

Forum:[Hack Forums](#)

Thread: [IP Bans Happening Most Likely](#)

Clockism - August 7, 2016, 6:21 pm

Is anyone else having troubles running multiple bots? I am and so is everyone in Discord chats it seems. If anyone is not having trouble running multiple bots please let me know. They work for a bit then they do not find any pokestops. And hitting the same pokestop more 45/45 times does not even work anymore.

EDIT: Kinda happy if this is true then accounts wont be so damn cheap and i can go back to getting 130+ for them :P

Omarion - August 7, 2016, 6:23 pm

Same doesn't work for me now. Ip banned, for how long?

Clockism - August 7, 2016, 6:23 pm

(Aug 7, 2016 06:23 PM)Omarion Wrote: [\[CITE\]](#) Same doesn't work for me now. Ip banned, for how long?

Seems like it doesnt last too long but then once you run multiple is when it poops out again.

???? Shana - August 7, 2016, 6:24 pm

(Aug 7, 2016 06:21 PM)Clockism Wrote: [\[CITE\]](#) Is anyone else having troubles running multiple bots? I am and so is everyone in Discord chats it seems. If anyone is not having trouble running multiple bots please let me know. They work for a bit then they do not find any pokestops. And hitting the same pokestop more 45/45 times does not even work anymore.

Ppl on ownedcore have been saying they tested multiple things and it seems to be running 3 or more bots leads to an IP ban

SL x TnT - August 7, 2016, 6:24 pm

Figured that was happening. That trick to farm pokestops is to get rid of a softban. This is just not being able to find pokestops.

100 = stopped working.

10 = stopped working.

5 = working for 5 minutes, increased a little and stopped.

How many have you gotten to work at once?

My ban's up, so I'll test increasingly 1 at a time for 5 minutes each. At this rate, proxies will need to be used for mass botting.

Tutelary - August 7, 2016, 6:24 pm

I run exactly two bots and it has been working just fine for me.

Clockism - August 7, 2016, 6:26 pm

(Aug 7, 2016 06:24 PM)SL x TnT Wrote: [\[CITE\]](#) Figured that was happening. That trick to farm pokestops is to get rid of a softban. This is just not being able to find pokestops.

100 = stopped working.
10 = stopped working.
5 = working for 5 minutes, increased a little and stopped.

How many have you gotten to work at once?

Yeah well mine does both when it starts working it will work for a little then it will act as if it is softbanned and hit pokestops 45 times. I know why it does that. But then i close and re open then it will say no usable pokestops. And i think you can only run 2.

shreder - August 7, 2016, 6:27 pm

same my necro bot is doing the same looting failed.

SL x TnT - August 7, 2016, 6:28 pm

(Aug 7, 2016 06:26 PM)Clockism Wrote: [\[CITE\]](#) Yeah well mine does both when it starts working it will work for a little then it will act as if it is softbanned and hit pokestops 45 times. I know why it does that. But then i close and re open then it will say no usable pokestops. And i think you can only run 2.

Weird, your bot can't tell the difference between a softban and no stops?

Well, if it's 2, I'll start at that. Proxy support is going to be a pain.

Phrack - August 7, 2016, 6:32 pm

Servers are unstable prob. It doesnt make any sense.

I do have the same issue but i was running 6 hours 20 bots fine then it stopped working im guessing servers are unstable rn

SL x TnT - August 7, 2016, 6:33 pm

(Aug 7, 2016 06:32 PM)Phrack Wrote: [\[CITE\]](#) Servers are unstable prob. It doesnt make any sense.

I do have the same issue but i was running 6 hours 20 bots fine then it stopped working im guessing servers are unstable rn

6 hours ...

This has been happening within the last hour. I had over 100 running earlier without a single issue.

2 ran for 5+ minutes just fine. Testing 3.

Clockism - August 7, 2016, 6:35 pm

(Aug 7, 2016 06:32 PM)Phrack Wrote: [\[CITE\]](#) Servers are unstable prob. It doesnt make any sense.

I do have the same issue but i was running 6 hours 20 bots fine then it stopped working im guessing servers are unstable rn

I am almost positive it is not the servers.. Because i can run 2 perfectly fine but nothing more than 2. Definitely not the servers if i can get them running.

botrus - August 7, 2016, 6:35 pm

I can only run 3 at a time now :(

Secrets - August 7, 2016, 6:38 pm

It could be that the servers are unstable , I was running 9 they tend to do that for a while and revert

back to normal.

Clockism - August 7, 2016, 6:39 pm

(Aug 7, 2016 06:38 PM)Secrets Wrote: [\[CITE\]](#) It could be that the servers are unstable , I was running 9 they tend to do that for a while and revert back to normal.

Once again almost positive it is not the servers as why would i still be logged in running the bot and then it acts as if it is just softbanned... I can run 2 perfectly fine and nothing goes wrong.

SL x TnT - August 7, 2016, 6:40 pm

(Aug 7, 2016 06:39 PM)Clockism Wrote: [\[CITE\]](#) Once again almost positive it is not the servers as why would i still be logged in running the bot and then it acts as if it is just softbanned... I can run 2 perfectly fine and nothing goes wrong.

I'm agreeing with you on this.

<https://i.gyazo.com/55f0c64d05ed9c01337d5fa7a4a155d6.png>

4 running for nearly 3 minutes without issue.

???? Shana - August 7, 2016, 6:41 pm

(Aug 7, 2016 06:40 PM)SL x TnT Wrote: [\[CITE\]](#) I'm agreeing with you on this.

<https://i.gyazo.com/55f0c64d05ed9c01337d5fa7a4a155d6.png>

4 running for nearly 3 minutes without issue.

what are you using to run the bots? looks like it'd be easy to manage multiple bots at once

leo4thewin - August 7, 2016, 6:46 pm

im just going to run my own accounts , screw making more

3301 - August 7, 2016, 6:48 pm

Ran one fine; tried running my usual 500 and had the no pokestops found issue.

Probably ip ban

Clockism - August 7, 2016, 6:50 pm

(Aug 7, 2016 06:48 PM)3301 Wrote: [\[CITE\]](#) Ran one fine; tried running my usual 500 and had the no pokestops found issue.

Probably ip ban

The usual 500 love that statement haha looks like that wont be happening any time soon unless there comes out a good fix for it.

SL x TnT - August 7, 2016, 6:50 pm

(Aug 7, 2016 06:41 PM)???? (S)hana Wrote: [\[CITE\]](#) what are you using to run the bots? looks like it'd be easy to manage multiple bots at once

It's an actual bot, that I made, instead of a manager. Shows pokemon (evolve/transfer options), pokedex, random stats, items, etc too. I just don't have Google login or sniping as I've never used them.

5 accounts running for 6 minutes. I think it'll fail at 6.

(Aug 7, 2016 06:50 PM)Clockism Wrote: [\[CITE\]](#) The usual 500 love that statement haha looks like that wont be happening any time soon unless there comes out a good fix for it.
Proxy support would be the only way. Would be a pain to implement and setup for each account.

Instantly failed at 6 account running. Going to wait to see if the other accounts hit the same issue. Has to go through all stops before it attempts to request map objects again.

botrus - August 7, 2016, 6:52 pm

I'm pretty sure it was a server issue as I was having issues with my bot as well

I'm back up and running

Clockism - August 7, 2016, 6:53 pm

(Aug 7, 2016 06:52 PM)botrus Wrote: [\[CITE\]](#) I'm pretty sure it was a server issue as I was having issues with my bot as well

I'm back up and running

Let me know how long it stays running. Are you running a lot again?

SL x TnT - August 7, 2016, 6:59 pm

(Aug 7, 2016 06:52 PM)botrus Wrote: [\[CITE\]](#) I'm pretty sure it was a server issue as I was having issues with my bot as well

I'm back up and running

Mine just "crashed" with 6 running. I'm going to have to say that 5 is the limit.

Someone else can test it out too.

Clockism - August 7, 2016, 7:00 pm

(Aug 7, 2016 06:59 PM)SL x TnT Wrote: [\[CITE\]](#) Mine just "crashed" with 6 running. I'm going to have to say that 5 is the limit.

Someone else can test it out too.

Mine didnt work with 5 worked for a bit then stopped. I really think 2 is the max.

SteelMemer - August 7, 2016, 7:02 pm

To be honest idk, i've been running 20+ the whole day and they have been on and off. An hour ago, they all stopped working, but they now run just fine.

I think it is the servers, i'll update again soon.

SL x TnT - August 7, 2016, 7:03 pm

(Aug 7, 2016 07:00 PM)Clockism Wrote: [\[CITE\]](#) Mine didnt work with 5 worked for a bit then stopped. I really think 2 is the max.

I had 3 running for 25 minutes.

4 for 21 minutes.

5 for 5 minutes.

6 for ... didn't last long.

At the lowest, I'd say 4 should be safe.

Clockism - August 7, 2016, 7:03 pm

(Aug 7, 2016 07:02 PM)sluast Wrote: [\[CITE\]](#) To be honest idk, i've been running 20+ the whole day and they have been on and off. An hour ago, they all stopped working, but they now run just fine.

I think it is the servers, i'll update again soon.

I think you may be the only person that has gotten away with that many i cant even get away with 5 running.

(Aug 7, 2016 07:03 PM)SL x TnT Wrote: [\[CITE\]](#) I had 3 running for 25 minutes.

4 for 21 minutes.

5 for 5 minutes.

6 for ... didn't last long.

At the lowest, I'd say 4 should be safe.

Yeah if you wanna restart every 21 minutes:P I have had 2 running for a half hour and nothing has stopped.

leo4thewin - August 7, 2016, 7:06 pm

running two , i'll let you guys know. mine tap out at 3

SteelMemer - August 7, 2016, 7:07 pm

And now they start "Updating inventory at .. "

Softbans all over the place? (ip-/softbans? :P)

SL x TnT - August 7, 2016, 7:08 pm

(Aug 7, 2016 07:03 PM)Clockism Wrote: [\[CITE\]](#) Yeah if you wanna restart every 21 minutes:P I have had 2 running for a half hour and nothing has stopped.

<https://i.gyazo.com/56ab567b7072d0772dcd4725fb5e8a9a.png>

We'll see how long it lasts. How long would you consider safe?

I'll try letting it run through a complete loop.

Just had a weird idea. Do you think it'd work by using a single account to get map objects (separate IP) and passing those to the other accounts? Our issue is not having map objects showing rather than not being able to grab stops.

Clockism - August 7, 2016, 7:09 pm

(Aug 7, 2016 07:07 PM)sluast Wrote: [\[CITE\]](#) And now they start "Updating inventory at .. "

Softbans all over the place? (ip-/softbans? :P)

Yes as we have been stating in the thread we cant even get away with 5 and you say you are fine with running 20...

Sparkfear - August 7, 2016, 7:11 pm

Friend of mine got IP-Banned for running 10 bots at the same time.

Clockism - August 7, 2016, 7:12 pm

(Aug 7, 2016 07:11 PM)Sparkfear Wrote: [\[CITE\]](#) Friend of mine got IP-Banned for running 10 bots at the same time.

Luckily the IP bans are not forever you can wait a bit and go back to running but i suggest 2 if you wanna be able to let them run without stopping.

leo4thewin - August 7, 2016, 7:13 pm

it lasted 12 minutes with 2 . wtf smh

Clockism - August 7, 2016, 7:16 pm

(Aug 7, 2016 07:13 PM)leo4thewin Wrote: [\[CITE\]](#) it lasted 12 minutes with 2 . wtf smh

I have been going for almost an hour with 2. If you recently got ip banned for running a lot wait a little then start 2.

SL x TnT - August 7, 2016, 7:22 pm

(Aug 7, 2016 07:16 PM)Clockism Wrote: [\[CITE\]](#) I have been going for almost an hour with 2. If you recently got ip banned for running a lot wait a little then start 2.

<https://i.gyazo.com/0f10d49df23934a92b87638bd0c9764b.png>

First 2 ran through 153 stops and requested more without an issue. Means that 14 minutes wasn't long enough to cause a ban or doesn't cause a ban with 5 accounts running.

The other 3 requested more without issues too.

17 minutes in, no pokestops found.

Do you think it's the request speed?

KazerTheAmazer - August 7, 2016, 7:23 pm

Well if every bot registers the same IP, the same "Phone"; seriously what do you think is going to happen. It was only a matter of time.

SL x TnT - August 7, 2016, 7:24 pm

(Aug 7, 2016 07:23 PM)KazerTheAmazer Wrote: [\[CITE\]](#) Well if every bot registers the same IP, the same "Phone"; seriously what do you think is going to happen. It was only a matter of time.

You can edit the device information, so that's easy enough to test.

KazerTheAmazer - August 7, 2016, 7:28 pm

True but how many people would not know this, how many would just be running on default settings, a tut should be posted on how to swap device information; it would probably very very useful.

SL x TnT - August 7, 2016, 7:29 pm

(Aug 7, 2016 07:28 PM)KazerTheAmazer Wrote: [\[CITE\]](#) True but how many people would not know this, how many would just be running on default settings, a tut should be posted on how to swap device information; it would probably very very useful.

There is a tutorial on Necro's github.

By default, the device id is randomized.

KazerTheAmazer - August 7, 2016, 7:35 pm

Did not know this; thank you for that information actually that is quite handy if anybody asks.

leo4thewin - August 7, 2016, 7:39 pm

anyone know how to edit device info on haxton

SL x TnT - August 7, 2016, 7:42 pm

(Aug 7, 2016 07:39 PM)leo4thewin Wrote: [\[CITE\]](#) anyone know how to edit device info on haxton That might be hardcoded in. Look in any config files the bot has for "DeviceId".

Phrack - August 7, 2016, 7:43 pm

Stop saying its IP Bans there is something going on. It might be IP related

Clockism - August 7, 2016, 7:45 pm

(Aug 7, 2016 07:43 PM)Phrack Wrote: [\[CITE\]](#) Stop saying its IP Bans there is something going on. It might be IP related

It is IP ban tho? So much proof buddy. LQ

SL x TnT - August 7, 2016, 7:48 pm

(Aug 7, 2016 07:43 PM)Phrack Wrote: [\[CITE\]](#) Stop saying its IP Bans there is something going on. It might be IP related

It's not related to device. If it was, everyone would be having issues.

At the very least, it has something to do with the IP. Considering not grabbing pokestops is a "softban," this is pretty much a "softban" for IPs.

Things to try

- Different full device information. They might detect 5 similar devices on an IP and do it that way. Changing DeviceId does nothing.
- Different IPs (should work).

Testing out 4 now. Will see what happens in 15 more minutes.

SteelMemer - August 7, 2016, 7:53 pm

I dont know if this helps, but "Failed to request packet ... ".

Servers?

<https://gyazo.com/4ed61c975a048eaaf9af4398977d9278>

Phrack - August 7, 2016, 7:56 pm

(Aug 7, 2016 07:45 PM)Clockism Wrote: [\[CITE\]](#) It is IP ban tho? So much proof buddy. LQ
So much proof ? Where are the proofs?

Also confirmed by the Haxton Developer he told me it might be related to IP.

LQ

SL x TnT - August 7, 2016, 7:59 pm

(Aug 7, 2016 07:56 PM)Phrack Wrote: [\[CITE\]](#) Haxton Developer he told me it might be related to IP. That was obvious from the start. Why would information coming from the "Haxton Developer" mean anything more than others?

The goal is to figure out what's causing the bans. Is it device information, IP, information + IP, etc?

18 minutes 5 accounts, stopped working.

20 minutes 4 accounts, no issues so far.
33 minutes 4 accounts, no issues. Going to test out a different theory.

If 4 accounts mess up after 30 minutes or so, I feel like it's an IP request limit on their API.

Riyu- - August 7, 2016, 8:08 pm

I wasn't able to run 2 bots it kept saying that it couldn't find a pokestop.

SL x TnT - August 7, 2016, 8:39 pm

(Aug 7, 2016 08:08 PM)Yachty Wrote: [\[CITE\]](#) I wasn't able to run 2 bots it kept saying that it couldn't find a pokestop.

I think it might be a request limiter rather than an account limit. It's going to take another half hour, but I want to test if removing some requests will make 5 accounts last longer than 18 minutes.

th3c0rrupt3d0n3 - August 7, 2016, 8:39 pm

(Aug 7, 2016 08:08 PM)Yachty Wrote: [\[CITE\]](#) I wasn't able to run 2 bots it kept saying that it couldn't find a pokestop.

I'm like this, was running 8 bots though lol. If I wasn't getting this error, I was getting a softban but the bot is not capable of unbanning itself. Guess Niantic has upped up some security ?

SL x TnT - August 7, 2016, 8:45 pm

(Aug 7, 2016 08:39 PM)R??T Wrote: [\[CITE\]](#) I'm like this, was running 8 bots though lol. If I wasn't getting this error, I was getting a softban but the bot is not capable of unbanning itself. Guess Niantic has upped up some security ?

Unbanning from a softban is still the same. That works fine for me.

Your bot may not be able to differentiate between a softban and "no pokestops found."

kooper87 - August 7, 2016, 8:46 pm

Running some tests with 10 accounts. Looks like they are all running with what I got configured. Will let it run for a bit see if it stops working.

SL x TnT - August 7, 2016, 8:48 pm

(Aug 7, 2016 08:46 PM)kooper87 Wrote: [\[CITE\]](#) Running some tests with 10 accounts. Looks like they are all running with what I got configured. Will let it run for a bit see if it stops working.
When it messes up, can you tell me how long it took?

For me ...

4 accounts = 33 minutes w/o ban.
5 accounts = 18 minutes before ban.
10 accounts = 8 minutes before ban (no pokemon catching).

Currently testing 5 with teleporting instead of walking. That should limit the requests a little.

th3c0rrupt3d0n3 - August 7, 2016, 8:50 pm

(Aug 7, 2016 08:45 PM)SL x TnT Wrote: [\[CITE\]](#) Unbanning from a softban is still the same. That works fine for me.

Your bot may not be able to differentiate between a softban and "no pokestops found."
Didn't work, not from Necro, neither manually.

I just started again with just one bot, after 10 minutes of failure is working again.

SL x TnT - August 7, 2016, 8:54 pm

(Aug 7, 2016 08:50 PM)R??T Wrote: [\[CITE\]](#) Didn't work, not from Necro, neither manually.

I just started again with just one bot, after 10 minutes of failure is working again.

It's possible that Necro messed up their logic.

kooper87 - August 7, 2016, 9:05 pm

(Aug 7, 2016 08:48 PM)SL x TnT Wrote: [\[CITE\]](#) When it messes up, can you tell me how long it took?

For me ...

4 accounts = 33 minutes w/o ban.

5 accounts = 18 minutes before ban.

10 accounts = 8 minutes before ban (no pokemon catching).

Currently testing 5 with teleporting instead of walking. That should limit the requests a little.

10 accounts banned in like 5 minutes lol. The funny thing is that I was using one proxy for each account. Botting multiple a problem for now, guessing back to botting 1 of my high leveled accounts till something is figured out.

SL x TnT - August 7, 2016, 9:13 pm

(Aug 7, 2016 09:05 PM)kooper87 Wrote: [\[CITE\]](#) 10 accounts banned in like 5 minutes lol. The funny thing is that I was using one proxy for each account. Botting multiple a problem for now, guessing back to botting 1 of my high leveled accounts till something is figured out.

Are you sure they were running through a proxy?

I'm at 17 minutes with 5 accounts right now. Think I'm doing a little more than half the requests as before.

30 minutes will be my cutoff.

kooper87 - August 7, 2016, 9:16 pm

(Aug 7, 2016 09:13 PM)SL x TnT Wrote: [\[CITE\]](#) Are you sure they were running through a proxy?

I'm at 17 minutes with 5 accounts right now. Think I'm doing a little more than half the requests as before.

30 minutes will be my cutoff.

Ya i tested with one account, set UseProxy to True, added the IP (host), port. Not sure if anything else needs to be done as there wasn't any other proxy setting besides those ones.

SL x TnT - August 7, 2016, 9:21 pm

(Aug 7, 2016 09:16 PM)kooper87 Wrote: [\[CITE\]](#) Ya i tested with one account, set UseProxy to True, added the IP (host), port. Not sure if anything else needs to be done as there wasn't any other proxy setting besides those ones.

Is that on Necro? There might be proxy settings, but I can't find anywhere showing that it's implemented.

25 minutes 5 accounts.

I think someone should test out how many requests can be sent before it stops working.

kooper87 - August 7, 2016, 9:25 pm

(Aug 7, 2016 09:21 PM)SL x TnT Wrote: [\[CITE\]](#) Is that on Necro? There might be proxy settings, but I can't find anywhere showing that it's implemented.

25 minutes 5 accounts.

I think someone should test out how many requests can be sent before it stops working.

It does have the option in the config, I saw it in the necro bot within the bot manager I use from a ownedcore member. He did post that proxies are support in the necro bot but not sure if it's actually working.

SL x TnT - August 7, 2016, 9:29 pm

(Aug 7, 2016 09:25 PM)kooper87 Wrote: [\[CITE\]](#) It does have the option in the config, I saw it in the necro bot within the bot manager I use from a ownedcore member. He did post that proxies are support in the necro bot but not sure if it's actually working.

Version 0.7.0 (one I have) does not have proxy support. I doubt 0.7.6 has it implemented.

Only references of the "UseProxy" property. First is the property, the other 2 are the getter/setter.

At the very least, it should have 1 more location where it's used.

37 minutes 5 accounts without issues.

Going to start another. Failed.

Clockism - August 8, 2016, 7:22 am

If anyone has any solutions to this please let us know ! Hopefully we can figure something out.

th3c0rrupt3d0n3 - August 8, 2016, 8:49 am

(Aug 8, 2016 07:22 AM)Clockism Wrote: [\[CITE\]](#) If anyone has any solutions to this please let us know ! Hopefully we can figure something out.

My 1337 H4x0r solution has been running only 2 instances of the bot.

Dolledree - August 8, 2016, 8:53 am

i'm getting it with only one account.. delays are normal, nothing weird

NKingdom - August 8, 2016, 8:53 am

I don't think proxy is working.