

myD2 Mod Documentation (v1.04, r091103)

a Diablo II® Game Modification by Epsilon Group

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1 Requirements

- 1) Diablo II®: Lord of Destruction v1.10, v1.11b or v1.12
- 2) Windows® 2000/XP/Vista running on x86 family processor
- 3) Recommended: Administrator System User

2 Installation

- 1) Unzip the "myD2_vXX.zip" file to any location on your computer.
- 2) Start one instance of Diablo II®: Lord of Destruction and move to the main menu (do not connect to Battle.Net or join a game!)
- 3) Execute \myGame.exe GUI Loader.
- 4 a) Loading full registered version (see "Registration Process" below on how to register and obtain a full version): Select your registered Diablo II instance and hit the "Load" button.
- 4 b) Loading demo version: Select any Diablo II instance and hit the "Load" button.

3 Registration Process

In order to use the full version of myD2, a registered copy is required. To do so, follow these simple steps:

1. Surf to <http://www.myD2-mod.com>, tab "Register" and purchase the full version. You will receive the full version to your E-Mail account used in the payment process (only paypal is accepted).
2. Unzip the full version to your desktop or anywhere you like.
3. Execute "myHash.exe" in the main directory of the full version and send the output file "myHash.dat" to support@myd2-mod.com, using the same E-Mail account used in the payment process.
4. You will be activated automatically within the next 24 hours. Once activated, you can load the full version and use it with Diablo II: Lord of Destruction (see Requirements section for supported patch versions).

4 File Structure

Folders:-

\	Executable\Data Files\Basic Configuration Files
\doc*	Documentation
\lib\	Core Library related files
\lib\plg\	Core Plugin Library files (*.plg)
\lib\img\	Image Files
\lib\vcb\	Locale Files (Multi-Language Support)
\lib\tmp*	Dump Files (Logfiles, Mapfiles, etc.)
\lib\usr\	User Registry (Permanent Session Data)
\etc\	Advanced Configuration Files
\etc\plg\	Advanced Plugin Configuration Files

Files:-

\myGame.exe	Loader
\my*.dat	Keyfile(s)
\lib\img\mini*.bmp	Mini-Automap Shrine Images
\lib\img\shrine*.bmp	Automap Shrine Images
\lib\vcb\default.vcb	Default Locale File (English)
*.ini	Basic Configuration Files
\etc*.ini	Advanced Configuration Files
\etc\inc*.ini	Constant Definition Files
\etc\plg*.ini	Plugin Configuration Files
\lib\usr*.dp	Registry Data Pool
\lib\usr*.sp	Registry String Pool

5 Known Bugs

- No major bugs

6 Feature List

Configured in myD2_AutoMove.ini:-

- Auto-Teleport vectors out-of-town on optimized pre-calculated pathways
- Improved pathway calculation speed through map-caching
- Auto-Move vectors in-town and auto-heal at NPC or auto-take waypoint
- Auto-Teleport across multiple vectors (and levels), i.e. Black Marsh -> Tower Level 5
- Take shrines automatically by priority and condition

Configured in myD2_BNet.ini:-

- Block advertisement banner
- Bnet chat spamfilter with powerful UN*X expressions

- Bnet chatlogging
- Save last game name/pass that was joined and restore it automatically
- Auto increment last game name/pass (i.e. myBaal-123 becomes myBaal-124 automatically, etc.)
- Modified game-list that allows hundreds of games and filter options (see “Screenshots” section)

Configured in myD2_Chicken.ini:-

- Enable/Disable all chicken features
- Chicken (= automatically exit the current game) on low health \ mana values
- Chicken on high ping values
- Chicken on hostile (Anti-TPPK)
- Chicken on namelock/missile attacks of other players (Anti-TPPK)
- Chicken on affections (i.e. if your player receives iron maiden)
- Auto-Potion Health/Mana/Rejuv potions on low health \ mana values
- Auto-Feed merc with Health/Rejuv potions on low health
- Fast Town-Portal Hotkey
- Fast Exit Hotkey

Configured in myD2.ini:-

- Multi-Language Support
- Reload Configuration in-game with Hotkey
- Auto-Load Plugins
- Command Interface (see “Commands” section)
- myD2 friends list (not implemented yet)
- Download keyfiles on-the-fly

Configured in myD2_Items.ini:-

- Pre-Configure what items should be auto-picked (sockets, ethereal, class type, quality type, etc.)
- Auto-Teleport and pick item if high radius (auto-reset skill)
- Pick gold/potions with telekinesis, if configured and skill available
- Ignore list to prevent re-picking same item twice
- Ignore potions if belt full & ignore gold if full
- Picked items logfile

Configured in myD2_MapReveal.ini:-

- Reveal all game maps (all acts on game-join), or specific levels static/dynamically (Last Recently Used, Favourites, ..)
- Display monsters on automap (including immunities, different colours, etc.)
- Display missiles on automap

- Display chests on automap
- Full Light-Radius / Bad-Weather Toggle
- Vectors to Level/Waypoint/Quest locations drawn on automap
- Fully configurable vector destinations, colours, etc.

Configured in myD2_Misc.ini:-

- All QuickCast (no player animation, faster cast rate hack) feature options
- View players life percentage value below their playername on the automap
- Disable item-flip animation
- In-game chat logging
- Dump player items to HTML/XML file (optionally automatically on game-join)
- Spy other players inventory in-game (hover player and view their inventory)
- Extensive in-game experience statistics (gained experience, estimated time until level up, experience per second, etc.)
- Server IP in-game
- Added character stats: MF/EG/FCR/FHR/FRW/IAS, resists, dmg reduce, etc.
- Block screen flashing
- Select other players outside of game (for inventory spy)
- Auto-invite/accept invites (from biggest clique, etc.)
- Allow loot hotkey for all players on hardcore
- Print welcome messages to players\game (if certain amount of ppl joined, etc.)

.. and a lot more, such as an in-game window system for plugins and native data (such as experience/player stats windows), or a number of available plugins with additional features (details below). Regarding the window system: MyD2 windows can be minimized/maximized, dragged to new screen locations or scrolled with your mouse wheel using the CTRL-key. Hover your mouse in the lower D2 window area to view the window task-bar. This kind of mobility allows you to view the extra information in the style you prefer and on-demand, without necessarily cluttering up your screen. As an added bonus, all the window positions/states are remembered throughout your Diablo II sessions, i.e. you do not need to set up your window positions/states every time you start up Diablo II to play.

7 Default Hotkeys

Many additional features not listed above are available through hotkeys.

Note: All Hotkeys can be configured in the various Configuration files. See “\etc\inc\keycodes.ini” for a list of keycode values that can be used. Set “\etc\myMisc.ini\PrintKeycode” to TRUE to view keycodes in-game while pressing a key (can be toggled through the in-game configuration menu, simply press ESC in-game). All Hotkeys will only take effect if you are in a game.

List of Hotkeys:-

Keycode	Description
VK_E	Make a town-portal and take the town-portal.
VK_CTRL + VK_E	Make a town-portal (and do not take it!).
VK_8	Exit the game (only out-of-town).
VK_7	Auto-Teleport level vector.
VK_6	Auto-Teleport waypoint vector.
VK_5	Auto-Teleport quest/special vector.
VK_R	Initiate Auto-Teleport Sequence (across multiple levels). You will be notified if Auto-Teleport Sequence is available with an overhead client-only message if “\etc\myAutoMove\NotifyOnSequence” is enabled.
VK_K	Abort Auto-Teleport.
VK_S	Print Auto-Teleport statistics.
VK_I	Hover a player and press this key to view that players inventory (works out-of-town aswell)
VK_CTRL + VK_I	Target a player (myTPPK Plugin) and hit VK_I to view that players inventory.
VK_J	Join a party, by accepting the invite of the biggest available clique (or only accept if largest clique, depending on configuration)
VK_U	Invite all players (that are not in a party or already invited) to join you in a party.
VK_END	Toggle all visuals (including revealed automap to unrevealed automap, all vectors, etc.).
VK_SCROLL	Dump your player items (hover another player to dump his\her items).
VK_PAUSE	Toggle Auto-Pickit .
VK_NUMLOCK	Toggle (disable / enable) chicken settings.
VK_NUMPAD_MINUS	Toggle full light-radius / bad weather.

VK_CTRL + VK_LMOUSE_DOWN	Requires automap to be enabled and valid location. Click automap and auto-teleport to location on automap (or walk / run if in-town).
VK_CTRL + VK_RMOUSE_DOWN	Farcast left or right skill on automap, automatically target nearest monster / player to location clicked etc.
VK_CTRL + VK_LMOUSE_DOWN + WM_MOUSEMOVE	Requires mouse click to be made on a window. Hold down VK_CTRL, your left mouse button and move the mouse around. The selected window will be dragged to a new position if it is in maximized state. Minimized windows are ignored.
VK_CTRL + VK_LMOUSE_DOWN + VK_LMOUSE_DOWN	Requires mouse double-click on a window. Double-click on a window with VK_CTRL held down will toggle the window state to either minimized / maximized.
VK_CTRL + VK_D	Toggle all window states at the same time to either minimized or maximized.
VK_CTRL + MOUSE_SCROLL + HOVER_WINDOW	Scroll the window contents (only on windows that have more data than displayed, such as the console).
VK_CTRL + VK_LMOUSE_DOWN + Hover Item in Inventory/Stash/Trade	Enables fast item move feature. Move items quickly between trade window/inventory and inventory/stash and vice versa.
VK_9	Re-load configuration.
VK_F5	Resynch hotkey (use if black wall appears).
VK_F6	Teleboss hotkey (teleports to closest boss or monster, if no boss available).

8 Commands

Note: All commands need to be prefixed with a dot (".") by default. The default prefix character can be configured in "etc\myConsole.ini\ConsolePrefix". Commands can only be executed if you are in a game and must be submitted as if you were sending a chat message. Example: Submit ".help" as a chat message. Chat messages are not actually printed to the game (i.e. other players cannot see them).

List of Commands:-

Command	Syntax	Description
help	help help <cmd>	Print all available commands
ver	ver	Print current version
load	load <plugin>	Load <plugin> plugin from "\lib\plg"
unload	unload * unload <plugin>	Unload all plugins Unload <plugin> plugin
send	send <data>	Send packet data to game-server
recv <data>	recv <data>	Spoof received packet data from game-server
list	list	List all loaded plugins
info	info <plugin>	Get detailed info about <plugin>
clear	clear	Reset channel chat text field. Disabled
chicken	chicken hp[mp\mode] <life>[\<mode>]	Set chicken life/mana and/or mode. Example: "chicken hp 50 1" will set chicken to make a fast-tp if health is below 50% (see "etc\myChicken.ini" for chicken modes)
spell	spell	Print your skill ID numbers and some other infos
coord	coord	Print player coordinates and level number
move	move <x> <y>	Move player to coordinate
game	game	Print some infos about players in the current game
ip	ip	Print server IP address
stash	stash	Stash newly found players items in current game from inventory to stash/cube, if player is in-town.
ilvl	ilvl	Hover equipped/inventory item and print its iLvl by executing the command
eval	eval	Hover equipped/inventory item and print the result of the Mods option for

		the item in question being evaluated (only regarding items that would be considered by pickit)
istats	istats	Hover equipped/inventory item and print the available stats data
accept	accept [auto]	Accept invite of biggest group (depending on RequireBiggestClique option) or toggle automatic invite accept status (second option)
invite	invite [auto]	Invite all players or toggle automatic invite of new players joining game (second option)
loot	loot	Allow all players to loot your dead corpse (hardcore only)
filter	filter [r\s]\[recv\sent] [<ident>][on\off]	Sniff sent/rcv game packets. Example: "filter r 9c" to print all received 0x9c packets
block	block [r\s]\[recv\sent] [<ident>][on\off]	Block sent/rcv game packets
resynch	resynch	Re-synchronize your player position on the server with the current position on the client (i.e. this command can be used to remove "black walls"), F1 is default hotkey
enter	enter	Automatically enter nearest level entrance with your player
teleboss	Teleboss [-i]	Searches nearest super unique/unique boss and teleports (custom vector) to the monster's location. F2 is default hotkey. Hotkey uses -i parameter. -i Parameter ignores, if no boss is found and tries to search for nearest monster instead.
qc	qc	Enable/Disable player cast animation (Quick Cast)

9 Configuration

In the following sub-sections, a short description will be specified for the various configuration options available in the configuration files found in the root and \etc\ folder of myD2. It should be noted, that a number of options can also be configured in-game through the myD2 configuration menu. Simply press ESC to access the regular Diablo II menu, in order to navigate to the respective sections. Changing configuration options in-game will actually update the files on your harddisk, so all changes made are permanent between games and Diablo II restarts. Note that not all options available are listed in this file. Before describing the most common options, a brief description of the configuration file syntax and variable types follows.

BOOLEAN options

These type of options can only be turned ON or OFF. The default values used are: *FALSE* (OFF) or *TRUE* (ON). The value specified should not be encapsulated with any quotation marks. The value cannot extend across multiple lines and must suffix with a semicolon.

NUMERIC options

These type of options are specified by a number (negative values should be preceded by a minus sign ('-')). The valid number range is *-32767 to +32767*. The value specified should not be encapsulated with any quotation marks. The value cannot extend across multiple lines and must suffix with a semicolon.

STRING options

The value of these type of options are encapsulated by quotation marks. The value itself can contain any character of the ANSI character set, excluding quotation marks. In other words, currently it is not possible to escape any quotation marks. Quotation marks are any of the following characters: ' , ` , , , " . The value may exceed multiple lines and must suffix with a semicolon. To do so, you need to extend the string with added quotation marks, example:

```
Option =      „alphanumeric value part 1“  
            „alphanumeric value part2“; //<-- terminates here
```

COMMENTS

Besides options, you may also specify comments in the configuration file. Comments will be ignored by the configuration parser. You have the option to either comment all characters to the right of the comment identifier of the same line, or multiple lines between two comment identifiers. The two type of comments are illustrated below.

Example1: Option = Value; //this message is ignored

Example2: Option = Value; * this is a multiple line comment
and extends until the second comment
identifier is specified *\

INCLUDE statement

The include statement is used to split the configuration between multiple files. You can include additional files to the main configuration file („myD2.ini“) by adding the following statement in a new and single line:

%inc „filename“

The included file (e.g. „additional_options.ini“) will then be inserted and replace the include statement. In other words, be sure the configuration file will still have proper syntax after the replacement takes place. If an error occurs while parsing the configuration file, an error will be prompted and myD2 will terminate Diablo II.

DEFINE statement

The define statement is used to define symbols representing numerical values, in order to make the configuration files more human readable. This technique is used especially with constant values that do not change, such as character values for hotkeys or constant values for the pickit configuration files. You will find most constant definitions in the `etc\inc\` folder. The syntax for defining a symbol is as following:

%def SYMBOL_NAME NUMERICAL_VALUE

The SYMBOL_NAME may be any alphanumeric string, without special characters. NUMERICAL_VALUE can either be a decimal or hexadecimal value. If you want to specify hexadecimal values, prefix them with „0x“, i.e. 0X10 for 16 decimal.

9.1 myD2.ini

This is the main configuration file. It is the only file that is loaded by myD2 by default, with the exception of myD2_Items.ini. All other files are only loaded, because they are referred to through *%inc* statements (see above for description). The options with most significance for the very core of myD2 are present in this file. The following options are available:

LoadPlugins

This option defines a string list, which specifies what plugins are to be loaded from the plugin directory (i.e. *Vib\p\gl*). Specify all plugin names with their full file name, including the .plg extension, separated by a comma.

UseClassicCDKey

Here you can set the Classic CD-Key that Diablo II should be loaded with (also used in the full version to check for your keyfile). Add the CD-Key between the quotes, with or without hiphens.

UseExpansionCDKey

Here you can set the Expansion CD-Key that Diablo II should be loaded with (not used for keyfile detection, as the keyfile is based on the Classic CD-Key).

DetectOtherMyD2Users

This option allows you to detect other myD2 users in your game and share your status with other myD2 users. A myD2 user receives a brief prefix below his name on the automap (next to the life % display, if enabled).

9.2 myD2_adv.ini

VocabFile

This option defines the default language file name, that is to be used for output strings of myD2. Language files specified are relative to the following pathway: *\bin\vcbl*

LoadAllPlugins

If enabled, myD2 will load all valid *.plg files present in the following pathway: *Vib\p\gl*

PrintLoadedPluginsOnGameJoin

If enabled, all currently loaded plugins will be printed on joining any game.

LoadRegistry

If enabled, myD2 will load the *.dp and *.sp files present in the *\usr* directory, according to the CD-Key hash that is being used to operate Diablo II. The myD2 registry are session files and can be deleted safely. The session files save data about your window states, as well as other session related data, such as the last game you visited.

SilentError

If enabled, myD2 will suppress any message boxes from appearing. For example, if Diablo II crashes, a message box will usually appear before Diablo II closes, notifying you of the event. If the message box is blocked, Diablo II will close immediately. That may be a desired behaviour, if you are running a bot and have myGame.exe set to reload Diablo II upon closure.

ConsolePrefix

This option specifies a single character encapsulated by quotation marks. The single character specified is the prefix for all command messages, which are to be submitted as a chat message in-game. For a list of commands, see the commands section above. By default, the prefix character is a dot (".").

MaxConsoleSize

This option specifies the maximum number of saved output lines in the console window. By default, this value is 100.

DisplayConsoleSize

This option specifies how many saved lines are printed at most to the maximized console window at any given time.

PrintToConsole

If enabled, myD2 output messages will be added to the console window.

PrintToGame

If enabled, myD2 will output messages to the game screen, as well (not visible to other players).

DisplayBanner

If enabled, myD2 will print a small banner (text or image) at the top of your screen while being in-game.

DisplayClassicBanner

If disabled, myD2 will try to print *bin\banner.bmp* instead of a string, if such a file is present (not the case, by default). The bitmap file needs to be available in D2 palette color format, for optimal output. If no file is present, the classic banner will be displayed, if the *DisplayBanner* option is enabled.

DisplayBannerCol

Specifies the text color of the text banner, if it is displayed (see *DisplayBanner* and *DisplayClassicBanner* options).

DisplayBuildType

If enabled, myD2 will display its build type in text below the text banner, if the classic banner is displayed.

DisplayBuildTypeCol

Specifies the text color of the build type (see *DisplayBuildType* option).

EnablePickItDefault

If enabled, myD2 will enable pickit by default upon joining the first game.

EnableFasterGameLoad

If enabled, myD2 will increase the execution speed up the join game code, by temporarily increasing the thread priority for your CPU (i.e. you will experience faster game joins, but shortly higher CPU usage).

ReloadConfigKey

This option defines a hotkey, which is used to reload the myD2.ini configuration file present in the `etc\` directory, as well as the myD2_Pickit.ini file. The include files are parsed as well, naturally.

LogClientErrors

If enabled, Diablo II native errors will be logged to the `tmp\d2logs\` directory (realm, channel and game server).

DeleteMapFilesOnExit

If enabled, myD2 will clear all map files in `tmp\d2mapsave\` and sub-directories upon termination. This reduces the total folder size of myD2 considerably.

9.3 myD2_AutoMove.ini

TeleLevelVectKey

This option defines a hotkey, which initiates the calculation of an auto-teleport/-walk pathway between your player location and the level vector destination (yellow vector drawn on the automap, by default). In-town, the level vector destination is the location, where town portals typically appear.

TeleWaypointVectKey

This option defines a hotkey, which initiates the calculation of an auto-teleport/-walk pathway between your player location and the waypoint vector destination (green vector drawn on the automap, by default).

TeleSpecialVectKey

This option defines a hotkey, which initiates the calculation of an auto-teleport/-walk pathway between your player location and the waypoint vector destination (green vector drawn on the automap, by default). In-town, the special vector destination is the NPC location, which heals your player upon interaction.

TeleVectAbortKey

This option defines a hotkey, which will abort an automatic movement of your player (be it auto-walk in-town or auto-teleport outside of town). Automatic movements are initiated using the *VectKey options listed above, if the InstantMove option is set to TRUE.

TeleVectStatsKey

This option defines a hotkey, which will print statistics about the usage of the *VectKey options and the results. The printed statistics include: Total number of movement sessions, total number of nodes calculated, total number of seconds moved, average nodes per single movement session and average milliseconds required to move to a node.

TeleMinDelay

This option defines a numeric value, which specifies the number of milliseconds that is to be waited after a teleport event occurs during an automatic movement session.

TeleTimeout

This option defines a numeric value, which specifies the number of milliseconds, after which an automatic movement session will be regarded as terminated (timeout occurred). The timeout event is triggered, if no new movement of your player took place during the specified amount of time, since the last movement.

TeleMaxRetries

This option defines a numeric value, which specifies the number of retry attempts after an automatic movement session aborted, due to a timeout event (see *TeleTimeout* option). On every retry, the pathway to the previously specified target location is recalculated.

InstantMove

This option defines a boolean value, which specifies, whether or not the automatic movement should be initiated, after a pathway was calculated using the *VectKey options. If the value is FALSE, the *VectKey options will only calculate and display the respective pathway, but not move your player.

EnableCustomVector

This option defines a boolean value, which specifies, whether custom vectoring is enabled (see „VK_CTRL + VK_LMOUSE_DOWN” hotkey in “Default Hotkeys” section).

EnableRecursivePathing

This option defines a boolean value, which specifies, whether the pathing algorithm should be executed multiple times, if the first try failed (in some areas, such as Flayer Jungle Act3, pathing will only work reliably, if recursive pathing is enabled). Basically, this option is a trade between pathway calculation speed and reliability.

EnableCPUIntensivePathing

This option defines a boolean value, which specifies, whether or not the pathway calculation thread is to be executed with high priority or not. If set to TRUE, pathing will usually be a bit quicker, but use more of your CPU time.

MaxPathCalcTime

This option defines a numeric value, which specifies the maximum amount of milliseconds that may pass at most to calculate a pathway. If no pathway is found during this time, the calculation is aborted.

PrintPathCalcTime

This option defines a boolean value, which specifies, whether or not to print the time required to calculate a pathway (only printed on a successful pathway calculation).

PrintTeleportStats

If enabled, prints an overhead message (not visible to other plays) after a successful teleport/walk session, displaying the time it took and the number of nodes passed during the total movement.

ResetSkillAfterTeleport

If enabled, will reset your right skill to the previously set skill, after an automatic teleport session took place.

ToggleAutomapDuringTele

If enabled, will disable your automap during the automatic movement session (may speed up teleportation, as no automap drawing code has to be executed by Diablo II). After the movement finished, the automap is restored to its old state.

AutoTeleSequences

This option defines a string value, which specifies a sequence of vectors that can be executed in specific Diablo II maps upon hotkey execution. Each sequence of vectors is separated by a semicolon. The syntax of a sequence is as following:

level_number,l/w/s,l/w/s,..

Example: AutoTeleSequences="6,l,l,l,s"; will specify an auto-teleport sequence that is only available in the Diablo II map level number 6, consisting of 3 level vectors and one special vector in order.

You can use the `AutoTeleSequenceKey` option to initiate an automatic teleport sequence, if a sequence is defined for the level your player is currently located in. For a list of level number values, view `bin\doc\levels.txt`.

SequenceStepDelay

This option defines a numeric value, which specifies the number of milliseconds to wait between execution of an each auto-teleport vector during the process of a teleport sequence (see `AutoTeleSequences` option).

NotifyOnSequence

If enabled, will print an overhead notification, if a sequence is found upon your player entering a new level (not visible to other players).

AutoEnterLevelTarget

If enabled, your player will automatically enter level targets (e.g. entries to caves), if a level target is present after executing any automatic movement session (includes custom vectors).

AutoEnterWaypointTarget

If enabled, will automatically access waypoints, if present after any automatic movement session.

AutoInteractShrine

If enabled, will automatically interact with a shrine, if present after any automatic movement session (used shrines are ignored). It is possible to specify conditions and priorities, at which a shrine will be ignored (see *ShrineNumPriority* and *IgnoreShrineNum* options).

ShrineNumPriority

This option specifies a list of shrine numbers as a string, starting with the highest priority. For a list of shrine numbers and their respective types, see: *bin\doc\shrines.txt*. Shrines that are not listed in *ShrineNumPriority* will always be taken. By default health\mana shrines are always taken, because they do not override the experience shrine affection, etc. If your player is already under affect of a shrine that has a higher priority than the one present, the shrine present will be ignored.

IgnoreShrineNum

This option specifies a list of shrine number as a string, which will be ignored by the *AutoInteractShrine* option (e.g. explosive shrines are ignored by default).

NoPickItOnTele

If enabled, pickit will be temporarily disabled during automatic movement sessions.

MoveTimeout

Specifies a numeric timeout value, after which an automatic walk movement will be regarded as timed out (similar to *TeleTimeout* option). The timeout value applies to the entire pathway, i.e. if the player fails to move anywhere for more than *MoveTimeout* milliseconds, the timeout occurs and automatic movement is aborted.

MoveNodeTimeout

Specifies a numeric timeout value, after which an automatic walk movement will be regarded as timed out (similar to *MoveTimeout* option). The timeout value applies to the player reaching a specific node within the current walk pathway (a pathway is always made up of one or more nodes). If the player stands still (e.g. blocked by obstacle) for *MoveNodeTimeout* milliseconds and is not within *MoveReqAccuracy* yards of the destination node, a timeout occurs and the *MoveNodeRetry* option is regarded, as to how many attempts are undergone before the walk pathway is regarded as failed in its entirety.

MoveNodeRetry

Specifies the number of retries that will be attempted to reach a given node of a walk pathway during an automatic movement session. Whether or not a node is reached, is specified by the *MoveReqAccuracy* option.

MoveReqAccuracy

Specifies the distance in yards, at which distance your player is regarded as having

reached a given node during an automatic walk pathway movement session.

9.4 myD2_BNet.ini

EnableBNetChatLog

If enabled, chat messages\events occurring in the channel area will be logged to `tmp\d2logs\myD2_BNChat_ddmmyy.txt`

FailedToJoinDelay

This option allows you to modify the time, after which Diablo II regards a game join as failed. The value specified is numeric and in milliseconds.

SaveLastGame

If enabled, the last game you joined will be inserted into the game name box upon opening the „join game“ or „create game“ window in the channel.

SaveLastGame

If enabled, the password of the last game you joined will be inserted into the game password box upon opening the „join game“ window in the channel.

SaveLastFilter

If enabled, the last input to the filter box in the „join game“ window of the channel area will be restored upon opening the window the next time. The filter box is used to only display games that match at least partially the filter string.

AutoIncLastGame

If enabled, any suffixed number values of the last game name will be incremented by 1. Example: baal-1 will be restored as baal-2, the next time you open the „join game“ window.

AutoIncLastPass

See *AutoIncLastGame* option, only for passwords.

PrintBnetLatency

If enabled, your ping to the Battle.net chat server will be printed upon joining the first chat channel.

BlockAdvertisement

If enabled, the Battle.net advertisement banner at the top of the screen in the channel area will be blocked and not displayed.

EnableMyGameList

If enabled, the regular gamelist (i.e. when opening the „join game“ window) will be modified in a way that allows indefinite number of games to be listed in much quicker intervals.

EnableGameListFilter

If enabled, an additional input box (→ filter box) will appear, when opening the „join game“ window. The filter box allows you to display only certain games that match the specified criteria (e.g. specifying „baal“ in the filter box will only display games that have at least „baal“ as part of their name).

DisableGameListScrollReset

If enabled, the scrollbar will not reset back to the top, if a new batch of games is added to the gamelist (it is recommended to turn this option on).

GameListRefresh

This option specifies a numerical value in milliseconds, which determines the interval after which a new batch of games is requested from the server. The default value is 1500, i.e. 1.5 seconds.

GameInfoRefresh

This option specifies a numerical value in milliseconds, after which the game info is requested from the server, upon selecting a game from the gamelist. By default, Diablo II has a relatively high delay value to reduce traffic, which is usually a disturbance.

GameListMaxSize

This value specifies the maximum size of the gamelist (only takes effect if *EnableMyGameList* option is turned on), after which a complete reset of the gamelist happens. By default, it is set to 350.

9.5 myD2_Chicken.ini

This file specifies various chicken options. Chicken is a feature that allows you to define certain conditions, at which your player will automatically leave the game or move to town through casting & entering a town portal automatically. It is mostly used in hardcore, but also in softcore, to save you from dying in critical situations. The following options are available:

ChickenPing

This option specifies an upper bounds value, which defines the accepted maximum ping at which you want to keep playing, without chicken being triggered. If your ping reaches beyond the ping value defined here, myD2 will automatically chicken, depending on the *ChickenMode* option. The only exception is if this option is set to 0, which will disable *ChickenPing* (i.e. the option is then ignored).

ChickenMode

This option specifies the action to take, once a main chicken event occurs. A main chicken event can be triggered by the *ChickenPing*, *ChickenLifePercent*, *ChickenManaPercent* or *MercChickenPercent* options. The option value can either be 0 (CHICKEN_MODE_QUIT symbol) to quit a game, 1 (CHICKEN_MODE_TP symbol) to move to town through casting a town portal and entering or 2

(CHICKEN_MODE_DONOTHING symbol) to do nothing at all. If the mode is set to CHICKEN_MODE_TP and you run out of town portals, the chicken mode will temporarily switch to CHICKEN_MODE_QUIT and exit the game for you, as to be sure your player is safe from dying.

Note: The chicken mode values apply equally to AffectionChickenMode, AreaAttackMode and NameLockMode chicken options.

ChickenLifePercent

This option specifies a value between 0 and 100, which represents a percentage value, at which below a chicken event will occur. For example, ChickenLifePercent is set to 25. This means, a chicken event will occur if your player's life goes below 25% of its maximum. *ChickenManaPercent* and *MercChickenPercent* are identical in behaviour and meaning.

AffectionCheckInterval

This option specifies in what interval your player is to be checked for its affections. A chicken event will occur, if your player has any of the affections listed in the *ChickenOnAffection* option.

IsMercAffected/IsPlayerAffected

If enabled, the checks for „bad“ affections will take place for your merc/player.

ChickenOnAffection

Specifies a comma separated list of affections, at which (depending on the *Is*Affected* options) a chicken event will occur, if the respective affections are found to be active on your merc/player. Do not encapsulate this option with quotation marks and specify the option values in the same line. A list of affection symbols can be found at the following location: `etc\incl\myD2_affections.ini`

PotionCheckDelay

This option defines a numerical value, which specifies in what interval myD2 will check your player's and merc's life/mana values for the case of a possible chicken potion event (i.e. the drinking of a potion for your merc or player). The value defined is in milliseconds.

MercPotion

This option defines a percentage value between 0 and 100, regarding below what life value your merc will be „fed“ a potion. In other words, if you define 25 as the value, your merc will be fed a health potion, if the merc's life drops below 25%. Setting the value to 0 will disable the option.

MercRejuv

Analog to the *MercPotion* option, only that this option will trigger rejuv *potions* to be „fed“ to your merc (if present).

PotionDrinkLife/PotionDrinkMana/RejuvDrinkLife/RejuvDrinkMana

These options function analog to the *MercPotion* option, only that they apply to your own player.

NotifyPotionUse

If enabled, a short message will be printed, whenever a potion is „fed“ to the merc or drunk by your own player (i.e. when a chicken potion event is triggered). Refer to the default.vcb file in */bin/vcb/* for the exact string output.

FastExitKey

This option defines a hotkey, which will make your player exit the game, that is, if your player is currently in-game.

FastTownPortalKey

This option defines a hotkey, which will make your player cast and enter a townportal upon execution, that is, if your player has a tome of townportals present (townportal scrolls are currently ignored). If no full tome of townportals is available (i.e. the tome is in your stash or really empty), an error message is printed.

ToggleChickenKey

This option defines a hotkey, which toggles all chicken options on or off. Any changes made to the overall chicken mode through the hotkey, is only temporary for the current Diablo II session. If you want permanent changes to take place, use the in-game menu or make a change directly to the configuration file.

NameLockMode/AreaAttackMode

Configuration is analog to the *ChickenMode* option (see above).

NotifyNameLock

If enabled, myD2 will print a message containing the player name that casted a namelocked spell on your player. In hardcore, especially if you are **not** hostile to a player, namelocked spells strongly indicate that the respective player is trying to kill you using TPPK (town portal player killing) techniques. If you do not want to chicken everytime a player namelocks you, but want to be notified anyway, use this option.

AreaAttackRange

This option specifies a range in yards (numerical value), at which an attack will be regarded as „potentially dangerous“ and cause a chicken event to be triggered, regarding the mode set in the *AreaAttackMode* option. That means, if you set this option to 3, all attacks occurring in a range ≤ 3 yards to your player will cause the area attack chicken event to be triggered.

NotifyAreaAttack

If enabled, myD2 will print a message if an area attack chicken event is triggered (see above).

ChickenOnHostile

If enabled, a chicken event is triggered, if your player is hostiled by another player in-game. The behaviour is defined by the *ChickenMode* option.

9.6 myD2_Items.ini

See the default file for instructions and examples as how to configure item specifications for the myD2 pickit feature.

9.7 myD2_MapReveal.ini

See the default file for instructions on the basic options. The advanced configuration options, such as LevelTargets or WaypointTargets are not documented and it is recommended to leave the default values untouched.

9.8 myD2_Misc.ini

In the following, only the most important options will be outlined. For additional information on the other options, contact the author of the myD2 software or view the default configuration file.

WaitReviveWaypoint

This option defines a value in milliseconds, after which a waypoint will be interacted with a second time, if it was in inactive state previous to an automatic waypoint teleportation (for example, if your player did not ever visit the waypoint). Usually, a one-time interaction with a known waypoint will bring up the waypoint menu. With inactive waypoints that is not the case, which is solved by double-interaction using this option. See also *AutoEnterWaypointTarget* option in the myD2_AutoMove.ini section.

WaitRetryEntrance

This option defines a value in milliseconds, after which your player will try to interact with a level entrance a second time, in the case of a failed first interaction (see *AutoEnterLevelTarget* option in the myD2_AutoMove.ini section).

ToggleVisualsKey

This option defines a hotkey, which will toggle all of the myD2 permanent visual effects on your screen. This includes the revealed automap and all on-screen displays, as well as the good weather (e.g. you may use this option to take „legit“ screenshots, proving you are not using any game modification). It should be noted that myD2 does not alter the original automap of Diablo II, but overlays it with a revealed version. That means, if you toggle off the visuals, you will be viewing the original map with the current reveal status (which is updated, irregardless what automap you are viewing).

SpyInventoryKey

This option defines a hotkey, which allows you to spy the inventory of other players. To do so, hover your mouse above another player and execute the hotkey. Your inventory screen will be displayed, but with the other player's items showing. It is not possible to remove/alter any of the viewed items in this scenario. If you want to be able to hover other players outside of town, you need to enable the *EnableOutOfTownSelect* option.

NoFlipAnim

If enabled, items dropping to the ground (from your cursor, monsters or other players) will not have any flip animation, but appear immediately at the ground. This allows you to highlight and pick up items quicker (in the case that the item is not already being picked by myD2's pickit feature).

PrintKeycode

If enabled, myD2 will print the keycode value of whatever character you press on your keyboard in-game. This is a useful option, if you want to reconfigure hotkeys and do not know the proper values to use.

PreventMinimize

If enabled, myD2 will not minimize to the tray, if you click outside of the window (only applies, if Diablo II is being run in window mode using the -w parameter).

DisableScreenFlash

If enabled, myD2 will suppress any screen flashing, which usually occurs after taking a waypoint, switching acts, taking a townportal or being attacked by flash hack techniques.

Note: Regarding the auto invite, party, welcome message, farcast and other options, please consult the default configuration file.

9.9 myD2_Pickit.ini

PickDelay

This option defines a value in milliseconds, which specifies the delay, after which any additional pickup packets are sent to the server. That means, if your player did not manage to pick up an item after the initial pickup packet, myD2 will always wait PickDelay milliseconds before sending out another packet. It is not suggested to set this value too low, as you will otherwise risk being kicked from the game for packet flooding. The default value is 300 and has proven to be a good value in practice.

InitDelay

This option defines a value in milliseconds, after which the initial pickup packet is sent to the server. It is not recommended to set this to 0, as the initial packet might then be ignored by the server. A small delay is more human-like and will yield better results in practice. The default value is 50 milliseconds.

MaxRange

This option defines the global maximum range, at which items will even be considered by myD2's pickit feature. This is a global value and can be overridden by local item specific configurations. That means, if you define an item in myD2_Items.ini to be picked at range 50, the MaxRange option will be ignored for that item.

TeleMinRange

This options defines the global minimum range, which is required for a potential item to be distant to your player, in order to trigger a teleportation to the item. If a potential item is below this range value, your player will simply walk to the item. This option is ignored, of course, if your player does not have the teleport skill available.

IgnoreOwnedItems

If enabled, pickit will never attempt to pick/consider items that you joined a game with or already picked (through myD2's pickit feature or manually) in the current game. That means, if enabled, you can drop items that turned out to be junk, without pickit trying to pick them up again (that is, if the dropped item does match any criteria specified in myD2_Items.ini).

Notify

If enabled, myD2 will print a notification to the screen, if an item drops that matches the criteria defined in the myD2_Items.ini file. The Notify option in the myD2_Pickit.ini file acts as a global flag. It can be overridden by the local Notify flag within specific sections in the myD2_Items.ini file.

10 Plugins Overview

myAutoCast

This plugin will automatically detect your available precast skills (including weapon slot 2) and cast them in optimal order (i.e. if it's better to cast a precast if weapon slot 2 is set, it will do so) once your player leaves town. The plugin will also recast precasts if they expire. No configuration is required by default, but options are present if you want to make any modification to the default behaviour.

myBot

This plugin is a fully working bot with more than 100 configuration options (you only need to set 4 options to get it tun run, as nearly all options are automatically configured). It runs the following bosses: Countess, Andariel, Summoner, Mephisto, Izual, Eldritch, Shenk, Pindle, Nihlathak and Baal. It supports healing, stashing, interacts flawlessly with myAutoCast plugin, advanced attacking techniques, works for all characters that have teleport available, fully automatized with failed to join detection, etc.

myTPPK

This plugin is used to target and autoaim players, as well as offering TPPK (town portal player killing) techniques. It offers features, such as automatic targetting the closest hostile player for softcore duel games, etc.

myWinamp

This plugin interacts from within Diablo II with winamp via hotkeys (play/pause/next/prev song), if winamp is running on your system. It also has options to print your currently running song as a real chat message to the game, etc.

11 Plugins Configuration

Documentation for this section is currently not available. Check the plugin configuration files for options and comments on the options.

12 Version History

Documentation for this section is currently not available. A basic version history is usually available at `"/doc/changelog/*.txt"`.