

Forum:[Hack Forums](#)

Thread: [\[1.8.X\]OQ.MineBot - Minecraft bot sell thread.](#)

OnlyQubes - October 27, 2015, 9:13 am

DISCONTINUED

OQ.MineBot

A clientless minecraft bot

My last thread(<https://hackforums.net/showthread.php?tid=5029544>) was just used as a showcase and to find beta testers, now im posting this thread as a sales thread.

Requirements:

Spoiler ([Click to View](#))

- .NET framework 4.5.2 (if you don't have it then you will be prompted to install it when launching the program.)
- Alts if you are planning on botting legit servers(online-mode=true).
- Windows only!

*Tested on 64 and 32 bit systems.

Showcase (images&videos):

Spoiler ([Click to View](#))

Pictures:

Videos:

[Video: <https://www.youtube.com/watch?v=oUMbC7Pbcb8>]

I am only allowed to post 1 video on hf, so here are some more video links:

<http://www.youtube.com/watch?v=Rsdq7uosJqU> << Web service showcase

<http://www.youtube.com/watch?v=D6M8tXlpJTk> << Macro showcase #1

<http://www.youtube.com/watch?v=WpxsHttzseU> << Macro showcase #2

http://www.youtube.com/watch?v=r_OKz7ltmrw << Some random spamming

<http://www.youtube.com/watch?v=CwoLEZWp23c> << Kit dropping

Changelog:

Spoiler ([Click to View](#))

*Later updates will be posted in the thread replies, because i won't be able to edit this thread after a longer time.

[UPDATE 4]

- Bot inventory managment changed.
- Fixed unable to drop items after equipping items.
- Armour quipping done.
 - > Killaura macro equips armour.
- Moving items to hotbar.
 - > Auto equip weapon.
- Passed event system.
 - > Macros loaded after bot startup! (This is probably very buggy, needs testing.)
- Deselecting macros or applying new macro while running.
- Removed not working macros.
- Fixed the bot taking a long time to realise it got disconnected. The main parts of this update are auto armour/sword and macro selection/deselection while in game, so please tell me if you find any bugs with those things.

[UPDATE 3]

- Fixed starting the with wrong accounts.
- Fixed non premium accounts trying to log in into premium server and vise versa.
- Fixed more 'stop' button crashes and bugs.
- Found the memory leak and fixed it! (Finally. The stop button should now be good)
- Optimization. (disconnected clients don't use any more ram!)
- Updated the 'Killaura' macro. (Added more options)
- Deleted unnecessary macros. (Follow macro, test macro)
- Mini macro optimizasions.
- Optimized & fixed drop all items command.

*Unable to finish armour quipment, will do that tommorow

[UPDATE 2]

- Protocol updated. (Added Animation.SwingArm)
- Fixed macro crashing when stopping the bot.
- Added 'derp' macro.
- Added backwards direction.
- Added inventory managment back end.
- Back end item use/stop use.
- Fixed more random crashes.
- Added eating/blocking.
- Added base functions for finding food in inventory.
- PickupItems command repeat setting fixed.
- Added attack/use entity packet added.
- Entity add/move optimizations.
- Fixed entity postions on bot side.
 - > kill aura working.
 - > following working.
 - > KILL AURA FOLLOWS ONLY ON FLAT SURFACE!
- > Added 'Killaura' macro.

[UPDATE 1]

- Added 'QUIT' command.
- Fixed bot crash. (Commands aren't excecuted if the bot hasn't logged in succesfully yet)
- Fixed bot crashing when a command gets an error, now it just outputs an error message to the

log. (Debug level 2 or more)

- Down movement upgrade. [NCP]
- Added playet postion set, to help moving up blocks and slabs. [NCP]
- Fix bots not relogin after stopping and starting again.
- Added 'Select hotbar item' command. (Preparation for supporting hub servers)
- Random crash fix.
- Planning and preparation for macro maker.

Buying:

Spoiler [\(Click to View\)](#)

The bot costs 10\$ and I accept payment only trough Paypal or maybe BTC.

To buy it you need to PM. I might also give you a program to check if your alts are working. (the application is very buggy. The program might be added because mojang blocks ips that have a lot of bad logins for about an hour. To use it you will need 3 100% working accounts.)

I will give support trough private messages/skype/email messages/Discord.

Current issues and plans:

Spoiler [\(Click to View\)](#)

Issues:

- BUGS!

Plans:

- Optimizing.
- Pathfinding.

I will add the things that you suggest as well.

Vouches:

Spoiler [\(Click to View\)](#)

(Oct 21, 2015 09:48 AM)r4dy Wrote: [\[CITE\]](#) Looks pretty good, glad to see a different type of post.

(Oct 21, 2015 01:45 PM)AppleNooby Wrote: [\[CITE\]](#) This looks really nice OP well done.

(Oct 21, 2015 04:46 PM)Fezziwig5 Wrote: [\[CITE\]](#) This has so much potential lol great job with this!! I could see a lot of people buying it when it is finished

(Oct 22, 2015 09:48 AM)alnoise Wrote: [\[CITE\]](#) Vouch, bought this product works perfectly. Very good program with an even better seller. I highly recommend this program for all your server spamming needs!

Support the thread by using a nice banner:

Spoiler [\(Click to View\)](#)

Premium hf members:

PHP Code

<?php

[align=center][url=https:

//hackforums.net/showthread.php?tid=5036561][img]https://i.imgur.com/XVhsG9d.png[/img][url][align]

Non premium hf members:

PHP Code

<?php

[url=https://hackforums.net/showthread.php?tid=5036561][b][align=center]OQ.MineBot[/align]
[align=center]A revolutionary clientless minecraft bot[/align][/b]
[align=center][i]Click to go to the sales thread[/i]/[/align]/url]

If you would like to contact me about buying this or if you have any questions, my skype is (drakonas810)

Please report any bugs to me via Skype and I will fix them ASAP!

[View Change Log](#)

SIM-2223238 - October 27, 2015, 9:15 am

Nice video If you wanna see a video review fele free to hmu.

alnoise - October 27, 2015, 9:22 am

Vouch,

Very nice bot, bought it a couple days ago and I am still using it. It has gone through many updates and is now one of the best bots I have seen for sale. Thanks OP!

NULLEN - October 27, 2015, 9:23 am

Looks high quality, I might be interested in this down the road.

PVCK - October 27, 2015, 9:27 am

Vouch for this bot. Works really fuckin well. Seller is also super nice

OnlyQubes - October 27, 2015, 10:17 am

Thank you for the nice words & vouches guys :)

YellowBeer - October 28, 2015, 1:57 am

Wish it could mine and shit.

OnlyQubes - October 28, 2015, 3:30 am

(Oct 28, 2015 01:57 AM)YellowBeer Wrote: [\[CITE\]](#) Wish it could mine and shit.
Hopefully it will be able to do that in the future, but for now it can't : <

PVCK - October 28, 2015, 11:27 am

A new version has been released with more features and bug fixes:

[UPDATE 5 (27/10/2015)]

- Fixed killaura crashing. (Bad settings)
- Added ability for 'AFK' macro to auto eat when hungry.
- Fixed the bot crashing when an invalid server has been entered.
- Fixed keep alives not being constant.
- Big packet remake the performance should be better now and less bugs in the long run. (maybe a few bugs appeared that i haven't noticed)
- OnConnect messages now support multiple messages. Each line will be sent individually with a delay of 150ms (Ex.:
/register
/join)

- Fixed kill aura not working after the bot is killed.
- Fixed a lot of kill auras flaws.
- Started doing background work for the macro builder.
- Premium logins are now faster.

alnoise - October 28, 2015, 11:43 am

(Oct 28, 2015 11:27 AM)PVCK Wrote: [\[CITE\]](#) A new version has been released with more features and bug fixes:

[UPDATE 5 (27/10/2015)]

- Fixed killaura crashing. (Bad settings)
- Added ability for 'AFK' macro to auto eat when hungry.
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/register

/join)

- Fixed kill aura not working after the bot is killed.
 - Fixed a lot of kill auras flaws.
 - Started doing background work for the macro builder.
 - Premium logins are now faster.
- I didn't know you worked here! Haha, thanks for updating.

OnlyQubes - October 28, 2015, 1:48 pm

(Oct 28, 2015 11:27 AM)PVCK Wrote: [\[CITE\]](#) A new version has been released with more features and bug fixes:

[UPDATE 5 (27/10/2015)]

- Fixed killaura crashing. (Bad settings)
- Added ability for 'AFK' macro to auto eat when hungry.
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/register

/join)

- Fixed kill aura not working after the bot is killed.
- Fixed a lot of kill auras flaws.
- Started doing background work for the macro builder.
- Premium logins are now faster.

Thank you for informing everybody on the updates :)

Sadistic - October 29, 2015, 3:54 pm

FUCK YEA Buying this NOW ANHJWIU GT@&*G!(@ SO HAPPYH

Is it locked at 5 max bots? It would be cool to have like 50 alts on it with killaura

Aww he is offline... I cri... Cant wait to takeover my friends vanilla server

PVCK - October 29, 2015, 6:08 pm

(Oct 29, 2015 03:54 PM)ashsoc Wrote: [\[CITE\]](#) FUCK YEA Buying this NOW ANHJWIU GT@&*G!(@ SO HAPPYH

Is it locked at 5 max bots? It would be cool to have like 50 alts on it with killaura

Aww he is offline... I cri... Cant wait to takeover my friends vanilla server

I did a mineplex midnight spam with 5k accounts. There is no limit to this bot whatsoever.

Sadistic - October 29, 2015, 6:54 pm

NICE i really want this now!!!

PVCK - October 30, 2015, 8:09 am

To all existing customers, Below are the new features/fixes coming in the update today:

- Fixed the glitch in killaura macro that makes the macro to attack the farthest player instead of the nearest.
- Added ability to navigate the hub servers. (Command name: 'Use item')
- Changed how premium accounts join servers.
- Now premium account sessions can expire.
- Fixed 'found owner' spam crashing the program.
- Fixed update saying that an update is available even if you have the newest version.
- Fixed macros crashing while starting. (hopefully)
- Macro builder. (Main feature of todays update)

Cough - October 30, 2015, 8:11 am

might buy, posting here as a note to self

OnlyQubes - October 30, 2015, 9:47 am

(Oct 30, 2015 08:11 AM)Wonga Wrote: [\[CITE\]](#) might buy, posting here as a note to self
Great :)

Sadistic - October 30, 2015, 11:54 am

Vouch for OnlyQubes. Works like a charm and he is constanly fixing any errors

OnlyQubes - October 30, 2015, 12:06 pm

(Oct 30, 2015 11:54 AM)ashsoc Wrote: [\[CITE\]](#) Vouch for OnlyQubes. Works like a charm and he is constanly fixing any errors
Thanks buddy :)

Tech - October 30, 2015, 1:13 pm

Looks really good, I might get back into minecraft soon and ill consider this.

OnlyQubes - October 30, 2015, 1:52 pm

(Oct 30, 2015 01:13 PM)Tech Wrote: [\[CITE\]](#) Looks really good, I might get back into minecraft soon and ill consider this.
Thank you P:

Sadistic - October 30, 2015, 5:06 pm

[UPDATE 6 (30/10/2015)]

- Fixed the glitch in killaura macro that makes the macro to attack the farthest player instead of the

nearest.

- Added ability to navigate the hub servers. (Command name: 'Use item')
- Changed how premium accounts join servers.
- Now premium account sessions can expire.
- Fixed 'found owner' spam crashing the program.
- Fixed update saying that an update is available even if you have the newest version.
- Fixed macros crashing while starting. (hopefully)
- Macro builder. (Main feature of todays update) (This is an early beta, a lot of features are missing)

New changelog

OnlyQubes - October 31, 2015, 9:59 am

(Oct 30, 2015 05:06 PM)ashsoc Wrote: [CITE](#) [UPDATE 6 (30/10/2015)]

- Fixed the glitch in killaura macro that makes the macro to attack the farthest player instead of the nearest.
- Added ability to navigate the hub servers. (Command name: 'Use item')
- Changed how premium accounts join servers.
- Now premium account sessions can expire.
- Fixed 'found owner' spam crashing the program.
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- Fixed macros crashing while starting. (hopefully)
- Macro builder. (Main feature of todays update) (This is an early beta, a lot of features are missing)

New changelog

Thanks :P. Btw new update released (more like a hotfix):

[UPDATE 7 - Hotfix (31/10/2015)]

- Fixed custom macro loading crash.
- Fixed all crashes for bad custom macros.
- Added advanced settings. (*This is quite important for the macros, sorry for not adding this in the initial release)
- Added repeat variable in the macro builder. (*Used to repeat the events from the index that you specify X times. [PM if you need a tutorial/explanation on this])
- Fixed a bug where custom macros could be loaded only once. Sorry for all the bugs with the macro builder, hopefully everything should be good now. Videos with tutorials comming soon guys :)

To be added to the macro builder: Custom variables that are entered at run time; If variable; A non ending loop variable;

OnlyQubes - November 7, 2015, 9:05 am

[UPDATE 8(07/11/2015)]

- Fixed crashing at the end of the custom macro. (Sorry for this)
- Added a message to 'get help' button. (real help isn't implemented yet, need to get a server)
- Fixed 'select slot' custom macro component crashing the bot.
- Custom macros now properly interact with the advanced settings in macro builder.
- Macro builder now properly loads advanced settings.
- Update button now contains the link to the changelog.
- Added 'loop' component to the macro builder.
- The macro builder now contains the index of each command to help people with 'loop' and 'repeat' component
- Added proper jumping to the bot. (will be very usefull in the future)
- Changelog added to update checker.

- Faster detection of bot login to server.
 - Code clean up. (smaller file size, a bit faster)
 - Improved stability of the bot. (changed a lot of small things)
 - Added an icon to the application. (Might change in the future)
 - Disconnect on write error. (Sooner bot realizes that it got dced?)
 - Fixed bot starting but not logging in to server. (Hopefully this is fully fixed, because it has caused a lot of problems)
 - Fixed stop button taking a long time to disconnect the bots.
- *This "updates" plan was to make some "tutorials" and some random videos. (didn't really achieve this because i need to get editing software :<)
- *Will be adding an optional account checking while bot is active (avoid ip ban from mojang for an hour) when we get a server
- *Minecraft should be updated to 1.9 in a few weeks, so i am preparing to update the protocol to support 1.9
- *Free alts will also be added into the bot when we get a server

OnlyQubes - November 23, 2015, 8:12 am

(24/11/2015) The server stuff wasn't implemented yet, because we lost the server, will get it soon. It was supposed to be the main part of the update, but seeing as it is delayed this update doesn't contain anything special... :<

- Server support on the OQMineBot (0% will be added when we get a server)!
- Server Core (70%)
- Admin panel (70%)
- Encrypted database names
- Fixed bot logging in with the same account. (Hopefully)
- Exposed the account logging in settings to the GUI. (avoid 'didn't receive login succes' with the default settings [max:1,throttling:5000])
- Fixed throttling delay not saving.
- Ignores duplicates in the account list.
- Bad login sessions should now be detected much faster. (has something to do with 'didn't receive login succes' error)
- Fixed dropped items command not looking at user specified variables.
- Drop command now support dropping items with specific id.
- Improved the UI to be a lil bit more responsive. After the server i will be working on the stability and performance of the bot.

So a friend of my let me use his server, so the bot will finally have a normal server. Currently im working on a licensing system, admin panel and core of the server. Hopefully we will soon be able to check if your alts work from the server (will be optional). EDIT: Server got terminated, will get a server later : <

*Skipped last week update because i was sick : <

OnlyQubes - November 29, 2015, 8:01 am

- Fixed macros not getting deselected. (Needs testing)
- Added advanced tab. (Mostly performance related options will be in there & server stuff when i get it)
- Improved performance on loading entities. (Check 'advanced' tab)
- Mini improvement on block loading.
- Getting ready for real block loading.
- Bots respond to chat commands! (*Main feature of the update*)(Look below)
- Chat commands can now be disabled.
- Chat commands can now use secret keys to avoid the chat command exploit.

- I did some work to fix the server and add more features to it:
Server now has an alt storage.

*Sorry can't do proxy stuff, because i need a server with open ports to test connections and stuff...
(I will get a server soon)

#Chat commands (all commands are case sensitive):

*!commands ? (Pms the owner all of the commands available)

*!COMMAND_NAME ? (Ex.: "!Look ?". Pms the owner the commands functions)

*!COMMAND_NAME args (Ex.: "!Chat args". Pms the owner the arguments that are needed for the command.)

*!COMMAND_NAME ARGUMENTS (Ex.: "!Chat "Hello world!", !Move {east} 4 false false, !Look 0 0 up")

Getsuga - December 4, 2015, 10:11 pm

Got back to using this bot and I love the update. Keep up the great work Qubes!

Sadistic - December 5, 2015, 1:40 am

100% server implemantion hype INCOMING!!!

Whos ready for built in server account checker and more?

SoftAsSilk - December 8, 2015, 11:06 am

Could the seller of this pm me. Can't pm yet since not enough messages and want to buy it.

OnlyQubes - December 13, 2015, 5:38 am

- Migrated the update notes to the server.
 - Migrated all the licenses to the new server.
 - Begginig to implement all the client/server sutff to OQ.MineBot (60%)
 - > Connecting to server.
 - > Authentication.
 - > User tracking. (to see what people are using the most and what people are struggling with)
 - > Implemented changelog checking server side. (still left default version checking on pastebin)
 - > Most of the back side implemented!
 - Check for updates on program start option added in 'Advanced' tab. (default: true)
 - A lot of changes to the server.
- Features that will be added next update:
- Auto updates.
 - Alt checker.
 - Macro sharing.
 - forget the other things..
 - Maybe socks5 proxies? :?

SoftAsSilk - December 22, 2015, 9:26 am

Vouch bought it and constantly bother the creator for random help/suggestions and so far has always helped me xD. Would suggest buying it.

Sadistic - December 22, 2015, 9:02 pm

If you need support and OnlyQubes is not on, We now have a group you can join where we will offer support, [Click me to join the group](#)

OnlyQubes - December 23, 2015, 4:39 am

- Fixed checking username instead of email being identical.
- Fixed non-premium accounts getting marked as dupes.
- Updated protocol (to support some crash methods).
- Fixed a few bugs & cleaned up code for 'Use command' button.
- Fixed loading null account.
- Cleaned up macro code.
- Fixed a few bugs on the macros.
- Started moving from index system to pointer storage sytem... Feels bad man. (15/12/2015)
 - > fixed already ~100 errors from the remowork, <https://puu.sh/IWSUp/ec79c7a4c8.png>, i can feel the depression.
 - > Done! (Should add a bit more stability to the bot)
- Deselecting macros should be a lil bit faster to release unused resources, but i know it is still a problem with big ammounts of bots.
- Changed the keep alive time out to 20 seconds from 10 (minecraft also uses 20)
- Fixed macro crash.
- Added resource saving mode in advanced tab. (Only a few functions are left with it, suck as chat and respawn)
 - > Added 'force movement' in resource saving mode (check 'advanced' tab)
 - > Added 'force inventory' in resource saving mode (check 'advanced' tab)
- Optimized receiving packets.
- Fixed hwid genertaion. (hopefully)
- Fixed application settings not saving.
- Fixed onloginmessage not found error crashing.
- Reconnecting stability upgraded. (might be buggy, but from my testing its gucci)
- Fixed commands not excecuting on proxies (2.0)
- Cleaned up the disconnect events.
- PROXY SUPPORT (socks5 only i think)

OnlyQubes - February 13, 2016, 12:19 pm

[UPDATE 12.2] (Not such a hot fix)

- Shared worlds. (Saves a lot of memory, but still not as good as i want it to be)
 - > Some info stats on the shared world:
 - > shared worlds - 5 bots - max spike 916MB - normal use 209MB - W_GC 167MB
 - > NO SHARE - 5 bots - max spike 1800MB - normal use 1059MB - W_GC 753MB
- Worlds are now properly unloaded by switching hub worlds.
- World loading optimization and bug fixes.

[UPDATE 12.1] (Hotfix)

- Fixed a huge memory leak. (happened only on certain servers, took me like 4hours to find and figure out, please no hate)
- Big packets are now handled properly.
- Packet handling is more efficient.
- Fixed all of the packet handling errors. (Probably)
- Chunk loading is now faster/takes less memory. (Still not good enough!)
- Fixed (+-) dced bots crashing the bot.
- Bool components are now displayed properly in the macro maker.
- Added AI components to the macro builder.

I still don't like the chunk loading, it takes too much memory. Planning on doing shared worls by the bots, but its tricky when some server use hub worls and stuff like that