BHDev

Joined: Sun Jul 12, 2009 6:00 pm

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 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

🔵⚪⚪
User

Joined: Mon Apr 12, 2010

typo in follower.js

if (!me.inTown) {
if (!leaderUnit) {

8:56 pm

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 ... 01nyo.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

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kolton

Post subject: Re: d2bot# with kolbot release   Posted: Tue May 01, 2012 2:39 pm

BHDev

BHDev

Joined: Sun Jul 12, 2009 6:00 pm

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

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 ... 01nyo.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]

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

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

Joined: Sun Jul 12, 2009 6:00 pm

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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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