

How to not get caught botting guide

I had many requests from my viewers to make a How to not get caught botting guide. First of all, I want to thank you for viewing my videos and for buying this guide.

Over the years I have botted a lot, gained a lot of knowledge about botting and I am happy to share this with you. But keep in mind that this is all speculation and that the tips and tactics discussed below were never confirmed by any Jagex moderator.

I've tried my best to compile all the important tactics and tricks of getting away with botting into one guide, if you follow these guidelines you shouldn't get banned anytime soon. If you are left with any questions, then feel free to contact me via YouTube.

The bot

There are many bots, to find out what bot you enjoy the most, you must of course test them out. Find out what bot works for you. More often than not the scripts and scripters will determine the bot you choose. Therefore, make sure to test out different scripts before judging a botclient. Maybe you like to bot on 2 clients, do as you choose. Some of the bots are:

Powerbot	www.powerbot.org
Epicbot	www.epicbot.com
Tribot	www.tribot.org
Runemate	www.runemate.com
Topbot	www.topbot.org
Osbot	www.osbot.org
Dreambot	www.dreambot.org

I have been a loyal user of OSBot since 2010.

The scripts

What is a script: In computer programming, a script is a program or sequence of instructions that is interpreted or carried out by another program rather than by the computer processor (as a compiled program is).

There are three different kind of scripts: free scripts, paid scripts and private scripts.

Free scripts are made for some reasons: for attracting users to the botclient, to experiment with different scripts and for developers to get feedback on their work, for scripters to get name recognition, for in-game donations, for fun, to show off and many more.

That the script is free doesn't say anything about the quality, although there are many free scripts available that are shit. There are also some free scripts that are better than premium scripts. The quality is mainly based on the actual effort that the developers have put into this.

Paid scripts are usually better than free scripts. Paid scripts often have more features and failsafes than free scripts, use different ways to interact with NPC's, monsters and objects. Some scripts even interact with other players in game. When scripts are being updated often it shows dedication and commitment from the developer. It's safer to use frequently updated scripts. And after all the developers get paid for the effort they put in and they want to deliver a good and stable product.

Private scripts can be very expensive, and they can get outdated. Meaning that you would have to pay the developer money to get it to work again (depending on your agreement of course). Botting with private scripts is generally speaking the safest way of botting.

Banrate

It appears to be the case that the more users a script has, the 'higher' the ban rate. Free scripts will have a higher banrate than paid or private scripts.

So, depending on the goal you want to achieve, you should consider buying a paid or private script. What I'm trying to say is: if you want to get 20 mining, it's okay to use a free script. Since the mining level will be easily acquired and the bot can stay undetected. However, if your goal is not so easy to achieve, and thus you are forced to bot for longer periods of time (say 85 mining). It is advised that you buy a premium mining script if you want a smaller chance of getting banned.

Now, some people get banned after 30 days or even a couple months since their last botting session. Therefore, if you use a free script in the beginning only to switch up to a premium script later on. You can still get detected and banned for the abuse of macroing with ONLY the free script. Where the ban came from is in some cases hard to say. But if you are planning on botting anything with a premium in the future, I would advise you go ahead and buy the premium script from the start rather than using 2 scripts (where one was free) to only be caught later for using a free script. Now in my series I did not buy premium scripts from the start, reason: feature as many scripts as possible and I don't care if I get banned)

How high the banrate exactly is, for any script, is unsure. There is no percentage or ratio which can tell you how many times or how many players get banned when botting. This is something only Jagex knows.

Another tip when using a free script: whenever you are using a free script do not use it for that one goal/ skill for long periods of time. For example: do not ONLY train agility. Switch it up. If you have more free scripts in your repository, make sure to use them and do different activities. For more information about "switching it up" I refer you to a separate section on this topic down below.

The scripts that have the highest ban rates usually don't have any variation in them. Test out scripts and look for variation before you start botting heavily. Look for variation in completion of tasks, variation in X and Y mouseclicks and other ways of interfering with the game, for example: right clicking the banking interface or opening of doors.

Questions you should ask yourself before using a script.

I get a lot of questions about scripts and how to tell if they are any good. I don't know all the scripts out there and I don't have all the answers to the questions. So, I made a little list of questions you can ask yourself before you start to use a script heavily and a way to find out the answer to your question. Of course, this is nothing special to experienced botters, but this can maybe help new botters. To learn how to bot properly you should experiment with the clients and with scripts. For script related questions I would like to redirect you to the forums of your botting client.

Question:	Find out answer how?
Is it working at all? ->	test
Does it get stuck anywhere? ->	test
Does it have <u>failsafes</u> ? ->	test
Does it do something really <u>botlike</u> ->	test
Does it click on the same <u>tile(s)</u> every time? ->	test
What looks the most humane to other players? ->	test
Does it click on the same pixel every time->	test
Have people tried out this script or is it brand new? ->	forums
Does it get updated regularly ->	forums
<u>Proggies</u> ? ->	forums
have people been banned recently? ->	forums

What do you mean with:

Failsafes: If the bot gets stuck anywhere while running the script, does it have a way to get itself back on track and start botting again. Failsafes often separate the awesome/flawless scripts from the average scripts. You should first find a way to get the bot stuck, if this is possible at all. And then wait and see if the script can save itself after it has failed. Whenever you notice that the scripter has added a failsafe to the script, you can feel a little more reassured that the script you're using is good and that it won't get you banned anytime soon (with moderate use).

Botlike: With botlike I mean the behaviour in game that is often displayed by bots only. Behaviour of bots that help you distinguish that they are in fact bots. For example, you are botting magic by doing curse spells on the Mage of Zamorak in the Varrock Castle. And after you have run out of runes the bot keeps trying to curse the Mage of Zamorak. Giving a notification in the chatbox, saying something like: "You don't have enough runes to cast this spell." When this happens a few times, it can still be translated to a human error. In that case, you shouldn't worry. However, when you have the bot running for 10 hours displaying the same message over and over again chances are you are going to lose your account.

Proggies: This term is often used to refer to "pictures of progress". Whenever a script has been released some people will test it. Showing of their progress in a picture. They are also showing the running-time of the script. This is very helpful. This can give an indication about the safety of the script and that it can go undetected for sometimes very long periods of time (up to 48 hours or more in one session). I wouldn't advice botting anything for longer than 8 hours per day though.

Tile: The world of Runescape is built on tiles. With tiles, I mean the squares in game. Every square has its own X and Y coordinate! Some scripters use these coordinates to make your character walk to a place in game. When there is no variation in these X and Y coordinates that are being clicked on every time, there is a higher chance of losing your account. After all, the script is using the EXACT SAME Coordinates to manoeuvre itself through the world. Humans don't click on the same tile every time instead of this we click more randomly. This behaviour is sometimes copied in scripts; this makes the scripts safer to use. So, if you are testing a script make sure you check if the script clicks on different tiles to reach a place. If it doesn't then proceed with caution (don't run the bot for too long at once).



Extra: you should ALWAYS test out scripts you are unfamiliar with. Try the script out with different settings if possible and use common sense to tell if it is any good or not. Do not use a script if it has a tendency of getting stuck. If a bot displays behaviour of clicking on the same tile repeatedly without variation, do not use it. Same goes for pixels. If the bot clicks on the same pixel to complete an action, do not use it. This behaviour without variation, will get your account banned in the long run.

When a script is brand new, use it with CAUTION. Because it is brand new it can contain a lot of mistakes in the code. If you want to use this script, make sure to test it out on an account that you don't mind losing. If you don't have access to those accounts I would advise you to wait a couple days and keep an eye on the forum's thread. Look for comments that imply that the script is good/awesome/flawless/shit/buggy/botlike. In some cases, the newly released script absolutely kicks ass and runs flawless from the start. If that happens to be the case I would strongly advise you to abuse the shit out of it before more people get their hands on it!

The more times a script gets updated the more likely it is that it is a good script and that the developer is somewhat dedicated to delivering a good product.

Don't get misled by the most money you can make per hour or the best experience gains per hour. Find the best method of using the script that works for you and fits you.

If you don't want to lose your account, find the method that appeals the most human to other players. To do this, try to look at your account from a different perspective (maybe even from another account). Try to find out if you can tell if it's a bot or not. If the answer is yes -> you should change the settings if that's possible. If it's not possible, make sure to notify the developer of the script and ask if it can be improved. Before proceeding with a bot-appealing script, be sure to contemplate if it's worth taking the risk.

Mirrored mode?

Most clients use 2 modes to control the Runescape character. There is the stealth injection mode and the mirrored mode. There is no proof of one being better than the other. The way this came into life is because of Jagex made a statement that they can detect third-party software such as OSbuddy or Runeloder or any botclient. This means that whenever a third-party software is detected it COULD be a bot. And this can get people banned.

But keep in mind that the use of this mirror mode takes up a lot of CPU usage. And this will decrease the number of bots you can run in total. Some people even complain a fried processor after using this. So, this may affect your PC performance. I would advise against using this mirror mode.

Moneymaking and hotspot areas

Bots influence Runescape's economy a lot. Jagex wants to combat this to have a more stable economy to keep the players happy. But also, to prevent Real World Trading. Jagex's shareholders lose possible dividend because of Real World Traders and Gold selling websites. Therefore, we can assume that Jagex tries to combat(=ban) Moneymaking bots more quickly than it would do to any other bot.

When looking at the free and premium scripts available for money making, we see that there isn't much variation between the scripts. So, it is pretty easy for Jagex to detect a bot. Some people have even been banned within 20 minutes of botting. I wouldn't recommend botting a free moneymaking script on ANY account that you mind losing.

With every skill, there are hotspot places to train or in other words known botting areas. For example, the Al-Kharid furnace, green dragons and the rogues den, Seers yews etc. Sometimes a noob will walk by and report everyone training there. Jagex moderators also visit those places and manually ban every bot training there. Even when there isn't any other script available to make money, I would still strongly advise against botting in hotspot areas. Maybe it's time to switch up your botting client so you can have access to different scripts ☺.

Some bots can go undetected by the Jagex system itself for very long periods of time (up to a couple months or longer). But that's without getting banned by someone. So, if you are botting for longevity I would advise you to stay away from hotspot areas.

The forums

If you have a question about a script, be sure to check the forums of your botting client. The scripter has usually written a FAQ section. If there isn't any just post a comment to the script it's thread. Obviously, you should also visit the forums if the script or bot isn't working. It is after all your feedback that help scripters write a better and safer script.

Scheduled botting

For longevity, bot up to a maximum of 6-8 hours per day. Some bots can run for 16-20 hours per day. But those aren't likely to be around for long. And when you hear these kinds of stories you don't know how long they break for. People could be lying.

Maintain the same training schedule every day, every week. Jagex doesn't know anything about your real life, but they do know that people need sleep. So, you can't be online forever. And people need about 8 hours of sleep every day. Copy this into your botting schedule.

GMT+02	su 4/2	ma 4/3	di 4/4	wo 4/5	do 4/6	vr 4/7	za 4/8
12am	SLEEP						
1am							
2am							
3am							
4am							
5am							
6am							
7am							
8am	BOT						
9am							
10am							
11am							
12pm							
1pm							
2pm							
3pm							
4pm							
5pm							
6pm							
7pm							
8pm							
9pm							
10pm							
11pm							

On average, each player spends about 31 minutes online per weekday, bidders stand out because of more online time. It's OK to bot for longer periods of time over the weekend, since normal players play for longer times too.

It has been said that Jagex looks at your age, for instance a 12-year-old should be in school at 10am according to the time zone. So, when botting on your account make sure you are at least 18 years of age.

Overnight training

I get it, it is awesome to set up a bot before you go to bed and wake up to see incredible gains. I've done it in the past and its very addicting (if you get away with it). However, if you want to keep your account you shouldn't do this. There is an extremely high chance of losing your account. Not only because of the online time, but also for almost every other reason stated in this guide.

Monitoring the bot

When botting I would strongly advise you to monitor the bot. With monitoring, I mean looking at the screen once every 10-20 minutes. Just look at the chatbox or see if it is stuck. You can imagine it would be a smart idea to hop worlds if you read something like this in the chat: "Lets report these bots" or "Fking bidders omg".

Not just things like that can cause for concern. But even a simple "Hi" or responds to someone asking everyone's "cooking lvls?" in game can help your account by easing the other players in the world their mind that you are not a bot!

Also, when the bot gets stuck somehow, you can manually help itself to get back on its feet and do what it's supposed to and gain that juicy experience. Imagine that your account gets stuck someway in a very crowded place. It would be a shame to get reported for something so stupid.

Do I hide in plain sight or dwell below the surface?

This is all very important for other people to tell if you're a bot or not for a few reasons.

Depending on what skill you are training and if you are able to monitor your bot, you can choose to stay away from everyone or blend in between the horde.

If you are going to train a bank standing skill and sit at the computer and reply to people asking questions, it's OK to train/bot at any bank.

If you're not able to monitor your bot and want to train a bankstanding skill, in other words not able to respond to people, it's better to train at a crowded spot where other people do the talking for example the GE or rogues den World 2 or 29.

When I botted 99 fletching on one of my accounts, I placed it at the GE world 29. It was so crowded that nobody even wanted to talk to anybody because you couldn't even read the messages. Now when I botted 99 cooking in the Hosidius kitchen I did it in a PvP world. The kitchen itself was in a 'safe zone'. In my time botting there I've only once noticed a pker coming into that bank and he did not report me.

Look like a noob instead of a bot

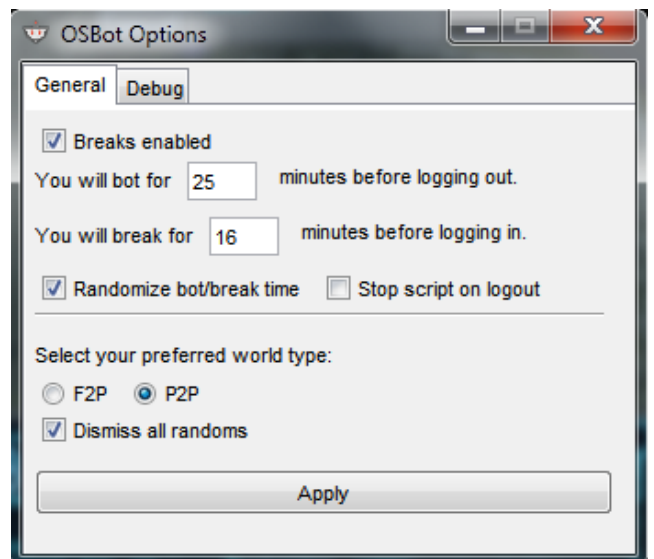
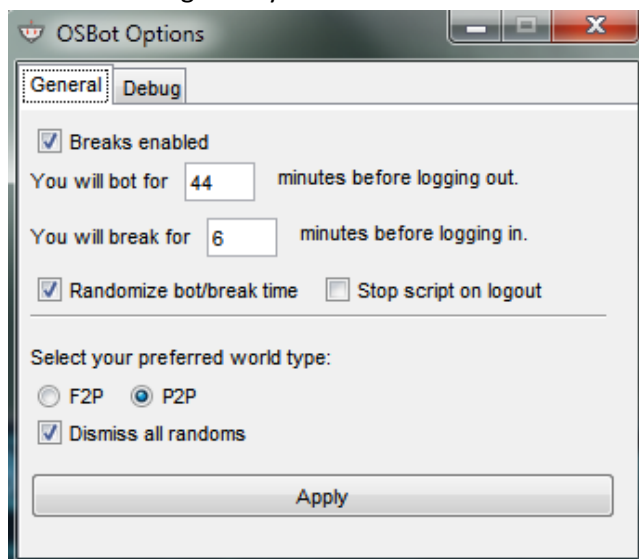
This is also very important and very easy to help your account look more humanlike. Just train combat to level 15+ and wear gear other than typical bot-gear. This prevents you from getting reported. Instead of people hating you for being a bot they now find you cute and want to help out.

Breaks

Breaking is VERY important. Break within your playing/botting schedule. When you play normally you break more often than you might think. Therefore, we should copy this behaviour into our botting strategy. If you're wondering how long you should break for. Well, there is not a perfect answer. You should do what feels right. As I am botting myself for longevity I tend to break up to 35% of Total gameplay. Some say that's paranoid, others say it's smart.

After all, every minute spend logged out is a minute with a less chance of being reported. Keep in mind that PROGRESS IS A SLOW PROCESS. Just accept that fact and don't push it. It's better to spend a little more time on achieving something what you want, than to get banned and to have to start all over + having to spend the same time that you didn't spent before on breaks.

Because this is still all pretty vague I'll give you some guidelines. These are your break settings: you will bot for 20-44 minutes and then break for 6-20 minutes. Randomize break time. Stay anywhere within this range and you'll be fine.



It is ONLY after you are 100% certain that the script you are using is epicly written that you can bot for longer periods of time. But even then I would still advice you to break once in every 2 hours for AT LEAST 10 minutes.

Switch it up = active botting

You are probably the most familiar with *passive botting*. Just having a bot do one activity for you for multiple hours. And that's probably the reason why you are getting banned every time. If you've watched my videos you know I like to switch it up! But what do I switch up? I switch up my activities. But also, my botting time. I like to call this: *active botting*.

Switch up the amount of botting time per activity: instead of 40 minutes in training one skill, switch it up to 20 minutes doing that one skill and spend 20 minutes botting another skill.

Example: After botting one activity (such as herblore) I like to bot another thing (such as woodcutting). And instead of grinding one skill for too long, I rather grind two skills for half of the time. So instead of doing strength training for one hour. I rather train strength for half an hour and agility for the other half of the hour. In my experience, this helps you to stay unbanned for the simple fact of noticeable VARIATION of Mouse clicks and variation in repetitions of rotations.

So how do you go about switching it up?

Set yourself multiple goals: you want to get 80 agility, but also 50 mining and 60 ranged. Now instead of pure grinding agility I would advise you to switch up training agility with training your other goals. So, for an example: train 40 minutes of agility, break for 5 minutes then spend 25 minutes of training mining. Break for another 10 minutes then Go back to agility for 35 minutes. After those are over break for 8 minutes and do 24 minutes of training ranged. Achieved one goal? Replace it with another.

Other tips:

Interfering with the bot/script

Whenever you want to interfere with the script. Maybe because you want to loot an item from the ground or respond to a noob nearby. **MAKE SURE TO PAUSE THE SCRIPT** first before interacting with the game!! Most scripts are not used to being interfered with and as a result the mouse can sometimes flip out, that can be translated to unhuman like behaviour. This can get you banned.

Web-walking scripts

Whenever you are using a script that works along a web-walking script. Make sure to fully close the WINDOW that the bot is running in occasionally. So, shut down the Client. Because the web walker uses A LOT of CPU every time when you start it, and this CPU usage can't be deleted in any other way. This can also explain why your bot is lagging after some hours of usage and switching scripts.

Overtraining

Overtraining: when leaving a script on while you go and do something else I recommend that you don't leave it there to train with UNLIMITED supplies. You should always take the precaution of having up to max 2-3 hours of supplies in your bank. When I botted 99 cooking, I made sure that whenever I left the computer the bot wasn't cooking for longer periods than 3 hours (breaks included). If there's no way to have the bot stop the activity after 3 hours (breaks included) and you are forced to train for longer periods of time the chance of losing your account grows every minute.

If you can't stop the activity after 3 hours because you are not at your PC: I wouldn't recommend botting this activity. Try botting a different activity which can be stopped after 3 hours or look for different ways to shut down a computer/ internet after 3 hours have passed. For example: internet curfew or call someone to shut down your bot/PC.

The 3-hour mark is a guideline, when scripts are well written you can push it up to 4 hours in one session. But if you like the bot to stop after 1,5 hours or 4 hours you can of course differ from the guideline! It's up to you.

World hopping

Hop worlds when training one skill for longer periods of time, this is useful because if you don't hop worlds other people will start to recognize your name and maybe start a conversation. And by hopping worlds you can avoid getting banned.

Try training at abandoned worlds like 365 or PvP worlds.

Tutorial island

There are scripts for botting tutorial island. But after reading on the forums and talking to scripters and experienced botters it seems that this is really risky. A lot of accounts get banned right after. Therefore, it's not advised to bot tutorial account. However, if you do decide to bot tutorial island make sure to let the account cool off a couple of days before you start botting again. Aging the account seems to work. One week of aging is nice, two weeks is even better. It's just like some fine wine, the older the better. Log in once every few days to create activity/history on the account. After the aging period is over and you want to train the bot. Try not to overtrain in the first few days by keeping it at sessions of 4 hours of maximum playtime per day (including breaks).

Having an aged/older account to bot on significantly decreases the chances of being banned in the first week.

Increase amount of botting time per day with 0,5-1 hour per week. Try to cap at 8 hours of botting time per day. For example:

First week since account creation:	4 hours maximum per day.
Second week since account creation:	5 hours maximum per day.
...	
Third week since account creation:	8 hours maximum per day.
Eleventh week since account creation:	8 hours maximum per day.

Accounts

Make sure you create accounts when you don't need them, on different IP addresses so you don't lose them all when you're IP-flagged. Make like 5-10 or so every month and this way you'll always have some aged accounts laying around.

So you've been banned in the past?

If you have ever been banned in the past it's possible that Jagex now tracks you and your activity in game via your IP address or Hardware ID. Follow the steps down below to ensure yourself from a clean sheet. **FIRST**, Change your Hardware ID. **Secondly**, change your IP address.

HWID (Hardware ID)

Whats a HWID? A hardware ID is the number of your hardware. Like a licenseplate is to a car. Every Hardware device has one, even your phone and printer. When you're logging onto runescape your HWID is stored in a database.

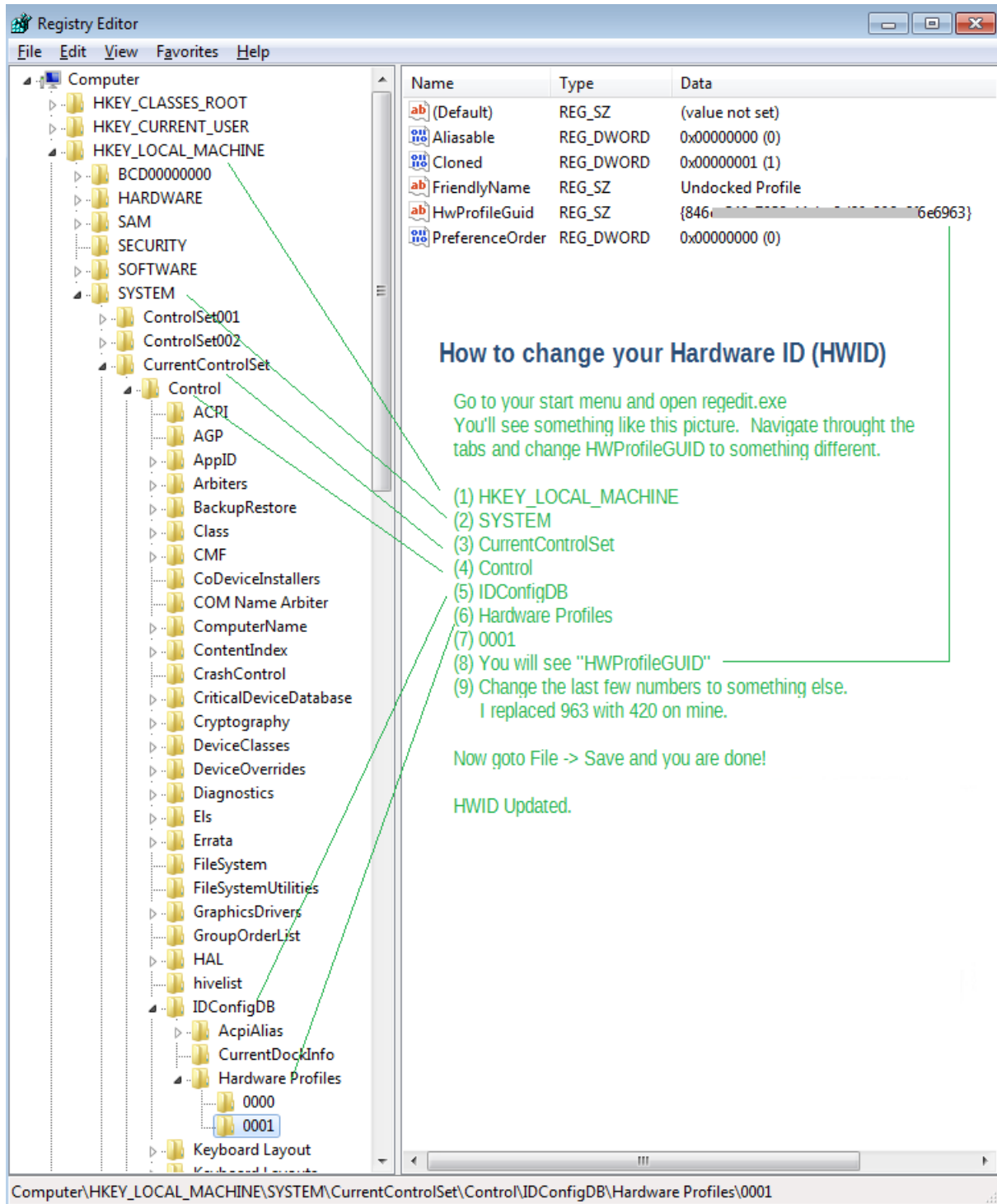
Changing your HWID after you've been banned is very important. Because, just like an IP address, a hardware ID has a unique number that can be tracked down and is being used to track down bots by Jagex. So, if you are only changing your IP address after a ban you are not in the clear yet. Jagex can still find you by searching for the HWID that's stored in their database.

This may explain why you keep getting banned after buying new proxies for your bots!!!

Changing the hardware ID does not affect the performance of your pc in any way. It can be done manually but also by installing a simple program called the HWID changer.

To find the HWID changer, Search on YouTube/Google for HWID changer.

How to change the HWID manually:



How to change your Hardware ID (HWID)

Go to your start menu and open regedit.exe
You'll see something like this picture. Navigate through the tabs and change HwProfileGUID to something different.

- (1) HKEY_LOCAL_MACHINE
- (2) SYSTEM
- (3) CurrentControlSet
- (4) Control
- (5) IDConfigDB
- (6) Hardware Profiles
- (7) 0001
- (8) You will see "HwProfileGUID"
- (9) Change the last few numbers to something else.
I replaced 963 with 420 on mine.

Now goto File -> Save and you are done!

HWID Updated.

Name	Type	Data
(Default)	REG_SZ	(value not set)
Aliasable	REG_DWORD	0x00000000 (0)
Cloned	REG_DWORD	0x00000001 (1)
FriendlyName	REG_SZ	Undocked Profile
HwProfileGuid	REG_SZ	{846...6e6963}
PreferenceOrder	REG_DWORD	0x00000000 (0)

Computer\HKEY_LOCAL_MACHINE\SYSTEM\CurrentControlSet\Control\IDConfigDB\Hardware Profiles\0001

To change your IP address via a proxy, scroll down to the dedicated section on this subject.

99 check

Something I have discovered the hard way when I was botting to get a 99 stat is that there seems to be a build in check-for-macroing-activities after a 99 skill is achieved. I noticed this on several occasions where I got a level 99, and then my accounts were banned shortly after.

To try and dodge this I made sure that I didn't get more than 400k experience in one botting session when botting from 98-99. I also switched up the botting with botting different activities than just that one skill. I think playing manually also helps in this case because it saturates the botlike behaviour and mouse clicks.

Bots per IP

Its advised to run a maximum of 4-5 bots per IP address.

VPN and Proxies

A VPN is a Virtual Private Network, these are used commonly by people who torrent frequently, or want to remain anonymous online. With a VPN subscription (such as Cyberhost or Private Internet Access) you gain the ability to connect to servers provided by your VPN provider and thus run all your internet traffic through the server and change your IP address. The reason VPN's do not work well for botting is that with a VPN subscription you gain access to a pool of IP addresses (the pool of IP's being the servers you can connect to) but that pool is shared with the other people who have subscriptions to that VPN. How does this relate to botting? Well, as botting has grown, so have the ban rates and JaGeX have started issuing IP bans, where every account attached to an IP address is permanently banned. Due to these IP bans, using a VPN with IP's that other can have access to, you have no control over what they do while connected to those IP's and for all you know, every IP address your VPN provides could be flagged by Jagex and every account you make could be banned thanks to those IP bans I spoke of earlier. As well, when you use a VPN your entire internet connection is routed through it, and thus all your accounts again are on one IP.

Now, to combat this, you may hear of many users using private proxies to help prevent these bans. The idea behind a proxy is the same as a VPN, where you connect to a server, run your internet traffic through the server and therefore mask your IP address. However, private proxies are proxies that only you theoretically have access to, which means nobody else can be botting on your proxy besides you. These private proxies are a way to control who uses the IP address, as well as help evade the IP bans, as whenever a proxy gets IP banned you can just get a new one. As well, with most botting clients built in proxy feature you can have each account connect to a different proxy and thus have a different IP on all your accounts and avoid chain bans.

In short, whether you want to use a VPN or a proxy is entirely up to you, most users go with proxies to keep away from chain bans.

Setting up a proxy

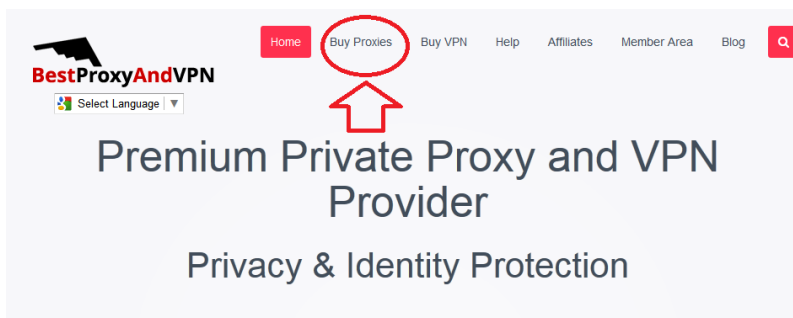
I am not sponsored by the site where I get my proxies from.

Follow these steps to ensure yourself from a dedicated private IP address. This will cost money. If you have any problems, please try the 'help' button on the webpage before contacting me.

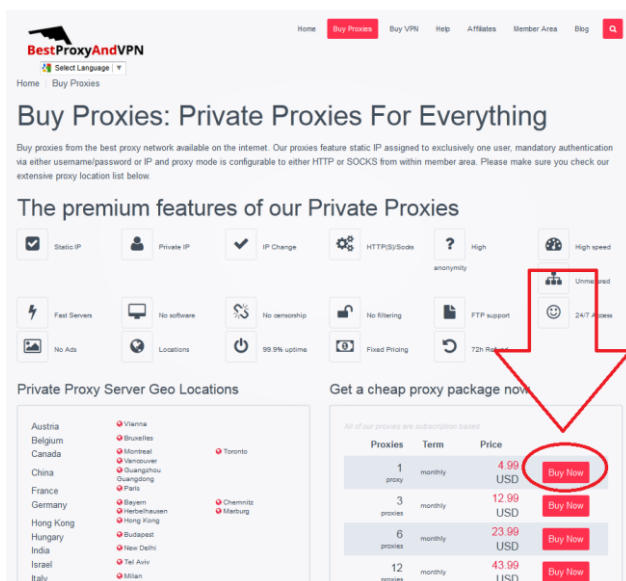
When buying a proxy, you want to look for a socks 4/5. The SOCKS part will help you go through firewalls and the socks 5 provides an extra authenticator. You don't really need to know this as it does this automatically.

I am sure there are other or cheaper sites that are slightly better than mine, but for convenience I buy my proxies from this site: <https://www.bestproxyandvpn.com>

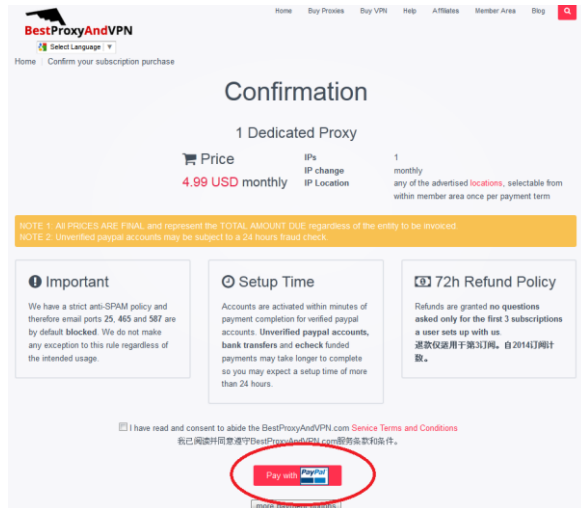
1. When you go to the webpage, look for 'buy proxies' and click on it. It should be located next to the Home button.



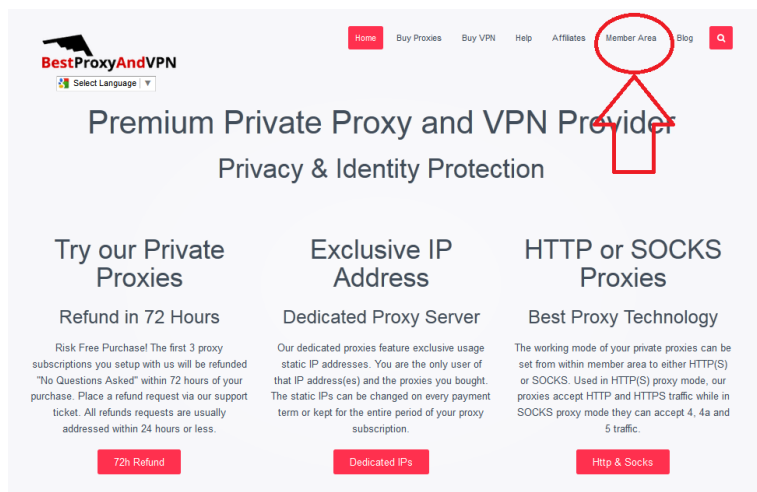
2. Once you've clicked on it, you can buy a proxy package. I just go with the one month IPs, this way I don't lose a lot of money if one gets IP-flagged by Jagex. Check the picture down below.



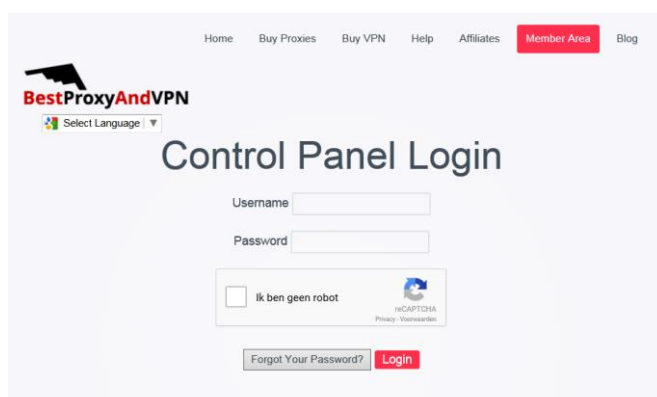
- Go ahead and buy one. After purchasing, the site will email you your Login information to access the proxy you've bought. The login name is extracted from your PayPal address. You will be emailed a log in name and a password and a confirmation of buying the proxy with transaction-ID.



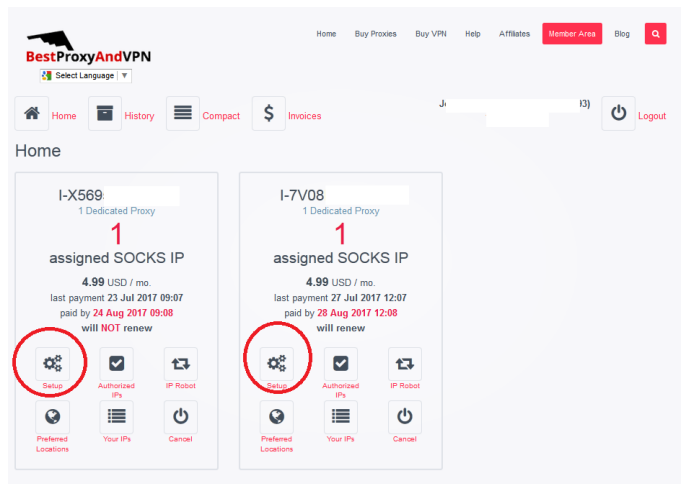
- Once you've done that, wait for the email containing your login information. Then look for the 'member area' section and click on it.



- Log in with your username that you received in your mail account. The same mail account as your PayPal.



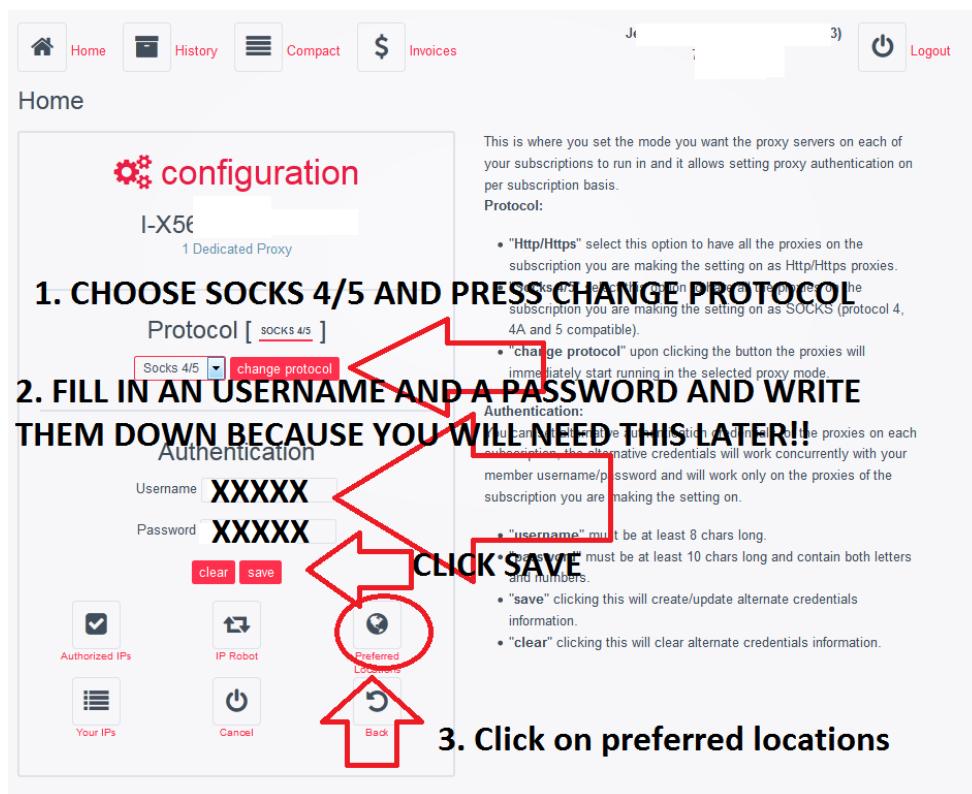
6. You will then see the Home menu with all the active proxies! Almost done! We only need to set it up! Go ahead and click on 'set up', you will have to set up all of your proxies manually.



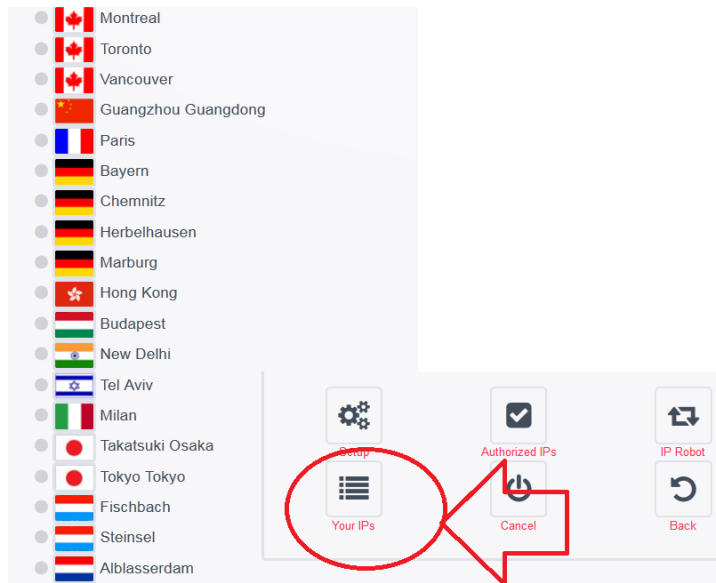
7. After pressing the setup button of your newly bought SOCKS IP, you will be brought over to the configuration screen of that IP. First of all, select in the protocol box the 'socks 4/5' option in the drop-down menu. Then press 'change protocol'.

After that it's onto the authentication. Create an original username and password. You will need this later so make sure to write them down. I advise you to choose something different than your Runescape login. Hit the 'save' button. Almost done!

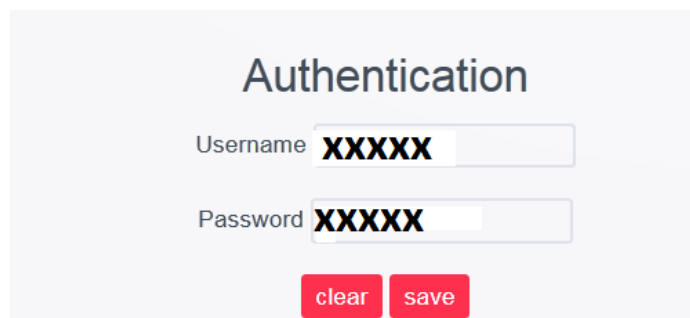
After you've set up the protocol and authentication click on 'Preferred locations'.



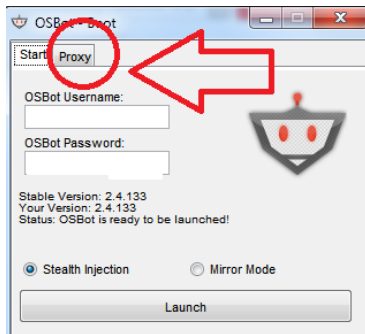
8. Select the closest location to your house to prevent lagg. Then scroll down click the 'set location' button, once your location is set scroll down and click on your IP's.



9. After you've clicked on Your IP's you can now see your active SOCKS IP address! Hell yeah! Write the IP address and the port number down because we will need it in a second. Remember the Authentication you created with the original username and password? Good! We need that too.



10. Open your botting client, for me it's OSBOT. Before you click on launch or login, click on the proxy tab.

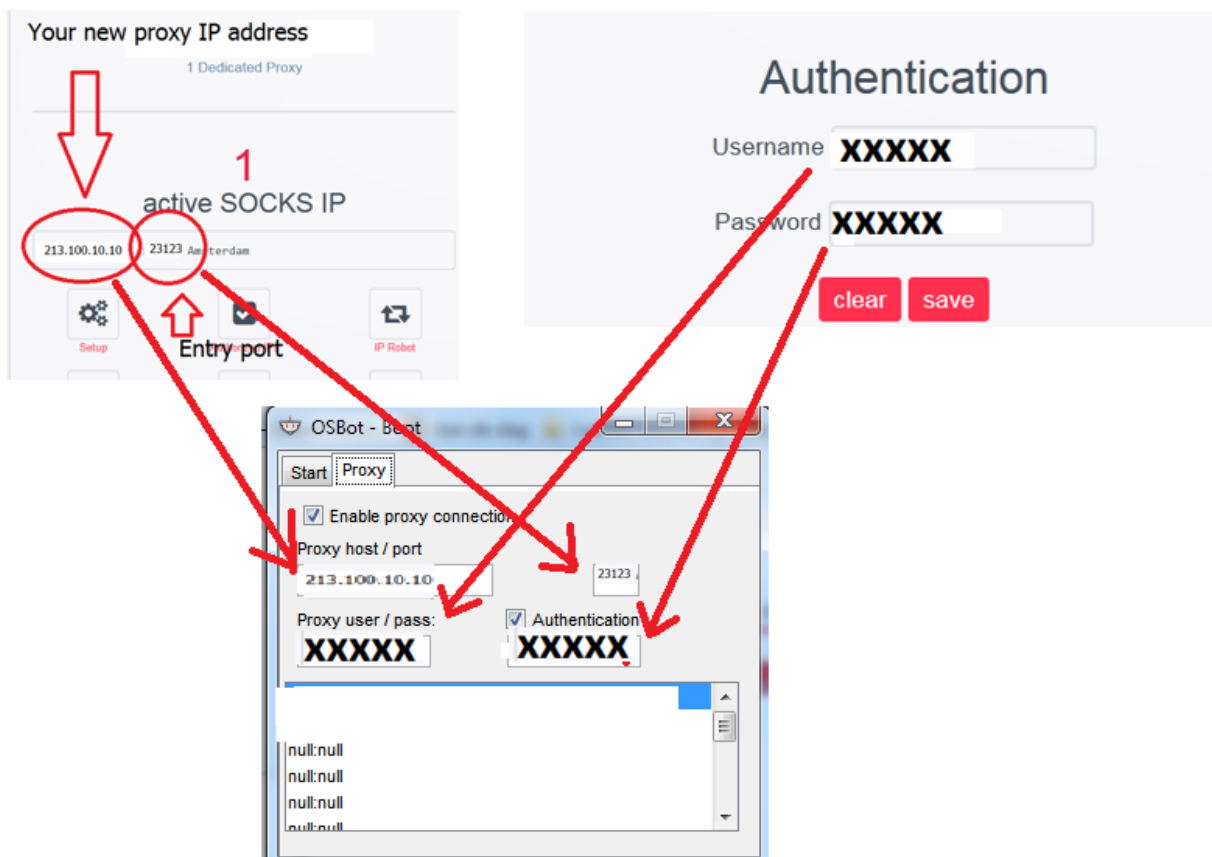


10. Now it's time to fill in all the stuff that you have written down. Firstly, click on 'enable proxy connection'. Make sure the box is ticked/enabled. Then enter the Proxy host (YOUR NEW PROXY IP ADDRESS). Put in the port number in the box next to it (the 5-digit number).

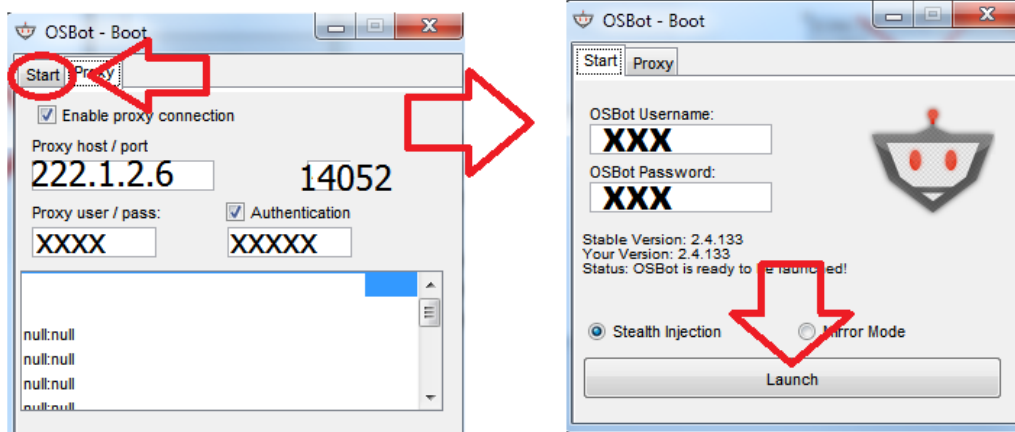
Click the 'authentication' box. Make sure its enabled.

Now it's time to enter in the authentication details.

See the picture down below.



11. You are done, go back to 'start' and hit 'launch'.



You are now on your own private proxy server.

Once you have changed your HWID and IP-address, you are a new player to the Jagex system. Just make sure to change the HWID first and then set up a new IP address. Logging into a new IP/proxy without a changed HWID can resort into Jagex finding you and banning you once again.

Sorry for the ugly paint.

Recommended scripts

I chose to not include the scripts I recommend since I only use one client. However, if you're in doubt if you should use a script. Then turn to the forums to find information about the script or developer. The amount of scripts and the quality of other scripts can sometimes say a lot about a new freshly released scripts by this one developer.

Also, you can leave a comment on my YouTube videos if you should use "name of script". If I know the script, I'll be happy to reply to your question.

This was my guide and I hope you learned something from it. If you have any other questions, feel free to send me a message on YouTube. Happy botting guys and I'll see you in the next one! Peace.