

Forum:[Hack Forums](#)

Thread: [\[Tutorial\] How to use NovoFatum and do fun stuff with it \[/Tutorial\]](#)

Statement - February 28, 2014, 5:48 am

As I did not do many tutorials on here yet, I'd appreciate it if you would give me a feedback as it helps me improving my future tutorials. If you have any questions or would like to add anything, feel free to ask! I'll try to explain NovoFatum as best as I can, tell you how to develop your own scripts (CS & SS) and give you a few examples of it, so that you can enter the scripting scene with a good base.

NovoFatum - How to use!

What is NovoFatum?

NovoFatum is a scripting tool made by LittleJ aka Jose, which allows you to stuff, which can't be done by normal, as well as automate stuff and doing even crazier stuff with it! NovoFatum may seem extremely hard to understand if you did not work with packet loggers before, so this tutorial is the best entrance for you if you're a beginner! The special thing about NovoFatum is, that it cracked Habbos encryption, so that you can send serverside packets as well. For a long time there were no packet loggers like this around, because the Habbo encryption was updated with the Shockwave to Flash update a long time ago. So you could only send clientside packets with packetloggers. Wait - what's "serverside" and "clientside"? That's rather easy. The difference between serverside packets and clientside packets is, that other players will only see stuff, which is serverside, as these packets will be sent to the server (which explains the name). You can't script credits, furniture or other stuff serverside as this is handled a bit different. You can only do these things clientside. When you send a cs (clientside = cs, serverside = ss) packet, it won't go to the server, so only you (the client) will see it. The server won't control, if everything is okay or if you did anything malicious. So you can do probaly everything with clientside packets - but remember than only you can see, what you do with cs packets!

Connecting to Habbo hotel

This step is rather easy, if you know how to do it properly. Many people fail at this first step because they just don't know when to do what. Here's my personal method which works almost everytime for me:

1. Be sure that you're logged into Habbo (do not open the client yet!)
2. Open NovoFatum.
3. Click on "Original".
4. Click all pop-ups away (the first one with "Yes" obviously).
5. Now open the Habbo client.
6. LET THE CLIENT LOAD! When you do something on NF before the client finished loading, it may not work (90%).
7. When everything is loaded, open "System Applications" and "Packetlogger" and click on anything on Habbo. If you receive text in the black window, you're now connected, congrats! If not, try again.

Doing our first script

Now, as we already know, we're using packets to do fun stuff with NovoFatum. We will do something easy at first. In the packetlogger, press on "Log options" on the top left and then on "Stop

client log". This will stop NovoFatum from receiving cs packets, as we want to show our skills everybody! You should now only receive green packets, as these are the ss ones. The purple ones are the cs ones, which we disabled.

Now, what we want to do first is to wave. Yes, to wave! We will send a wave packet to the server. You may think "Hey, I can simply wave like normal, so why should I use NovoFatum?" - simple answer: It will help you to understand how packets work. So, at first wave normal, one time. You can do this by e.g. writing o/ in the chat. Now, in the packetlogger you should have received a packet like this (not exactly like mine!):

That's the wave packet. Now we want to send it with NovoFatum. To do so, go back to the main menu of NovoFatum (you don't need to close the packetlogger. The main menu is still opened!). Open the "Injection Tools" and click the button under "Classic Mode".

This allows us to send a normal packet one time. Now, copy the wave packet out of your packetlogger and paste it into the classic injector. Now press on "Send to server (F2)" or simply press F2. Now take a look at your Habbo - you're waving! Now you should have understood how this stuff works.

Automating stuff

Now we will do something funny. We will send a sit packet to the server, one per second, fully automatic which forces the player to grind on the floor when you're walking. So this will be the first thing which you "can't do by normal"! You can close the classic injection window now, as you won't need it. First, get the sit packet (you should know how to do so, when you read the previous chapter!). Now go back to the injection tools and open up the Gio - LittleJ mode. This is a timer-based injection mode. Press on "Add" at the bottom, and again on the second "Add" button. This should pop up:

Now you simply paste your sit packet into the "Data" text area and select "Server" on Direction. Now you enter a "1" at the "Time to wait" text area. This won't send a packet per second, it will send a packet per tick. That's something different, but you shouldn't worry about this. Just put a 1 in it, that's the fastest possible value. On "Your description" put something like "Sit packet 1 tick". Click on "Add".

Now, on the bottom click on "Finally". Enter something like "Ass Grind" in the text area and click on "Create". When the window closes, go back to Habbo and try to walk - you're grinding!

Conclusion

Sadly, the old scripting times ended where you could script drinks and nuke teleporters with iHabbix. Habbo has got a way better security now. But you can still do some very funny stuff with NovoFatum, just discover the world of packets and you'll find some stuff for sure! You can also try to edit some packets to receive different stuff. You could try to move a poster into the black (yes, that's still possible!) or to make a AFK bot (pretty easy tho with Gio - LittleJ mode). If you have any questions, feel free to ask me and I'll try to help you as best as I can.

Useful links

<http://darkbox.nl/> - Dutch scripting board, English language.

LoG?c - March 1, 2014, 7:10 am

When I tried downloading this it wouldn't work for me for some reason.

It's so weird.

HIGH PAID FELLA - March 1, 2014, 7:15 am

Nice thread, on my thread I explain NovoF., what it is etc.

Statement - March 1, 2014, 8:41 am

Knee: What problem exactly do you have with it? "Does not work" is not a very good problem report I guess.

LoG?c - March 1, 2014, 8:48 am

(Mar 1, 2014 09:41 AM)Clanky Wrote: [\[CITE\]](#) Knee: What problem exactly do you have with it? "Does not work" is not a very good problem report I guess.

Downloaded it before and it wouldn't open I assume I did something wrong or I downloaded it from the wrong website.

I scanned my PC anyway just to make sure.

Statement - March 1, 2014, 9:47 am

The original website is called <http://www.novoproject.net/> - also make sure that you run it as an admin if you're on Vista/7 (this is needed as it edits the hosts file)